



OVERCHURCH
INFANT SCHOOL

THINKING SKILLS PROGRESSION

KS1	Year 1	Year 2
Self - Reflection	<ul style="list-style-type: none"> To identify space and move into it when playing chasing and avoiding games. To identify and use space to their advantage when playing a game. • Children will Identify where there is more space and move towards it and score points quickly 	<ul style="list-style-type: none"> To identify where to run and decide when is the best time to move in chasing and avoiding games.
Collaboration	<ul style="list-style-type: none"> To use basic tactics for attacking and defending. To defend a target or an area. To understand an invasion type game involves attacking the opponents' area and defending their own. To know how to score points and that the team or individual with the most points will win. To make it easier for themselves and their team mates to score. To make a game hard for an opponent by sending a ball into space 	<ul style="list-style-type: none"> To choose the skills and ideas that meet the needs of a specific game. To keep possession of the ball and choose the right time to attempt to score. To choose the best way to stop an opponent from scoring points. To choose the best way for a team or individual to score points. To use game specific basic tactics to score more points. To use basic tactics that are appropriate for different types of games. To look for space away from an opponent and strike a ball towards it.
Attacking and Defending	<ul style="list-style-type: none"> To change skills in response to what a partner or opponent is doing. To understand the importance of working together as a team. To understand that they can work cooperatively and competitively with a partner 	<ul style="list-style-type: none"> To use skills when under pressure in personal best challenges. (e.g. Working against a time limit) To understand how to be alert, prepared and ready to help and support a team. To understand and follow the rules for different types of games
Game based Learning	<ul style="list-style-type: none"> To demonstrate and discuss basic gymnastics actions. To discuss and demonstrate how to change speed and direction to avoid others and find space. To describe what they have seen using appropriate language. To copy the performance of another child. To describe actions and movements in more detail To remember and repeat short sequences of movements 	<ul style="list-style-type: none"> To watch a specific element of a performance and talk about what they have seen. To link a balance with a travelling action. To comment on an action, movement or shape that has been performed well. To describe what they have seen (individual actions and shapes and sequences). To know how to make a sequence easier. To use comments from the teacher and other children to improve their own performance

<p>Creativity</p>	<ul style="list-style-type: none"> • To describe and identify which movements accurately and expressively represent their animal. • To give reasons why particular actions have been chosen. • To describe an action that is used in the movement phrase and identify how the action can be performed with more precise timing. • To know what a Level is and why we include them in a dance routine. • To describe how the different levels have been used in their own or another groups • To describe the different speeds used in the dance and explain why they have been used. • To describe how dance makes them feel and how different feelings can be shown through dance • To identify space and move into it when playing chasing and avoiding games. • To identify and use space to their advantage when playing a game. • Children will Identify where there is more space and move towards it and score points quickly. 	<ul style="list-style-type: none"> • To describe the actions created and give simple reasons for why they were performed at different speeds • To describe some of the movements and dynamics used in another child's performance. • To describe how a dance makes them feel and identify what they like and dislike about a performance. • To improve the quality of their own actions and short phrases. • To identify where to run and decide when is the best time to move in chasing and avoiding games
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