

Unit 4: Games activities - unit 2

Audience: Key Stage 1

Year Group: 2

In this unit children improve and apply their basic skills in games. They play games that demand simple choices and decisions on how to use space to avoid opponents, keep the ball and score points.

In all games activities, children think about how to use skills, strategies and tactics to outwit the opposition.

Lesson plans

[Lesson plan 1: Beanbags and Quoits](#)

Children will learn to slide a bean bag or roll a quoit and retrieve it. Children will begin to aim for targets and to pass apparatus between targets. Children will work cooperatively with a partner when skill building and also when playing competitively against opponents in a simple net type game.

[Lesson plan 2: Rolling Balls](#)

Children will build upon the 'sending' skills learnt in the last lesson and begin to roll ball with control and accuracy when sending and aiming. Children will work cooperatively with a partner and play a simple competitive group game that involves a simple scoring system.

[Lesson plan 3: Lily Pads](#)

Children will practice the skill of rolling a ball learnt in the last lesson in order to extend their control and technique. Children will use a bean bag to throw, catch and aim. Children will work cooperatively as a team to gain points by throwing accurately while competing against other teams.

[Lesson plan 4: Lily Pad Bouncers](#)

Children will learn how to throw, bounce and catch a ball with some accuracy and control. Children will aim for targets of varying size and height and use the skills learnt to play a competitive aiming game that also requires cooperation with other children within their own team.

[Lesson plan 5: Inventing a target game](#)

Children will develop their throwing, bouncing and catching skills by working with a partner and gradually increasing the distance over which the ball is passed. Children will develop their aiming skills by passing the ball through a hoop and varying the height at which the ball needs to be thrown. Children will use two pieces of apparatus to invent their own target game.

[Lesson plan 6: Striking](#)

Children will learn how to hit a ball with some accuracy and think about where they need to hit the ball. Children will begin to anticipate the flight of a ball and to move into good positions to keep the ball off the ground. Children will begin to develop a basic understanding of net and racket games.

[Lesson plan 7: Football League](#)

Children will begin to throw and kick a ball with accuracy and control. Children will learn to stop and control a moving ball. Children will aim and hit large targets and use this skill in a small competitive group game.

[Lesson plan 8: It's a goal!](#)

Children will begin to pass a ball while moving. Children will learn how to pass a ball through a wide target to their partner. Children will begin to defend a target to stop others scoring points. Children will invent their own scoring game using apparatus and skills acquired in earlier lessons.