## **PE: Progression and Repeated Encounters**

	Athletics	Ball Skills	Dance	Fitness	Fundamental s	Gymnastics	Invasion Games	Net and Wall Games	ΟΑΑ	Striking and Fielding	Target Games	Introduction to PE (EYFS)	Games (EYFS)
N			Actions - Move my body in different ways. Dynamics - Change my body to show an idea. Space - Keep myself and others safe using space. Performance - Sit quietly when watching and clap at the end. Strategy - Use lots of space to make my dance interesting.		Running: know that I use big steps to run and small steps to stop. Know that moving into space away from others helps to keep me safe. Balancing: know that I can hold my arms out to help me to balance. Jumping: know that bending my knees will help me to land safely. Hopping: understand that I use one foot to hop. Skipping: know that if I hop then step that will help me to skip.	Shapes: understand that I can make different shapes with my body. Balances: know that I should be still when holding a balance. Rolls: know that I can change my body shape to help me to roll. Jumps: know that bending my knees will help me to land safely. Strategy: know that if I hold a shape and count to five people will see it clearly.						Running: know that I use big steps to run and small steps to stop. Know that moving into space away from others helps to keep me safe. Jumping: know that bending my knees will help me to land safely. Skipping: know that if I hop then step that will help me to skip.	Movement: develop fundamental movement skills further. Rules: how to score and play fairly. How to behave when winning and losing. Team: how to work with a partner and understand what a team is.
R	Running: know that I use big steps to run and small steps to stop. Know that moving into space away from others helps to keep me safe. Jumping: know that bending my knees will help me to land safely. Throwing: understand that bigger targets are easier to hit. Rules: know that rules help us to stay safe.	Sending: know to look at the target when sending a ball. Catching: know to have hands out ready to catch. Tracking: know to watch the ball as it comes towards me and scoop it with two hands. Dribbling: know that keeping the ball close will help with control	Actions - Move my body in different ways. Dynamics - Change my body to show an idea. Space - Keep myself and others safe using space. Performance - Sit quietly when watching and clap at the end. Strategy - Use lots of space to make my dance interesting.		Running: know that I use big steps to run and small steps to stop. Know that moving into space away from others helps to keep me safe. Balancing: know that I can hold my arms out to help me to balance. Jumping: know that bending my knees will help me to land safely. Hopping: understand that I use one foot to hop. Skipping: know that if I hop then step that will help me to skip.	Shapes: understand that I can make different shapes with my body. Balances: know that I should be still when holding a balance. Rolls: know that I can change my body shape to help me to roll. Jumps: know that bending my knees will help me to land safely. Strategy: know that if I hold a shape and count to five people will see it clearly.						Running: know that I use big steps to run and small steps to stop. Know that moving into space away from others helps to keep me safe. Jumping: know that bending my knees will help me to land safely. Skipping: know that if I hop then step that will help me to skip. Rules: begin to know and understand rules.	Movement: develop fundamental movement skills further. Rules: how to score and play fairly. How to behave when winning and losing. How to keep score. How to keep score. How to keep score. How to play against an opponent. Team: how to work with a partner and understand what a team is. Understand how to take turns.
1	Running: understand that if I swing my arms, it will help me to run faster. Jumping: know that landing on the balls of my feet helps me to land with control. Understand that if I bend my knees, it will help me to jump further. Throwing: know that stepping forward with my opposite foot to hand will help me to throw further. Rules: know that rules help us to play fairly.	Sending: know to face my body towards my target when rolling and throwing underarm to help me to balance. Catching: know to watch the ball as it comes towards me. Tracking: know to move my feet to get in line with the ball. Dribbling: know that moving with a ball is called dribbling.	Actions - Actions can be sequenced to create a dance. Dynamics - Create fast and slow actions to show an idea. Space - Different directions and pathways within space. Relationships - understand that when dancing with a partner, it is important to be aware of each other and keep in time. Performance - Standing still at start and end of dance shows audience when I have started and finished. Strategy - Use exaggerated actions so the audience can see it clearly.	Agility: understand that bending my knees will help me to change direction. Balance: know that looking ahead will help me to balance. Co-ordination: know that using the opposite arm to leg at the same time helps me to perform skills such as running and throwing. Speed: understand that if I swing my arms, it will help me to run faster. Strength: understand that exercise helps me to become stronger. Stamina: understand that when I move for a long time it can make me feel hot and I breathe faster	Running: understand that bending my knees will help me to change direction. Understand that if I swing my arms, it will help me to run faster. Balancing: know that looking ahead will help me to balance. Know that landing on my feet helps me to balance. Jumping: know that landing on the balls of my feet helps me to land with control. Hopping: know that I should hop with a soft bent knee. Skipping: know that I should use the opposite arm to leg when I skip. Know that jumping on the balls of my feet helps me to keep a consistent rhythm.	Shapes: understand that I can improve my shapes by extending parts of my body. Balances: know that balances should be held for 5 seconds. Rolls: know that I can use different shapes to roll. Jumps: know that landing on the balls of my feet helps me to land with control. Strategy: know that if I use a starting and finishing position, people will know when my sequence has begun and when it has ended.		<ul> <li>Hitting: know to use the centre of the racket for control.</li> <li>Feeding: know to use an underarm throw to feed to a partner.</li> <li>Rallying: know that throwing/hitting to my partner with not too much power will help them to return the ball.</li> <li>Footwork: know that using a ready position will help me to move in any direction.</li> <li>Tactics: know that tactics can help us to be successful when playing games.</li> <li>Rules: know that rules help us to play fairly.</li> </ul>	Problem solving: know that working collaboratively with others will help to solve challenges. Navigational skills: know that deciding which way to go before starting will help me. Communication: know that using short instructions will help my partner e.g. start/stop. Reflection: identify when I am successful and make basic observations about how to improve. Rules: know that rules help us to play fairly	Striking: understand that the harder I strike, the further the ball will travel. Fielding: know that throwing the ball back is quicker than running with it. Throwing: know which type of throw to use to throw over longer distances. Catching: know to watch the ball as it comes towards me. Tactics: know that tactics can help us when playing games. Rules: know that rules help us to play fairly.			
2	Running: know that running on the balls of my feet, taking big steps and having elbows bent will help me to run faster. Jumping: know that swinging my arms forwards will help me to jump further. Throwing: know that I can throw in a straight line by pointing my throwing hand at my target as I let go of the object. Rules: know how to follow simple rules	Sending: know that stepping with the opposite foot to throwing arm will help me to balance. Catching: know to use wide fingers and pull the ball into my chest to help to securely catch. Tracking: know that it is easier to move towards a ball to track it than chase it. Dribbling: know to keep my head up when dribbling to see space/opponents.	Actions: know that sequencing actions in a particular order will help me to tell the story of my dance. Dynamics: understand that I can change the way I perform actions to show an idea. Space: know that I can use different directions, pathways and levels in my dance. Relationships: know that using counts of 8 will help me to stay in	Agility: know using small quick steps helps me to change direction. Balance: understand that I can squeeze my muscles to help me to balance. Co- ordination: understand that some skills require me to move body parts at different times such as skipping. Speed: know that I take shorter steps to	Running: know that putting weight into the front of my feet helps me to stop in a balanced position. Know that running on the balls of my feet, taking big steps and having elbows bent will help me to run faster. Balancing: understand that squeezing my muscles helps me to balance. Jumping: know that swinging my arms	Shapes: know that some shapes link well together. Balances: understand that squeezing my muscles helps me to balance. Rolls: understand that there are different teaching points for different rolls. Jumps: understand that looking forward will help me to land with control. Strategy: know that	Sending & receiving: know to control the ball before sending it. Dribbling: know that keeping my head up will help me to know where defenders are. Space: know that moving into space away from defenders helps me to pass and receive a ball. Attacking: know that when my team is in possession of the ball, I am an attacker and we can score.		Problem solving: know that listening to each other's ideas might give us an idea we hadn't thought of. Navigational skills: understand that the map tells us what to do. Communication: know to use encouraging words when speaking to a partner or group to help them to trust me. Reflection: verbalise when I am		Throwing: know that stepping with the opposite foot to throwing arm will help you to balance. Striking: know to finish with my object/hand pointing at my target. Tactics: understand and apply simple tactics. Rules: know how to score points and follow simple rules.		



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	when working with others		time with my partner and the music. Performance: know that using facial expressions helps to show the mood of my dance. Strategy: know that if I practise my dance, my performance will improve.	jog and bigger steps to run. <b>Strength</b> : know that strength helps us with everyday tasks such as carrying our school bag. Stamina: know that I need to run slower if running for a long period of time.	forwards will help me to jump further. Hopping: know that if I look straight ahead it will stop me falling over when I land. Skipping: know that I should swing opposite arm to leg to help me balance when skipping without a rope	if I use shapes that link well together, it will help my sequence to flow.	Defending: know that when my team is not in possession I am a defender and we need to try to get the ball. Know that standing between the ball and the attacker will help me to stop them from getting the ball. Tactics: understand and apply simple tactics for attack and defence. Rules: know how to score points and follow simple rules.		successful and areas that I could improve. <b>Rules</b> : know how to follow and apply simple rules		
3	Running: understand that leaning slightly forwards helps to increase speed. Leaning my body in the opposite direction to travel helps to slow down. Jumping: know that if I jump and land quickly it will help me to jump further. Throwing: understand that the speed of the movement helps to create power. Rules: know the rules of the event and begin to apply them.	Sending: know that pointing my hand/foot to my target on release will help me to send a ball accurately. Catching: know to move my feet to the ball. Tracking: know that using a ready position will help me to react to the ball. Dribbling: know that dribbling is an attacking skill used in games which helps us to move towards a goal or away from defenders.	Actions: understand that sharing ideas with others enables my group to work collaboratively and try ideas before deciding on the best actions for our dance. Dynamics: understand that all actions can be performed differently to help to show effect. Space: understand that I can use space to help my dance to flow. Relationships: understand that 'formation' means the same in dance as in other activities such as football, rugby and gymnastics. Performance: understand that I can use timing techniques such as canon and unison to create effect. Strategy: know that if I show sensitivity to the music, my performance will look more complete.	Agility: understand how agility helps us with everyday tasks. Balance: understand how balance helps us with everyday tasks. Co- ordination: understand how co- ordination helps us with everyday tasks. Speed: understand that leaning slightly forwards helps to increase speed. Leaning my body in the opposite direction to travel helps to slow down. Strength: know that when completing strength activities, they need to be performed slowly and with control to help me to stay safe. Stamina: understand how stamina helps us in other life activities.	Running: understand that leaning slightly forwards helps to increase speed. Leaning my body in the opposite direction to travel helps to slow down. Understand how agility helps us with everyday tasks. Balancing: understand how balance helps us with everyday tasks. Jumping and hopping: know that if I jump and land quickly, it will help me to jump further. Skipping: understand that I should turn the rope from my wrists with wide hands to create a gap to step through.	Shapes: understand how to use body tension to make my shapes look better. Balances: understand that I can make my balances look interesting by using different levels. Rolls: understand the safety considerations when performing more difficult rolls. Jumps: understand that I can change the take off and shape of my jumps to make them look interesting. Strategy: know that if I use different levels it will help to make my sequence look interesting		Shots: know that pointing the racket face/my hand where I want the ball to go and turning my body will help me to hit accurately. Rallying: know that hitting towards my partner will help them to return the ball easier and keep the rally going. Footwork: know that moving to the middle of my court will enable me to cover the most space. Tactics: know that using simple tactics will help to achieve an outcome e.g. if we spread out, we can cover more space. Rules: know the rules of the game and begin to apply them	Problem solving: know that trying ideas before deciding on a solution will help us to come up with the best idea. Navigational skills: know to hold the map so that the items on the map match up to the items that have been placed out. Communication: know to take turns when giving ideas and not to interrupt each other. Reflection: reflect on when and why I am successful at solving challenges. Rules: know that using the rules honestly will help to keep myself and others safe.		
4	Running: understand that I need to pace myself when running further or for a long period of time. Understand that a high knee drive, pumping my arms and running on the balls of my feet gives me power. Jumping: understand that transferring weight will help me to jump further. Throwing: understand that transferring weight will help me to throw further. Rules: know and understand the rules to be able to manage our own events.	Sending: know that I can use a variety of ways to send the ball and it may depend on the situation e.g. distance, speed, if there is a defender. Catching: know to adjust my hands to the height of the ball. Tracking a ball is an important skill used in games activities and be able to give examples of this. Dribbling: know that dribbling with soft hands/touches will help me to keep control.	Actions: understand that some actions are better suited to a certain character, mood or idea than others. Dynamics: understand that some dynamics are better suited to a certain character, mood or idea than others. Space: understand that space can be used to express a certain character, mood or idea. Relationships: understand that some relationships are better suited to a certain character, mood or idea. Relationships are better suited to a certain character, mood or idea than others. Performance: know that being aware of other performers in my group will help us to move in time. Strategy: know that I can select from a range of dance techniques to translate my idea.	Agility: know that keeping my elbows bent when changing direction will help me to stay balanced. Balance: understand that I need to squeeze different muscles to help me to stay balanced in different activities. Co-ordination: understand that if I begin in a ready position I can react quicker. Speed: understand that a high knee drive, pumping my arms and running on the balls of my feet gives me power. Strength: understand that strength comes from different muscles and know how I can improve my strength. Stamina: understand that I need to pace myself when running further or for a long period of time	Running: know that keeping my elbows bent when changing direction will help me to stay balanced. Balancing: understand that I need to squeeze different muscles to help me to stay balanced in different activities. Jumping and hopping: know that swinging my non- hopping foot helps to create momentum. Skipping: understand that keeping my chest up helps me to stay balanced.	Shapes: understand how shapes can be used to improve my sequence. Inverted movements: know that inverted movements are actions in which my hips go above my head. Balances: know how to keep myself and others safe when performing partner balances. Rolls: understand that I can keep the shape of my roll using body tension. Jumps: know that I can control my landing by landing toes first, looking forwards and bending my knees. Strategy: know that if I use different directions it will help to make my sequence look interesting.	Sending & receiving: know that cushioning a ball will help me to control it when receiving it. Dribbling: know that protecting the ball as I dribble will help me to maintain possession. Space: know that moving into space will help my team keep possession and score goals. Attacking: recognise when to pass and when to shoot. Defending: know when to mark and when to mark and when to attempt to win the ball. Tactics: know that applying attacking tactics will help to maintain possession and score goals. Know that applying defending tactics will help to deny space, gain possession and stop goals. Rules: know and understand the rules to be able to manage our own game.		Problem solving: know that discussing the advantages and disadvantages of ideas will help to guide us to a conclusion about which idea to use. Navigational skills: understand how to use a key and use the cardinal points on a map to orientate it. Communication: understand that there are different types of communicate without talking. Reflection: with increased accuracy, critically reflect on when and why I am successful at solving challenges. Rules: understand the importance of working with integrity.		
5	Running: understand that taking big consistent strides will help to create a rhythm that allows me to run faster. Understand that keeping a steady		Actions: understand that different dance styles utilise selected actions to develop sequences in a specific style. Dynamics: understand that	Agility: understand that to change direction I push off my outside foot and turn my hips. Balance: understand that dynamic balances are harder		Shapes: understand that shapes underpin all other skills. Inverted movements: understand that sometimes I need to move slowly to gain control and other	Sending & receiving: know that not having a defender between myself and a ball carrier enables me to s&r with better control. Dribbling:		Problem solving: recognise that there may be more than one way to solve a challenge and that trial and error may help to guide me to the best solution.	Striking: understand that stance is important to allow me to be balanced as I hit. Fielding: know that backing up a fielder as a ball is being	Throwing: know to aim low to make it difficult for an opponent to catch. Catching (dodgeball): know to stay towards the back of the court area to

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	breath will help me	differe	ent dance styles	than static balances	times I need to move	know that dribbling in		Navigational skills:	thrown will help to	give me more time	
	when running longer	utili	ilise selected	as my centre of	quickly to build	different directions		use a key to identify	increase the chances	tocatch. Striking:	
	distances.	dynam	mics to express	gravity changes. Co-	momentum.	will help to lose a		objects and	of fielding	know that aligning my	
	Jumping: know that		mood.	ordination:	Balances:	defender.		locations.	successfully.	body and equipment	
	if I drive my knees	Spac	ce: understand	understand that	understand how to	Space: know that by		Communication:	Throwing:	before striking will	
	high and fast I can	that s	space relates to	people will have	use contrasting	moving to space		know to be	understand where to	help me to be	
	build power and		here my body	varying levels of co-	balances to make my	even if not receiving		descriptive but	throw the ball in	balanced.	
	therefore distance in		es both on the	ordination and that I	sequences look	the ball will create		concise when giving	relation to where a	Tactics: understand	
	my jumps.		r and in the air.	can get better with	interesting.	space for a		instructions e.g. 'two	batter is.	the need for tactics	
	Throwing: know		elationships:	practice.	Rolls: understand	teammate.		steps to the left'.	Catching:	and identify when to	
	how to transfer my		derstand that	Speed: understand	that I need to work	Tactics: understand		Reflection: reflect on	understand when to	use them in different	
	weight in different		ent dance styles	that taking big	within my own	the need for tactics		when I am successful	use a close catch	situations.	
	throws to increase		ilise selected	consistent strides will	capabilities and this	and identify when to		at solving challenges	technique or deep	Rules: understand	
	the distance.					use them in different					
			lationships to	help to create a	may be different to			and alter my	catch technique.	and apply rules in a	
	Rules: understand		press mood.	rhythm that allows	others.	situations.		methods in order to	Tactics: understand	variety of target	
	and apply rules in a		erformance:	me to run faster.	Jumps: understand	Rules: understand		improve. Rules:	the need for tactics	games whilst playing	
	variety of events		derstand what	Strength: moving	that I can use jumps	and apply rules in a		know that abiding by	and identify when to	and officiating.	
	using official		makes a	quickly with the	to link actions and	variety of invasion		rules will enable my	use them in different		
	equipment.		erformance	maximum force will	changing the shape	games whilst playing		classmates to	situations.		
			ctive and know	get the maximum	of these will make my	and officiating.		complete the course	Rules: understand		
			to apply these	amount of power,	sequence look			e.g. not moving	and apply rules in a		
			iples to my own	distance or speed.	interesting.			controls	variety of striking and		
			d others' work.	Stamina: understand	Strategy: know that				fielding games whilst		
		Strate	tegy: know that	that keeping a steady	if I use different				playing and		
		if I	I use dance	breath will help me to	pathways, it will help				officiating.		
		princip	iples it will help	move for longer	to make my						
		me t	to express an	periods of time.	sequence look						
		atmos	sphere or mood.	·	interesting						
			ons: understand actions can be	Agility: understand			Shots: understand the appropriate skill for the situation under pressure e.g.		Striking: understand		
			nproved with	that agility requires	Shapes: know which	Sending &	choosing to play the		that the momentum		
			nsideration to	speed, strength,	shapes to use for	receiving:	ball short over the	Problem solving:	and power for striking		
			sion, shape and	good balance and	each skill. Inverted	understand and	net, if I have just	understand that	comes from legs as		
			gnition of intent.	co-ordination.	movements:	make guick decisions	moved my opponent	being able to solve	well as arms.		
	Running:		Dynamics:	Balance: know	understand that	about when, how and	to the back of the	problems is an	Fielding: know which	Throwing: know who	
	understand that I		derstand that	where and when to	spreading my weight	who to pass to.	court.	important life skill.	fielding action to	to throw at and when	
	need to prepare my		ting a variety of	apply force to	across a base of	Dribbling: choose	Serving: begin to	Navigational skills:	apply for the	to throw in order to	
	body for running and		namics in my	maintain control and	support will help me	the appropriate skill	apply tactics when	understand why	situation.	get opponents out.	
	know the muscle		formance can	balance. Co-	to balance.	for the situation	serving e.g. aiming to	having good	Throwing and	Catching	
	groups I will need to			ordination:	Balances: know		serve short on the	navigational skills are	catching:	(dodgeball): know	
			lp to take the		where and when to	under pressure e.g. a	first point and then	important.	consistently make		
	use.		udience on a	understand that co-				important.		that I need to make	
	Jumping: understand that a run				apply force to	V dribble in	long on the second	Communication:	good decisions on	that I need to make	
			ney through my	ordination also	apply force to maintain control and	basketball to keep			good decisions on who to throw to and	quick decisions on if	
		da	dance idea.	requires good		basketball to keep the ball away from a	long on the second point.	Communication: know that good		quick decisions on if to catch or if to dodge	
	up builds speed and	da	dance idea. Space and	requires good balance and know	maintain control and	basketball to keep the ball away from a defender.	long on the second	Communication:	who to throw to and	quick decisions on if to catch or if to dodge the ball. <b>Striking</b> :	
6	up builds speed and power and enables	da S relatio	dance idea. Space and ionships: know	requires good balance and know how to achieve this.	maintain control and balance.	basketball to keep the ball away from a defender. <b>Space</b> : understand	long on the second point. <b>Rallying</b> : understand	Communication: know that good communication skills	who to throw to and when to throw in	quick decisions on if to catch or if to dodge the ball. <b>Striking</b> : know which skill to	
6	up builds speed and power and enables me to jump further.	s relation that co	dance idea. Space and ionships: know ombining space	requires good balance and know how to achieve this. <b>Speed</b> : know that	maintain control and balance. <b>Rolls</b> : understand	basketball to keep the ball away from a defender. <b>Space</b> : understand that transitioning	long on the second point. <b>Rallying</b> : understand how to play different	Communication: know that good communication skills are key to solving	who to throw to and when to throw in order to get batters	quick decisions on if to catch or if to dodge the ball. <b>Striking</b> : know which skill to select for the	
6	up builds speed and power and enables me to jump further. <b>Throwing</b> :	da S relatio that co and	dance idea. Space and ionships: know ombining space d relationships	requires good balance and know how to achieve this. <b>Speed</b> : know that speed can be	maintain control and balance. Rolls: understand that I can use	basketball to keep the ball away from a defender. <b>Space</b> : understand that transitioning quickly between	long on the second point. <b>Rallying:</b> understand how to play different shots depending on if	Communication: know that good communication skills are key to solving problems and	who to throw to and when to throw in order to get batters out. Know that	quick decisions on if to catch or if to dodge the ball. <b>Striking</b> : know which skill to select for the situation.	
6	up builds speed and power and enables me to jump further. <b>Throwing</b> : understand that I	da S relation that co and with a	dance idea. Space and ionships: know combining space d relationships a prop can help	requires good balance and know how to achieve this. <b>Speed</b> : know that speed can be improved by training	maintain control and balance. <b>Rolls</b> : understand that I can use momentum to help	basketball to keep the ball away from a defender. <b>Space</b> : understand that transitioning quickly between attack and defence	long on the second point. Rallying: understand how to play different shots depending on if a rally is co-operative	Communication: know that good communication skills are key to solving problems and working effectively as	who to throw to and when to throw in order to get batters out. Know that accuracy, speed and consistency of	quick decisions on if to catch or if to dodge the ball. <b>Striking</b> : know which skill to select for the situation. <b>Tactics</b> : know how to	
6	up builds speed and power and enables me to jump further. <b>Throwing</b> : understand that I need to prepare my	da S relation that co and with a me to	dance idea. <b>Space and</b> <b>ionships</b> : know combining space d relationships a prop can help to express my	requires good balance and know how to achieve this. <b>Speed</b> : know that speed can be improved by training and know which	maintain control and balance. Rolls: understand that I can use momentum to help me to roll and where	basketball to keep the ball away from a defender. <b>Space</b> : understand that transitioning quickly between attack and defence will help my team to	long on the second point. Rallying: understand how to play different shots depending on if a rally is co-operative or competitive. Footwork: know that	Communication: know that good communication skills are key to solving problems and working effectively as a team. Reflection: with	who to throw to and when to throw in order to get batters out. Know that accuracy, speed and	quick decisions on if to catch or if to dodge the ball. <b>Striking</b> : know which skill to select for the situation. <b>Tactics</b> : know how to create and apply a	
6	up builds speed and power and enables me to jump further. <b>Throwing</b> : understand that I need to prepare my body for throwing	da S relation that coc and with a me to da	dance idea. Space and ionships: know combining space d relationships a prop can help to express my dance idea.	requires good balance and know how to achieve this. <b>Speed:</b> know that speed can be improved by training and know which speed to select for	maintain control and balance. Rolls: understand that I can use momentum to help me to roll and where that momentum	basketball to keep the ball away from a defender. <b>Space</b> : understand that transitioning quickly between attack and defence will help my team to maintain or gain	long on the second point. Rallying: understand how to play different shots depending on if a rally is co-operative or competitive.	Communication: know that good communication skills are key to solving problems and working effectively as a team.	who to throw to and when to throw in order to get batters out. Know that accuracy, speed and consistency of throwing and	quick decisions on if to catch or if to dodge the ball. <b>Striking</b> : know which skill to select for the situation. <b>Tactics</b> : know how to create and apply a tactic for a specific	
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