



# **ROGRESSION OF KEY SKILLS**

## KG1 (progressions through Ball Skills/Ball Games)

Experiment with moving an object in an area safely and negotiate space

Run in an area in a stopping and listening to instructions

Throw to self, catching a soft ball/balloon. Rolling and passing in different ways

Bounce a ball using one or two hands

Ball Awareness-moving ball on body

Experiment with moving an object along the floor e.g pushing a balloon  $% \left\{ \mathbf{p}_{1}^{\mathbf{p}}\right\} =\mathbf{p}_{1}^{\mathbf{p}}$ 

Throwing into hoops and targets to score

Run in an area, stop quickly and 'Freeze' (in a game/warm up) -fundamentals to developing footwork

Play adapted games to get past players, with a ball – (while attempting to bounce it)

### KG2

Experiment with bouncing and dribbling a ball

Scoring in superhero basketball – throwing a ball into target (someone's hands/hoop)

Footwork- adapted game, not running with a ball

Small-sided games 3v3. Begin to develop tactics for attacking and defending.

Experiment with bouncing and dribbling a ball, beginning to use left and right hands

Stopping -with two feet bending at knees and holding the ball close to body

Small-sided games (Superhero ball Basketball). Develop tactics for attacking and defending

Follow an opponent and trying to win (intercept) the ball



Experiment with bouncing and dribbling a ball

Catch a soft ball safely, Pass a soft ball from the chest – 'W' shape when passing and receiving

Footwork- adapted game, not running with a ball

Move into a space in a game, looking to throw the ball to someone in a space

Small-sided games 3v3. Begin to develop tactics for attacking and defending.

Dribbling and bouncing a ball with control and using either hand



G4

KG2



Begin to use techniques learned in a game situation and to have an understanding of key rules

Ball Awareness-copying a partner and keeping control while moving the ball

Using the BEEF technique in a competitive game situation with some success

Dribble the ball and perform the correct footwork when stopping in a competitive game situation

Use techniques learned and apply in a game situation. Children to officiate.



Scoring into a net/hoop in a small sided 3v3 basketball game

Perform a jump and stride stop with a pivot

Protecting the ball - using the pivot to protect the ball. Begin to apply basic principles suitab

Introduce 4v4 or adapted game. Begin to use some additional rules e.g double dribble, travelling.