### Year 2 Games 1 Lesson 6 Objectives

- To improve sending skills in a competitive game
- To work against a partner trying to score a goal

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

**Warm Up Game:** Stop, Start, Jump

Stop – Stop  
Start – Start moving  
Jump – Small jump then keep moving

Children move around the area and respond to the commands you give. Have a few practice rounds then if students get out they must stand by the side and help those who respond to slowly/ incorrectly.

<table>
<thead>
<tr>
<th>With timings</th>
<th>Differentiation (Extension/Support)</th>
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<td>5-10 min</td>
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### Main (Development/ Application)

**Development:** 4 colour groups RYGB –

Standing in lines with equal numbers on each side, roll large ball across hall to next pupil & follow.  
**Progression** – Follow the Leader – Same activity but children roll ball to their partner whilst moving around the area.

**Application:** In 1 large grid – ‘Roll Tag’

Children roll 1 ball below knee height to tag each other, aim is not to get tagged with the ball (no moving with the ball)  
Add a second/third ball as game progresses.  
In 4 colour groups in a grid (quarter of the hall):  
Repeat the game, 3 lives each  
Select 1 tagger, others try to work together to hit the tagger by rolling it.

**Cool Down:** In grid:

Walking, on signal turn & change direction, jogging & changing direction on command (Safety first, no bumps). *Try pushing off one leg, does this help?*

**Plenary:** Did anyone manage not to get tagged? How did you do it?