



Knowledge Organiser

Creating Games Year 2

Unit Purpose

The unit of work will challenge pupils to create simple tactics, follow and develop rules for games. Pupils will apply these in games playing against themselves, with a partner and in teams. Pupils will understand how different roles, such as the referee or timekeeper helps to manage the game.



Inspire Me

Did you know that the first time a referee used red and yellow cards in a football tournament was at the 1970 world cup in Mexico. The cards provided a clear and immediate understanding of the referee's decisions, both for players and for spectators.



Key Success Criteria

Physical, Cognitive, Social and Emotional Unit Success

P

Pupils will take on the role of a referee to enforce the rules of a game. Pupils will move between attack and defence as the game changes.

C

Pupils will show an understanding of the different roles within a game. Pupils will be able to identify the key attributes that make a successful team.

S

Pupils will encourage others and show gratitude. Pupils will collaborate and work together in teams.

E

Pupils will apply a competent understanding of honesty as they play by the rules and keep the score.

Vocabulary for Learning

Attacker: We are considered an 'attacker' when we or our team are in possession of the ball or in control of the ball. Our aim is to keep the ball away from the defenders.

Defender: We are considered a 'defender' when we are not in possession of the ball. The aim of the game for the defenders is to try and prevent the attackers from scoring.

Referee: is an official who enforces the rules and is responsible for making sure that the game is played fairly.

Sportsmanship: Sportsmanship is the quality of showing fairness, respect and good behaviour towards our opponents when competing and graciousness in winning or losing.

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