Autumn 1

Character Education:

Social me: Cooperation

- Do as I am asked to do
- Share my ideas and resources
- Help others
- Work towards a shared goal
- Put the group's interests above my own by analysing what is happening in the game and making decisions on the team not myself

Adaptive Question Starters:

Identify the teaching points for ... Describe the ...

Explain the importance of
How does ... work in a competition/game

Keyword:

Agility:

The ability to change direction quickly and accurately

Assessment for Learning:

Recap and link from previous lesson

Mini Plenaries focusing on what the children know, understand and remember

Question and Answer based on character education.

Autumn 2

Character Education:

Healthy me: Courage

- Encourage children to be brave and have a go even if they are unsure
- Encourage them to set stretching targets
- Group the children in different groups to usual
- Praise them when they offer alternative suggestions to their friends
- Praise critical analysis of others' ideas
- Reward commitment
- Explore how children managed their fears in plenaries

Keyword:

Speed:

The ability to move your body or part of your body quickly

Adaptive Question Starters:

Identify the teaching points for ... Describe the ...

Explain the importance of How does ... work in a competition/game

Assessment for Learning:

Recap and link from previous lesson
Mini Plenaries focusing on what the children
know, understand and remember
Question and Answer based on character
education.

Spring 1

Character Education:

Healthy me: Self-belief

- Encourage children to identify what they can and can't do yet
- Allow opportunities for children to set goals by saying I can't yet or I will be able to and link in the techniques in order for them to achieve their goals
- Celebrate positive behaviours, commitment to improve and accurate self-reflections

Adaptive Question Starters:

Identify the teaching points for ... Describe the ...

Explain the importance of How does ... work in a competition/game

Keyword:

Balance:

The ability to retain centre of mass (gravity) above the base of support whilst stationary (static) or moving (dynamic)

Assessment for Learning:

Recap and link from previous lesson
Mini Plenaries focusing on what the children
know, understand and remember
Question and Answer based on character
education.

Spring 2	
Character Education: Thinking Me = Concentration - Demonstrate good listening and observation - Encourage children to use their senses - Praise children who are focused on tasks and providing attention to detail	Keyword: Coordination: The ability to use a combination of body parts and senses at the same time to produce smooth and efficient movements
Adaptive Question Starters: Identify the teaching points for Describe the Explain the importance of How does work in a competition/game	Assessment for Learning: Recap and link from previous lesson Mini Plenaries focusing on what the children know, understand and remember Question and Answer based on character education.

Summer 1	
Character Education: Healthy Me: Honesty - Understanding and agreeing to the rules and any penalties for breaking rules - Awarding fair play points (sharing, respect for equipment, keeping score and rules) - Praise when children own up to errors	Keyword: Reaction Time: The time taken to react to a stimulus
Adaptive Question Starters: Identify the teaching points for	Assessment for Learning: Recap and link from previous lesson
Describe the Explain the importance of How does work in a competition/game	Mini Plenaries focusing on what the children know, understand and remember Question and Answer based on character education.

Summer 2		
Character Education: Social Me: Respect - Treat others as I would like to be treated - Accept people's differences - Value what other people would say and do - Agree to disagree if necessary - Recognise when others are better at something than me	Keyword: Power: The combination of strength and speed of movement	
Adaptive Question Starters: Identify the teaching points for Describe the Explain the importance of How does work in a competition/game	Assessment for Learning: Recap and link from previous lesson Mini Plenaries focusing on what the children know, understand and remember Question and Answer based on character education.	