



Porters Grange Primary School

Physical Education

Handball

Early Years

Year 1

Year 2

Year 3

Learning the rules of the game and am beginning to use them honestly.
Throw, catch, dribble and shoot the ball with some control.
Defend an opponent to slow them down.
Find space away from others and near to my goal.
Understand my role both as a defender and as an attacker.
Work co-operatively with my group to self-manage games.
Provide feedback using key words.

Year 4

Understand the rules of the game and I can use them often and honestly.
Self-manage a match with my teammates and officiate a match by applying the basic rules.
Throw, catch, dribble and shoot the ball with increasing control.
Delay an opponent and help to prevent the other team from scoring.
Use simple tactics to help my team gain possession.
Provide feedback using key terminology and understand what I need to do to improve.
Share ideas and work with others to manage our game.
Move to space to help my team to keep possession and score goals.

Year 5

Understand the rules and can apply them honestly most of the time including when refereeing.
Dribble, pass, receive and shoot the ball with some control under pressure.
Communicate well with my team and move into space to help to maintain possession and score goals.
Apply defensive skills individually and as a team to gain possession, deny space and stop goals.
Use feedback provided to improve my work.
Understand the need for tactics and can identify when to use them in different situations.
Lead others and contribute my ideas to group work.

Year 6	<p>Use the rules of the game honestly and consistently when playing and refereeing.</p> <p>Perform a range of skills with control and can select the appropriate action for the situation under pressure.</p> <p>Confidently apply defensive skills individually and as a team to gain possession, deny space and stop goals.</p> <p>Create and use space to help my team to maintain possession and create scoring opportunities.</p> <p>Work in collaboration with others to self-manage games so that they run smoothly.</p> <p>Recognise my own and others' strengths and areas for development and can suggest ways to improve.</p> <p>Confident to lead others and can contribute appropriate ideas to group work.</p>
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