### Year 2 Games 1 Lesson 2 Objectives

- To send an object with a pulling & pushing action
- To play a simple chasing game

### Introduction/ Warm up (Connection and Activation)

**Introduction Game:** ‘Cups and Caps’ as previous week but this week change groups around, cups became caps and vice versa. Play for 1 minute then repeat.

**Release Tag**

Assign 3 – 5 taggers based on group ability – each to be given a bib
Assign 3 RELEASERS - Releasers each to be given a handball.
If a player without a ball is tagged by one of the taggers, they stand stuck in the mud. However with hands in position to catch a ball.
Releasers find those that have been tagged, throw ball to them underarm, person caught catches ball with 2 hands and throws back to releaser.

**5-10 min**

How can we make the game easier/harder? Tell your partner.
Why have you chosen to do that?
How can we pass directly to our partner?
What is important when passing?

### Main (Development/ Application)

**Development:** 4 colour groups RYGB:

Use a large foam ball.
Kneeling in a big space.

Holding ball in 2 hands behind head throw it (pulling action) from one side of hall to other (safety first, one colour group throws at a time) Repeat 3 times.

Holding ball in 2 hands at chest level push ball away from body as far as possible. Repeat pushing action from standing position.
Try it with feet together & with 1 foot forward - which is better/easier?

**Application: Team Keep Away**

Place children into groups of 5 approximately. Mark a box using cones for each groups working area.
Encourage children to pass the ball in their groups & try to find space. Focus should be on sending & receiving.

**Cool Down/ Plenary:** Tell me about the 3 different throwing actions, which is the best one for distance/ accuracy?

**Extension** - 4 children to be attackers and 1 to be a defender.
Defender is acting passively except trying to intercept the ball.
Encourage children to use their 3 steps to step past defender / into space to make a new pass when in possession. Encourage those without the ball to move into space (corners) within allocated space.