



Knowledge Organiser

Playing Games Year 1

Unit Purpose

The unit of work will challenge pupils to create, follow and develop rules for games. Pupils will apply these through games/challenges, playing against themselves, with a partner and in teams. Pupils will understand how to keep track of their scores, ensuring that the games are safe and fair.



Inspire Me

Did you know that the rules (or laws) are applied to make sure that games are played fairly. Cricket has 42 laws, Tennis has 23 laws, Football has 18 laws, and the NFL has 17 laws. Some of these laws are also subdivided.

Why do you think games need to have rules?



Key Success Criteria

Physical, Cognitive, Social and Emotional Unit Success

P

Pupils will respond to a set of instructions. Pupils will complete challenges against themselves and against others.

C

Pupils will understand how to win and to lose, and what the consequences are of breaking the rules of a game.

S

Pupils will learn how to take turns and how to play fairly. Pupils will play fairly and honestly following the rules of the game.

E

Pupils will continue to develop and apply honesty as they play by the rules and keep the score. Pupils will also show courage as they try to improve their scores.

Vocabulary for Learning

Rules: are a set of regulations or principles that govern a particular activity, that ensure that the activity is played fairly and safely.

Instructions: are a set of commands that someone will ask you to follow to complete, to successfully complete a task.

Score: is the number of points achieved in a game or by an individual, pair or team.

Sharing: to ensure that a game is played fairly pupils should be encouraged to share and take turns.

Personal Best: A personal best is the fastest time, highest score or best result, achieved by a person or a team when undertaking a challenge or sporting event.

Teamwork: Teamwork is the combined effort of a group to achieve a goal or complete a task, in the most effective and efficient way.