## Curriculum intent:

Physical Education at North Ridge High School should contribute to pupils' physical, cognitive, social and emotional development, as well as playing an important role in their spiritual, moral and cultural development. The P.E. curriculum is broad and balanced so as to increase pupils' self-confidence in their ability to manage themselves and their bodies within a range of movement situations. Through a variety of individual, paired and group activities, the different strengths, needs and preferences of each pupil will be catered for using differentiated physical activities. All pupils will be provided with the opportunity to move, be active, develop skills and improve communication and self-esteem. Additionally, through providing positive experiences within the P.E. curriculum, a lifelong interest in physical activity is encouraged.

## End of KS3 intent/outcome End of KS4 intent/outcome End of KS5 intent/outcome N/A By the end of KS3, pupils will have By the end of KS4, pupils will have developed their understanding of how to built further on understanding and play cricket, rounders and softball. They skills developed throughout KS3. will know how to hold a bat correctly and They will have developed a better how to hit a ball towards a specific target understanding of rules and or desired location. They will know how to regulations when playing adapted bowl/pitch towards the batter and how to striking and fielding games and field the ball. Pupils will develop their they will have developed tactical awareness of the skills and understanding awareness during games, e.g. when needed when batting and fielding, and will to run, where to hit the ball, where engage in adapted games to try and to return the ball to etc. Pupils will understand basic concepts/tactics. also have developed team work skills, including communication, when both batting and fielding.

Intent for topic:	This unit of study gives pupils the opportunity to engage with activities which develop hand-eye coordination initially and then support the development of a competitive game using softball bats, rounders bats, cricket bats and many other adapted equipment to hit a ball. Pupils will experience differentiated activities which enable them to develop their understanding of how to use a selected bat and hit a ball in their desired direction. Pupils will develop an awareness of how to move when both batting and fielding and will explore numerous positions during competitive and non-competitive games. Pupils will develop an understanding of the rules and regulations associated with the games they play as well as working on tactical awareness to outwit opponents. Some pupils will be given the opportunity to umpire games.
Key vocabulary for subject:	Warm-up, stretch, prepare, movement, fitness, competition, cool-down
Key vocabulary	Cricket, Softball, Rounders, bat, ball, wicket, stumps, post, base, bowl, catch, throw, hit, out, batting,
for this topic:	fielding, run, wicket-keeper, bowler, batter.

Prior knowledge: what pupils may already have studied

Key	Subject	Topic title	Term/year taught	Content/What might pupils already know?
stage				
K53	PE - Striking & Fielding	Cricket	Summer 2 - Year 1	Understand the aim of the game. Understand what team they are on. Understand the basic concept of scoring runs/getting the other team out. Know how to hold the bat and hit the ball. Know how to bowl the ball and field. Understand the basic rules of the game. Understand basic tactics of the game.
K53	PE - Striking & Fielding	Softball	Summer 1 - Year 2	Understand the aim of the game. Understand what team they are on. Understand the basic concept of scoring runs/getting the other team out. Know how to hold the bat and hit the ball. Know how to pitch the ball and field. Understand the basic rules of the game. Understand basic tactics of the game.
K53	PE - Striking & Fielding	Rounders	Summer 2 - Year 3	Understand the aim of the game. Understand what team they are on. Understand the basic concept of scoring rounders/getting the other team out. Know how to hold the bat and hit the ball. Know how to bowl the ball and field. Understand the basic rules of the game. Understand basic tactics of the

				game.
K54	PE - Striking & Fielding	Cricket	Summer 2 - Year 1	Understand the aim of the game. Understand what team they are on. Understand the rules of the game and how to keep score. Know how to bat/bowl/field. Have greater understanding of different positions, e.g. wicket-keeper, fielder, 2 batters, etc. Have greater tactical awareness during the game. Understand how/what to communicate to team-mates during the game.
K54	PE - Striking & Fielding	Rounders	Summer 2 - Year 2	Understand the aim of the game. Understand what team they are on. Understand the rules of the game and how to keep score. Know how to bat/bowl/field. Have greater understanding of different positions, e.g. backstop, deep fielder, 1 <sup>st</sup> base, etc. Have greater tactical awareness during the game. Understand how/what to communicate to team-mates during the game.

Links to other subjects: PSHCE, ICT, Maths, English

## RRSA:

- I have the right to play, have fun, do sport and relax; and I should include everybody in my activities and games.
- I have the right to a good quality education.
- I have the right to try new things.

Key	OU Progression Step 8	OU NC Step 1	OU NC Step 2	OU NC Step 3	OU NC Step 4
Knowledge	Can follow simple rules	Is aware and can follow	Pupils follow rules during	Pupils can follow all rules	Pupils can umpire a striking
Concepts	during adapted games with	basic rules in striking and	competitive striking and	during striking and fielding	and fielding game and can
-	verbal prompts	fielding games	fielding games	games in both competitive	implement rules and ensure
				and non-competitive games	correct scoring
	Shows some understanding		Pupils understand how to	and is able to keep scores	
	of how to score runs/points	Can name and play in at	outwit opponents during		Pupils show understanding
	during striking and fielding	least 2 different positions	games and can demonstrate	Pupils understand how to	of how to outwit opponents
	games	during striking and fielding	this giving 2 examples	outwit opponents with the	within a range of game
		games		use of different tactics	situations
	Can follow verbal instruction				
	of when to run between	Is able to make their own	Pupils understand and are	Pupils can play a range of	Pupils are able to play all
	wickets/bases	decisions regarding when to	able to play a range of	positions and can switch	positions and can switch and
		move between	positions when fielding and	between positions according	cover positions when
	Is able to name at least 2	bases/wickets majority of	understand their role in	to the game situation e.g.	necessary.
	different positions for the	the time	each position	covering backstop	B
	fielding team e.g. back stop,	Duraile abauta an	Dunile are able to make	Dumile medice decisions for	Pupils are able to make
	bowler, first base etc	Pupils shows an	Pupils are able to make decisions for themselves	Pupils make decisions for themselves and others and	decisions and instruct teammates when to run or
		understanding of how to score points/run during	and others when deciding to	can attempt to lead	when to stay whilst on the
		striking and fielding	run between bases/wickets	members of the team	batting team.
		Striking and helding	Tull between bases, wickets	between wickets/bases	Batting team.
		Pupils can identify at least 1	Pupils are able to discuss	between wickets/bases	Pupils are able to discuss a
		way of how to eliminate	tactics to outwit opponents	Pupils are able to discuss	range of tactics and
		their opponents from the	with teammates	tactics with teammates and	implement different tactics
		game e.g. catch the ball	With teaminates	implement these into game	in accordance to their
		garrie e.g. cateri trie barr		situations in order to outwit	opponents
				opponents	opponents

Key Skill	OU Progression Step 8	OU NC Step 1	OU NC Step 2	OU NC Step 3	OU NC Step 4
Concepts	Is able to hit a ball when	Can hit a ball when	Pupils are able to hit a ball	Pupils can hit a ball that has	Pupils can hit a ball that has
	stationary using a	stationary using the striking	that has been bowled using	been bowled into specific	been bowled into
	bat/racquet/paddle majority	and fielding equipment	the correct equipment e.g.	areas of the field e.g. gaps,	gaps/areas of the field to
	of the time	majority of the time e.g.	cricket = cricket bat	away from bases/wickets	enable the team to score
		cricket = cricket bat	rounders = rounders bat		the most runs
	Is able to move towards the		softball = softball bat	Pupils sprint towards the	
	ball when fielding and use	Is able to make intended		ball when fielding and can	Pupils sprint towards the
	appropriate equipment	movements towards the ball	Pupils move towards the	successfully stop the ball	ball when fielding and can
	effectively when attempting	when fielding and make	ball when fielding and	using the necessary	return the ball back towards
	to stop the ball	successful attempts to stop	successfully stop the ball	equipment	the necessary target/person
		the ball using necessary	using necessary equipment		
	Can use an underarm	equipment		Pupils can successfully use	Pupils can use both under
	technique to throw the ball		Pupils can successfully use	both over and underarm	and overarm throwing
	towards their intended	Is able to use either	wither overarm or	throw techniques to return	techniques to successfully
	target/direction	underarm and overarm	underarm throw technique	to the ball to the	return the ball towards the
		technique to throw the ball	to return the ball as quickly	appropriate place during a	most appropriate place e.g.
	Pupils are able to use their	towards a	as possible towards a	game e.g. towards last base	back to bowler to stop
	own technique to bowl a	target/base/wicket	specific target/player	where opponent is running	runners or towards a base
	ball towards a target			towards	to outwit opponent
		Makes attempts to catch	Pupils move towards and		
		the ball when fielding	attempt to catch a ball	Pupils sprint towards a ball	Pupils can bowl the ball at
		and/or returns the ball	which has been hit into the	and make an attempt to	speed towards specific
		towards a target as quickly	air and understands if they	catch the ball and can	targets within the required
		as possible	catch the ball then the	explain how this is classed	bowling area e.g. low bowl
			opponent is eliminated	as outwitting opponents	in softball
		Pupils can use an underarm			
		bowling technique to bowl	Pupils can use the correct	Pupils can successfully bowl	
		the ball towards an	technique when bowling a	a ball in striking and fielding	
		intended target	ball in striking and fielding	games towards the correct	
			games e.g. overarm =	areas e.g. shoulders to hips	
			cricket. Underarm =		
			rounders/softball		

Key Sports	Suggested Learning Activities – Adapted into games and differentiated for pupil need where applicable
Cricket	<ul> <li>Simple throwing and catching activities to develop accuracy of throwing and using correct technique to receive a ball</li> <li>Striking a static and moving ball with a range of equipment to help pupils develop hand-eye co-ordination</li> <li>Throwing a ball towards targets which replicate throwing towards wickets in a game situation</li> <li>Fielding activities/games to develop game knowledge of how to stop and return the ball</li> <li>Small sided adapted games for "Games for Understanding" (GfU) to develop and understand skills eg, concepts, scoring, batting, fielding, bowling etc</li> <li>Ensure pupils are using equipment safely by demonstrating correct techniques to hold/use equipment</li> </ul>
Rounder's	<ul> <li>Simple throwing and catching activities to develop a range of throwing technique and understand how to receive a ball</li> <li>Throwing a ball towards targets which replicate throwing towards posts, team mates or bowler in a game situation</li> <li>Striking a static and moving ball with a range of equipment to help pupils develop their hand-eye co-ordination</li> <li>Small sprinting games to develop speed and agility linked to game situations</li> <li>Small sided adapted games for GfU to develop and understand skills eg, concepts, scoring, batting, fielding, bowling etc</li> <li>Ensure pupils are using equipment safely by demonstrating correct techniques to hold/use equipment</li> </ul>
Softball	<ul> <li>Simple throwing and catching activities to develop a range of throwing technique and understand how to receive a ball</li> <li>Throwing a ball towards targets which replicate throwing towards bases, team mates or bowler in a game situation</li> <li>Striking a static and moving ball with a range of equipment to help pupils develop their hand-eye co-ordination</li> <li>Small sprinting games to develop speed and agility linked to game situations</li> <li>Small sided adapted games for GfU to develop and understand skills eg, concepts, scoring, batting, fielding, bowling etc</li> <li>Ensure pupils are using equipment safely by demonstrating correct techniques to hold/use equipment</li> </ul>

## Online Resources

Cricket - https://www.ecb.co.uk/ - https://foundation.lancashirecricket.co.uk/

Rounders - <a href="https://www.roundersengland.co.uk/product-category/rounders-toolkit/">https://www.roundersengland.co.uk/product-category/rounders-toolkit/</a>

Softball - https://www.nfhs.org/activities-sports/softball/

assessed across 5 levels starting from OU Progression Step 4 -	Physical Literacy on Onwards & Upwards. Physical Literacy will be 8. In Physical Literacy pupils will be assessed across 6 different ysis & Evaluation, Using Skills & Techniques and Challenge
Movement	This area will have a focus of pupil movement during games and activities in PE. Pupils will show a knowledge and understand of direction of movement, different movement patterns and speeds of movements using their limbs.
	Examples OU P Step 4 - Exploring/Moving around a space and pieces of equipment OU P Step 5 - Following a pre-determined routine with support OU P Step 6 - Moving in a variety of different ways during activities OU P Step 7 - Moving body parts and showing co-ordination skills OU P Step 8 - Repeating a series of movements and creating
Co-Operation	their own movement patterns  This area will have a focus on pupil's ability to share equipment, understanding of rules, working with others, to participate cooperatively and to show respect to others.
	Examples OU P Step 4 - Request a symbol/piece of equipment and share this OU P Step 5 - Wait patiently for their turn during group games/activities OU P Step 6 - Can participate with another pupil towards a common goal OU P Step 7 - Show awareness of respect towards others during games/activities OU P Step 8 - Playing by specific set of rules and identifying who's turn it is next

Compete	This area will have a focus on pupils completing tasks when instructed, showing enjoyment, being competitive, use support from staff to implement skills, participate in competitive situations/games and to play against others  Examples OU P Step 4 - Able to follow 1 rule from staff during games OU P Step 5 - Play unsupported against a class mate OU P Step 6 - Participate in some sort of competitive game/environment OU P Step 7 - Becoming aware playing competitive sports in not always about winning
Analysis & Evaluation	OU P Step 8 - Attempts to play within the rules  This area will focus upon pupils ability to evaluate and analyse performance, is aware of lessons and structures, able to use symbols to identify items, understand the changes to their body and to comment/communicate on topics in PE
	Examples OUP Step 4 - Able to repeat an action which has been modelled by staff OUP Step 5 - Is aware of the subject and can identify the topic in PE
	OU P Step 6 - Able to demonstrate a basic skill they have learned OU P Step 7 - Participate in video analysis and comment on the skill OU P Step 8 - Responds to feedback received from staff
Using Skills & Techniques	In Using Skills and Techniques pupils will develop their ability to apply skills to a game/activity, show some control when performing skills, follow instructions, transfer skills from isolation into games and use a range of equipment
	Examples

	OUP Step 4 - Can respond to a simple verbal command OUP Step 5 - Repeat an activity at least 3 times in a row OUP Step 6 - Send a ball/quoit in a specific direction OUP Step 7 - Practice a skill and apply co-ordination OUP Step 8 - Independently use a range of equipment to complete a task
Challenge	This area will focus on pupils developing skills and knowledge based around remained interested/engaged in activities, recognising and matching equipment/symbols, solving challenges, using skills for success, engaging in familiar and unfamiliar activities and working independently and supported when necessary.
	Examples OU P Step 4 - To select at least 1 piece of equipment for specific game/task OU P Step 5 - Select symbols and collect correct equipment OU P Step 6 - Follow verbal/visual instruction to complete a team task OU P Step 7 - Use skills in a game/activity which brings success OU P Step 8 - Recognise a range of equipment and share what equipment is used for