

Invent    Lead    Follow



### Purpose

Our 'Invent Lead Follow' theme places emphasis on developing children's social skills whilst playing games. Children will have the opportunity to invent and lead their own activities whilst also learning and understanding the importance of listening to others' ideas and following their lead.

Within this unit, children will benefit from using a variety of equipment, experiencing a variety of environments and also working with a variety of children.

### Key Success Criteria

**Invent**  
Use your own ideas to make a game

Develop an understanding of their preferences and likes

Use previous experiences and improve on them

**Lead**  
Explore how to work effectively with team-mates

Develop a variety of skills and vocabulary in order to positively impact others' learning

**Follow**  
Listen and respect others ideas

Try my best to enjoy games I didn't choose

Learn from others ideas

### Development Matters

**Invent**  
'Develop their own ideas, make links between ideas, and develop strategies for doing things'

'Bring their own ideas and fascinations in to early years settings'

'Know more, to feel confident about coming up with their own ideas'

'Take part in activities which they make up for themselves'

**Lead**  
'Take part in activities which they make up for themselves'

'Develop appropriate ways of being assertive'

'Express their feelings and consider the feelings of others'

**Follow**  
'Take account of one another's ideas about how to organise their activity'

'Understand how to listen carefully and why listening is important'

'Think about the perspective of others'

Create Play Compete



### Purpose

Our 'Create Play Compete' theme will allow children the opportunity to use prior learning along with their original ideas in order to create, play and compete in new games. We want our children to feel confident enough to lead, develop and express those ideas to others.

Within this theme we hope to put the children into situations where they take ownership of their learning. Children will be able to experiment with different equipment, work with different children and also experience new games.

### Key Success Criteria

**Create**  
Experiment with new ideas

Understand that ideas take time to develop

Listen to and respect everybody's ideas

**Play**  
Work together

Try your hardest

Have fun

**Compete**  
Be brave and try new things

Keep going when things get difficult

Encourage team-mates to try their best

### National Curriculum

'Participate In team games'

'Engage in competitive and co-operative activities.'

'Access a broad range of opportunities to extend their agility, balance and coordination, individually and with others.'

**Defending and attacking skills**



**Purpose**

Our 'Defending and attacking skills' theme is based around two main principles, when defending how can we deny and reduce space, and when attacking, how can we create and then utilise space.

Within this unit, we will be looking at 'tactics' and 'principles' through a variety of games that will help broker key discussions and explorations on defending and attacking. Children will explore different skills and themes in several different contexts. Looking at the commonalities and applying learnt skills across those contexts.

**Key Success Criteria**

Protect the goal or the space the attackers are trying to get to

Be ready and react quickly when the attackers move or the ball move

Cover and support other defenders on your team

Spread out and use more of the area

Attack the spaces where there are fewest defenders

Forward think and be creative with your ideas

**National Curriculum**

'Enjoy communicating, collaborating and competing with each other.'

'Pupils should be taught to apply basic principles suitable for attacking and defending.'

'Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways.'