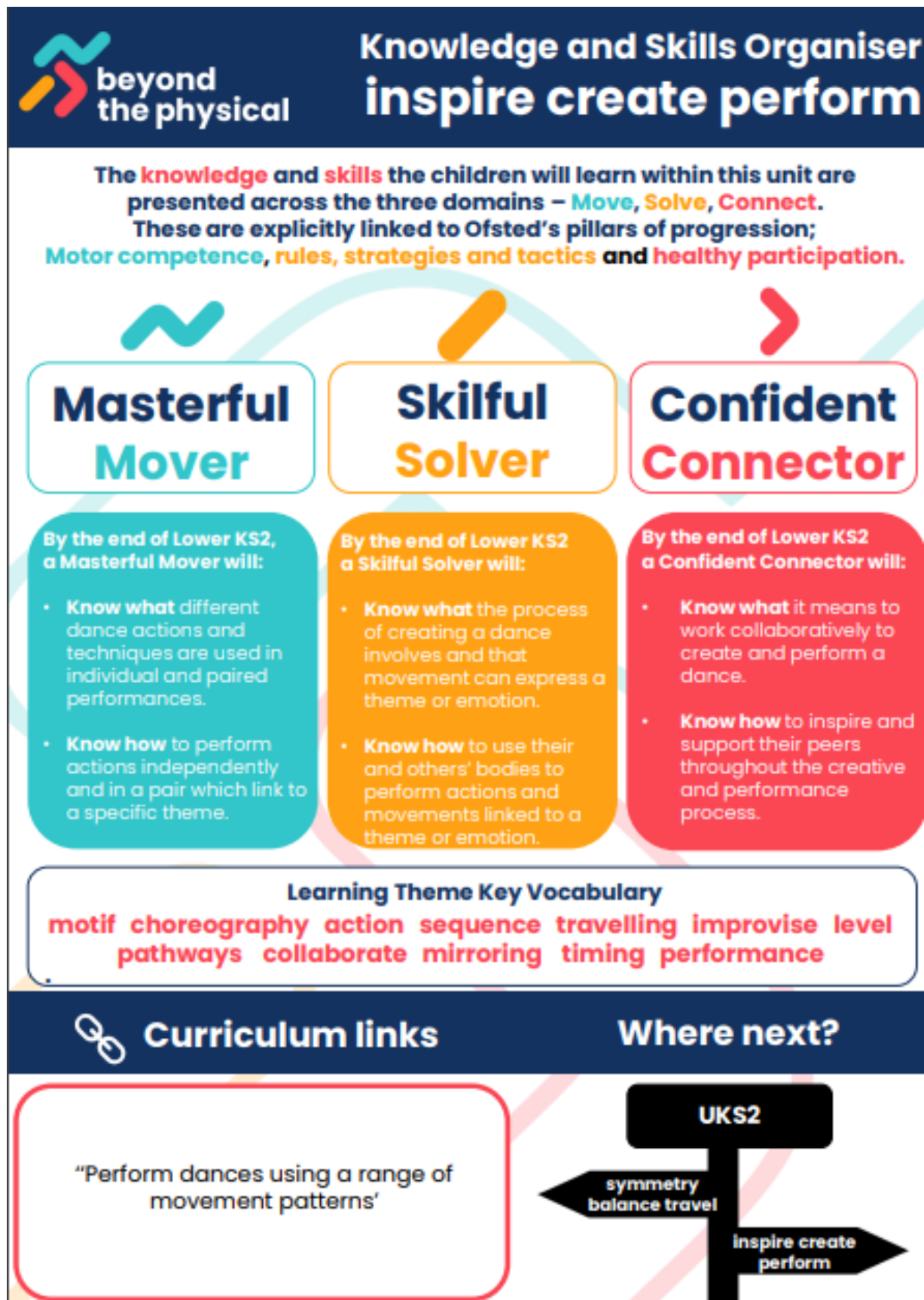


Year 4 Spring 1 Knowledge Organiser – PE

Inspire, Create, Perform



Duel. Win, Lose



Knowledge and Skills Organiser duel win lose

The **knowledge** and **skills** the children will learn within this unit are presented across the three domains – **Move, Solve, Connect**. These are explicitly linked to Ofsted's pillars of progression; **Motor competence, rules, strategies and tactics** and **healthy participation**.

Masterful Mover

By the end of Lower KS1, a Masterful Mover will:

- **Know what** the key fundamental movement skills required for competitive invasion based activities are.
- **Know how** to apply fundamental movement skills effectively to compete both with and against others.

Skilful Solver

By the end of Lower KS1, a Skilful Solver will:

- **Know what** strategies and tactics are needed to compete successfully with and against others.
- **Know how** to think strategically during competitive activities, using tactics to outwit opponents.

Confident Connector

By the end of Lower KS1, a Confident Connector will:

- **Know what** the importance is of sportsmanship and handling both winning and losing gracefully.
- **Know how** to demonstrate good sportsmanship by showing respect to opponents, and maintaining a positive attitude.

Learning Theme Key Vocabulary

duel direction change win celebrate respect lost learn persevere



Curriculum links

'Master basic movements, including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities'
'Participate in team games, developing simple tactics for attacking and defending'

Where next?

