Key Stage 1 Target Mornings



Teams/Gender:	A maximum of 30 children per school, can be a mixture of boys and girls for all ability. Each school is required to split the group into 3 teams.
Event Format:	Each team will have the opportunity to partake in different sports on a rotational basis after a set time. The different games will be Kick Rounders, Scatterball and dodgeball. Boccia: Team of 10 players will be introduced to a range of Boccia activities developing their understanding of the sport. Each team will be designated a specific area/ court and play different schools over different game based activities. Dodgeball: Team of 6-10 playing at a time so rotating players needed.Starting the game 2 players run to the middle to retrieve 2 balls to take back to their half of the court. Aim of the game is to hit your opponent shoulder below. Timings of 2-3 minutes played. Playing multiple times.
Health & Safety:	At least one staff member from each school must supervise teams/ individuals whilst at the event site. One staff member must accompany teams around each event. Schools are responsible for their own first aid requirements.
Target Group:	KS1 boys and girls.
Intent:	DEVELOP: Support individual development in sport. To develop different sport specific skills. Experience community surroundings and environments outside of a school setting.

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Key Stage 1 Invasion Games



Teams/Gender:	A maximum of 30 children per school, can be a mixture of boys and girls for all ability. Each school is required to split the group into 3 teams.
Event Format:	Each team will have the opportunity to partake in 3 different sports on a rotational basis after a set time. The 3 different games will be Hoop ball, shuffle ball and tiggy tag. Each team will be designated a specific area/ court and play different schools over 3 different game based activities. Hoop Ball: Teams of 10, will compete and work together as a team to successfully achieve their ball into 1 of the 3 hoops in a designated area. Shuffle Ball: Teams of 10, will compete and work together as a team to successfully scoring a goal by hitting the opposition teams bench. Tiggy Tag: Teams of 10. Each player has a tag belt on with two tags attached to the belt or bibs that will be tucked inside the players shorts. The children will be moving around different directions. Children should not go out of the cones. First game will be walking – then progress to running. Aim of the game is to collect as many tags from other belts as possible. Timings of 2 minutes then will be played again. Hopefully beating there previous results.
Health & Safety:	At least one staff member from each school must supervise teams/ individuals whilst at the event site. One staff member must accompany teams around each event. Schools are responsible for their own first aid requirements.
Target Group:	KST boys and girls.
Intent:	DEVELOP: Support individual development in sport. To develop different sport specific skills. Experience community surroundings and environments outside of a school setting.

Key Stage 1 Invasion Games



Teams/Gender:	A maximum of 30 children per school, can be a mixture of boys and girls for all ability. Each school is required to split the group into 3 teams.
Event Format:	Each team will have the opportunity to partake in 3 different sports on a rotational basis after a set time. The 3 different games will be Hoop ball, shuffle ball and tiggy tag. Each team will be designated a specific area/ court and play different schools over 3 different game based activities. Hoop Ball: Teams of 10, will compete and work together as a team to successfully achieve their ball into 1 of the 3 hoops in a designated area. Shuffle Ball: Teams of 10, will compete and work together as a team to successfully scoring a goal by hitting the opposition teams bench. Tiggy Tag: Teams of 10. Each player has a tag belt on with two tags attached to the belt or bibs that will be tucked inside the players shorts. The children will be moving around different directions. Children should not go out of the cones. First game will be walking – then progress to running. Aim of the game is to collect as many tags from other belts as possible. Timings of 2 minutes then will be played again. Hopefully beating there previous results.
Health & Safety:	At least one staff member from each school must supervise teams/ individuals whilst at the event site. One staff member must accompany teams around each event. Schools are responsible for their own first aid requirements.
Target Group:	KST boys and girls.
Intent:	DEVELOP: Support individual development in sport. To develop different sport specific skills. Experience community surroundings and environments outside of a school setting.

Key Stage 1 Invasion Games



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Target Group:	KST boys and girls.
Intent:	DEVELOP: Support individual development in sport. To develop different sport specific skills. Experience community surroundings and environments outside of a school setting.

Key Stage 1 Striking and Fielding



EDUCATION. SPORT. WELLBEING

Teams/Cender:A maximum of 30 children per school, can be a mixture of boys and girls for all ability. Each school is required to split the group into 3 teams.Event Format:Each team will have the opportunity to partake in cricket based skills and games on a rotational basis after a set time.
The 3 different skills and games of cricket
Each team will be designated a specific area/ court and play different schools over 3 different game based activities.Health & Safety:At least one staff member from each school must supervise teams/ individuals whilst at the event site. One staff member must accompany teams
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