

## GCSE End Points

	Yr 10	Yr11
<b>Netball</b>	<p>Skills –passing, ball control, catching, footwork, shooting (if a shooter), evasion, defending stages.</p> <p>Contribution to open play (positional dependent). Contribution to set play. Applying strategies to open and closed play. Adhering to rules/ health and safety/ risk management.</p>	<p>Skills –passing, ball control, catching, footwork, shooting (if a shooter), evasion, defending stages.</p> <p>Decision making relating to position. Contribution to tactics and strategies. Demonstrating influence on game. Adapting to environmental changes.</p>
<b>Football</b>	<p>Skills- passing, running with the ball, tackling, turning with the ball, striking. GK – shot stopping, crosses, back passes, kicking, 1v1, handling, distribution.</p> <p>Receiving ball and control. Jockeying. Throw ins/restarts attack and defence. Contribution to open play (unit formation, specific roles, keeping possession, support in attack and defence). Applying strategies to open and closed play. Adhering to rules/ health and safety/ risk management.</p>	<p>Skills- passing, running with the ball, tackling, turning with the ball, striking. GK – shot stopping, crosses, back passes, kicking, 1v1, handling, distribution.</p> <p>Contribution to open set play (free kicks, corners, throw ins for attack and defence.) Demonstrating communication and influence on team performance. Applying the team strategy in open play and set pieces. Decision making.</p>
<b>Handball</b>	<p>Skills –passing, catching, control, footwork, evasion, shooting, defending, goal keeper skills (if relevant to position).</p> <p>Contribution to open play (moving up court etc) in attack and defence. Contribution to set play (free throws, keeper throw, fast break) in attack and defence. Applying strategies to open and closed play. Adhering to rules/ health and safety/ risk management.</p>	<p>Skills –passing, catching, control, footwork, evasion, shooting, defending, goal keeper skills (if relevant to position).</p> <p>Decision making (techniques, shooting, dribbles) in attack and defence. Contribution to tactics and defence. Demonstrating communication and influence on team performance. Applying team strategy in open play and from set plays.</p>
<b>Climbing</b>	<p>Skills – ascending a rock face using a range of holds, rope management, selecting and using single anchor to set up top rope, select and use multiple anchors, belay with a variety of devices, demonstrate variety of climbing techniques, tie knots (overhand, clove hitch, figure of 8 on and off the bight, stopper knot), abseil.</p>	<p>Skills – ascending a rock face using a range of holds, rope management, selecting and using single anchor to set up top rope, select and use multiple anchors, belay with a variety of devices, demonstrate variety of climbing techniques, tie knots (overhand, clove hitch, figure of 8 on and off the bight, stopper knot), abseil.</p>

	<p>Adhering to rules/ health and safety/ risk management. Use of wall. Assessing and using a variety of preplaced anchors. Demonstrate confident movement on wall- variety of techniques for body position, balances, foot and hand holds using features.</p>	<p>Precise footwork on small holds. Demonstrate variety of use of belay devices/belay knots correctly applied for a climber. Timed climbs. Fluid movement on face, completing climbs smoothly.</p>
<b>Athletics</b>	<p>Skills – Jumps – run-up, take-off, flight, landing. Throws – initial stance, grip, preparation, movement, release, recovery. Track – starts, posture, pacing, leg and arm action, co-ordination of legs and arms, stride pattern.</p> <p>Select most appropriate techniques and tactics relevant for their track or field event.</p> <p>Field- Adjust run-up, take-offs and /or throwing technique to maximise performance based on feedback and past experience. Take account of external factors, e.g. weather, crowd, deciding entry points, starting heights, techniques. Adhering to rules/ health and safety/ risk management.</p> <p>Track – Adapt chosen technique to maximise performance based on feedback and past experience. Take account of external factors, weather, crowd, competitors in race. Apply pace judgement. Adhering to rules/ health and safety/ risk management.</p>	<p>Skills – Jumps – run-up, take-off, flight, landing. Throws – initial stance, grip, preparation, movement, release, recovery. Track – starts, posture, pacing, leg and arm action, co-ordination of legs and arms, stride pattern.</p> <p>Select most appropriate techniques and tactics relevant for their track or field event.</p> <p>Field- Adjust run-up, take-offs and /or throwing technique to maximise performance based on feedback and past experience. Most advanced possible. Take account of external factors, e.g. weather, crowd, deciding entry points, starting heights, techniques. Adhering to rules/ health and safety/ risk management.</p> <p>Track – Adapt chosen technique to maximise performance based on feedback and past experience. Most advanced possible. Take account of external factors, weather, crowd, competitors in race. Apply pace judgement. Adhering to rules/ health and safety/ risk management.</p>