

WPS Invasion Games Progression Framework

Learning objectives	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
<b>EY</b>								
	Moving safely in space, rolling ball to a target.	Move safely in space dodging others, to roll a ball to a partner.	To slide a beanbag/quoit to a target then to a partner.	To throw a beanbag into a large target. To demonstrate the underarm action. To improve throwing technique	To bounce and catch a ball on the spot To bounce and catch a ball while moving To work with a partner	To develop control when striking the ball with your foot over a short distance.	To kick a ball to hit a target	To move in and out of each other carrying a ball. To run and put down/retrieve a ball

Core Assessment game to play each week:

The aim of the game is to score points by sliding a beanbag or rolling a ball over your opponent's line. The game is played one against one, or two against two.

X-----A-----X



X-----B-----X

**Adapt:**

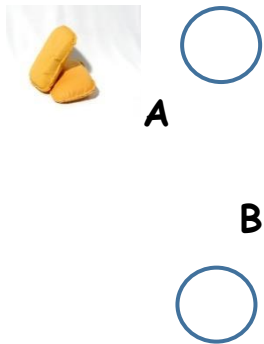
- Add "goals" to aim for in corners
- Players to start behind line and move in with bb/ball
- Players to move anywhere in box
- Add more goals/targets" on sides of boxes

## Year 1

	To respond to teacher's instructions, To move safely in an area and to be able to find a space. To carry equipment when moving.	To respond to teacher's instructions, changing pace and direction with control. To carry equipment when moving.	To be able to bounce the ball with control. To describe how our bodies feel when we exercise.	To throw and catch the ball with control. To aim for a variety of targets. To play cooperatively with a partner.	To begin to use a simple scoring system in their own competitive game. To control a ball when dribbling such as using the inside of their foot to move the ball.	To be able to track and catch a ball in a game. To begin to defend a target to stop others scoring points.	To be able to pass to a moving target. To communicate with a partner to find the right time to send a ball.	To be able to move a ball towards a target. To learn to play a competitive game which requires co-operation with teammates.
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### Core Assessment game to play each week:

The aim of the game is to throw beanbags/roll or strike balls into your opponent's hoop to score points. The game is played one against one.



#### Adapt:

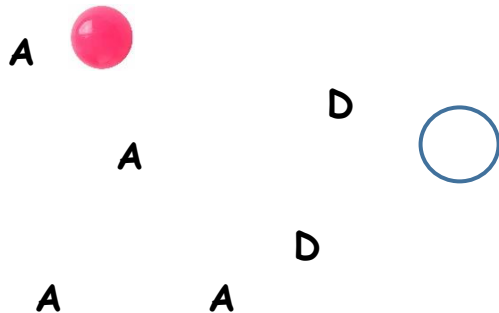
- Add more hoops
- Players to start in different positions
- Players to move anywhere in area
- Vary how move balls

## Year 2

	To move and change speed, to show control with basic actions with ball.	To show control and accuracy when rolling ball.	To be able to pass ball to partner with control.	To be able to shoot the ball at a target.	To understand the different ways of moving with a ball and to be more confident in doing this.	To be able to track and catch a partner and understand when this might be useful in a game.	To be able to move the ball ahead of a player for them to run onto. To control the ball and keep moving with it.	To be able to move ball towards a goal or scoring zone.

### Core Assessment game to play each week:

The aim of the game is to score points by bouncing the ball in a target hoop, or by knocking over a target skittle. 4v2 then 4v3.



#### Adapt:

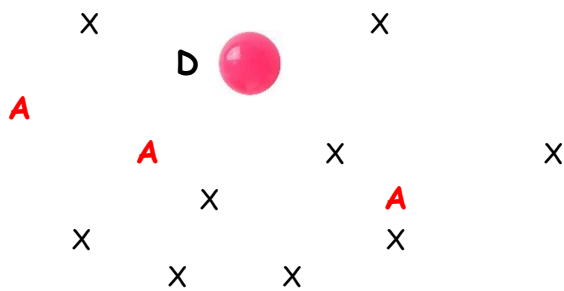
- Add "goals" to aim for in corners
- Players to start behind line and move in with bb/ball
- Players to move anywhere in box
- Add more goals/targets" on sides of boxes

## Year 3

	To dribble a ball with control using dominant hand or foot	To pass the ball over a short distance to stationary player	To pass the ball over a longer distance to stationary player	To aim the ball at a target to score a point	To dribble and pass with a partner unopposed.	To work as a team to pass the ball with increasing speed and accuracy	To be able to mark a player without the ball.	To plan simple tactics to play a game

### Core Assessment game to play each week:

3v1 game. The attackers can throw and catch but cannot move with the ball. The aim is to pass the ball so you can touch a cone with the ball in the playing area.



#### Adapt:

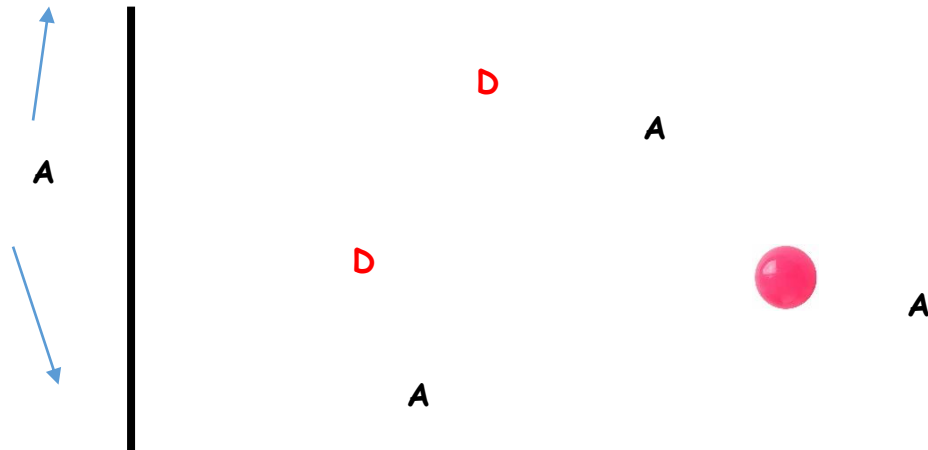
- Add "goals" to aim for in corners
- Players to start behind line and move in with ball
- Players to move anywhere in box
- Add more goals/targets" on sides of boxes
- X -cones

## Year 4

	To dribble a ball on the move with control, using dominant hand or foot.	To select the correct pass depending on the distance when unopposed	To pass the ball into space for a player to receive when unopposed.	To aim the ball at a target from varying distances to score a point.	To work as a team to pass the ball up the court/pitch avoiding defenders	To be able to intercept the ball	To mark a player with the ball	To understand the basic rules of the game.

### Core Assessment game to play each week:

The aim of the game is to pass the ball to a nominated player in the end zone of a pitch. 4v2 then 4v3.



#### Adapt:

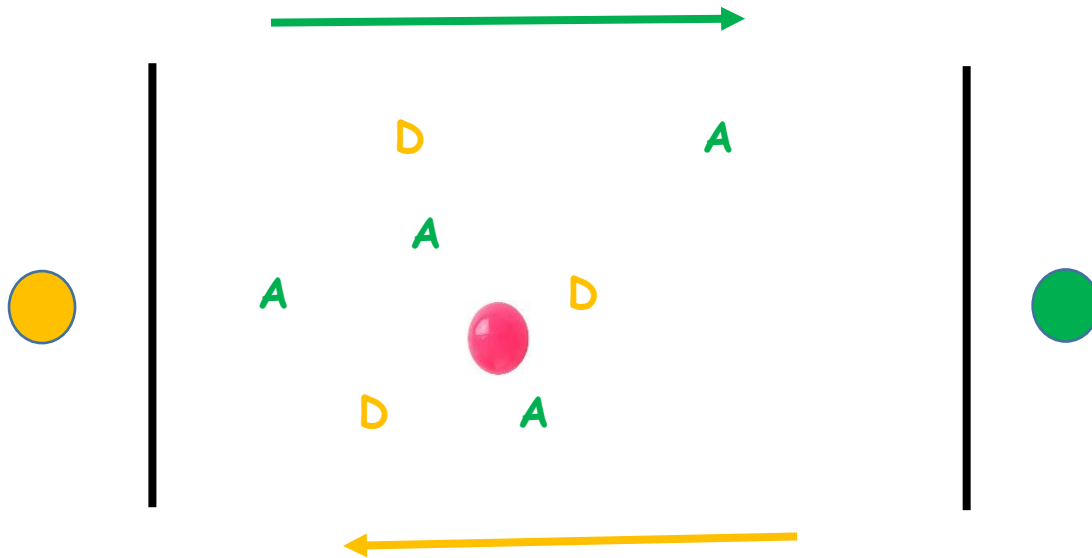
- Add "goals" to aim for in corners
- Players to start behind line and move in with bb/ball
- Players to move anywhere in box
- Add more goals/targets" on sides of boxes

## Year 5

	To be able to dribble the ball at speed and change direction	To dribble and pass the ball on the move.	To use dodging to lose your marker.	To know when to pass the ball into space for a marked player to receive.	To demonstrate the correct technique when shooting or scoring.	To tackle the ball from another player	To know how to put the opposition player with the ball under pressure	To know the various positions on the pitch/court

### Core Assessment game to play each week:

The aim of the game is to pass the ball to a nominated player on a spot /to score a goal. 4v3 then 4v4



#### Adapt:

- Add "goals" to aim for in corners
- Players to start behind line and move in with bb/ball
- Players to move anywhere in box
- Add more goals/targets" on sides of boxes

## Year 6

	To dribble the ball and avoid opponents	To be able to pass the ball accurately over both long and short distances.	To know when to pass the ball to another player	To know where the best place is to shoot the ball accurately at the target.	To understand set plays for attack	To know how to defend set plays	To organise the team into attack and defence positions.	To play as a team in an evenly sided match. Eg 4v4 or 5v5
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### Core Assessment game to play each week:

The aim of the game is to beat the opposition by scoring more goals. 4v4 then 5v5. Goalkeepers to be added. Use modified rules of the actual invasion game. Just keep sides small to increase involvement.

Adapt by adding more rules/conditions to games to make it harder.  
Simplify rules and make teams uneven to make it easier.