

 PE- Basketball Cooperate Commit Compete 							
Year Group	End Points Substantive Knowledge	Year Group	End Points Substantive Knowledge	Year Group	End Points Substantive Knowledge	Year Group	End Points Substantive Knowledge
3	- Begin to use simple tactics - Learn the rules of the game and begin to use them honestly - Dribble, pass, receive and shoot the ball with some control - Find space away from others and near to the goal - Provide feedback using key words - Track an opponent to slow them down - Understand the role of an attacker and a defender - Work cooperatively with a group to	4	- Delay an opponent to help prevent the other team scoring - Dribble, pass, receive and shoot the ball with increasing control - Move into space to help the team keep possession and score goals - Provide feedback using key terminology and understand what to do to improve - Use simple tactics to help the team score or gain possession	5	- Communicate with teammates and move into space to keep possession and score - Dribble, pass, receive and shoot the ball with some control under pressure - Track and intercept when playing in defence - Understand the need for tactics and can identify when to use them in different situations - Identify when successful and what to do to improve - Understand the rules of the game and apply them	6	- Create and use space to help their team - Dribble, pass, receive and shoot the ball with increasing control under pressure - Select the appropriate action for the situation and make the decision quickly - Use the rules of the game honestly and consistently - Work collaboratively to create tactics with their team and evaluate the effectiveness of these - Work in collaboration with others

	• Self-manage games		• Share ideas and work with others to manage the game • Understand the rules of the game and can use them often and honestly		honestly most of the time • Understand there are different skills for different situations and begin to apply this		so that games run smoothly • Recognise own strengths and areas for development and suggest ways to improve • Understand when to use different styles of defence in game situations
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