

Knowledge Organiser Games Unit 2 Nursery/Reception

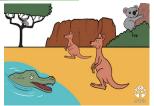
About this Unit

In this unit children will practise and further develop their fundamental movement skills through the topic of 'around the world'. Children will learn and develop these skills by playing a variety of games. They will also learn how to work as a team, take turns, keep the score, play against an opponent and play bu the rules.



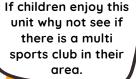


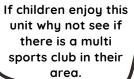






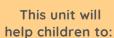
unit why not see if there is a multi sports club in their area.











- change direction quickly
- balance
- · move different body parts at the same time
- · be faster
- move for longer

Throwing:

Running:

run and

to stop.

Children will Children will learn to use learn to point bia steps to their hand at their target small steps when throwing.

Children will learn to watch the ball and have their target hands out when striking. ready to catch.

Catching:

Children will learn to point their racket at

Striking:

Children will learn to make simple decisions in response to a task them to stau and that there are different roles in aames.

Tactics:

Children will learn that rules help safe.

Rules:

Personal, Social and

Physical

Ladder

Knowledge



This unit will develop the following skills:

communication, help others, respect, take turns, cooperation

perseverance, honesty, determination, manage emotions

comprehension, decision making, select and apply, reflection

Children will be taught to:

the teaching space.

• Take turns when instructed.

Physical Skills

- run
- throw
- change direction
- catch

Move around safely and with control.

• Have an awareness of others and items in

• To store equipment safely when not in use.

• strike





Find more games that develop these skills in the Home Learning Active Families tab on www.getset4education.co.uk



Capture the Socks

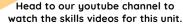
What you need: a basket, four pairs of rolled up socks and two players

- Place the socks randomly in the playing area.
- · One player (the attacker) begins at the basket.
- · The defender begins three big steps away.
- · The attacker has six attempts to collect a pair of
- socks and place them into the basket. · The defender can tag the attacker once they leave the basket and if

caught the attacker must return to the basket and start again

How many socks did you get in the basket?







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Communication and Language



Key Vocabularu

stop aim lose tag gallop partner target hit run team hop safely win jump score

