

Year 6 - Invasion Games - Netball

What it looked like last year...

- Apply passing, footwork and shooting into mini games.
- Introduce defending (marking).
- Explore the function of various passing styles.

Vocabulary (Definitions)

Footwork (the player with ball cannot move the foot they land on)

Rebound (gaining the ball from a failed shooting attempt)

Tactics (team plans)

Officiate (apply the rules of the game)

Position (dictates where you can go on the court and what your role is)

Chest Pass (push from the chest)

Bounce Pass (bounce the ball to another player)

Shoulder Pass (pass from the shoulder)

Possession Rule (a player cannot hold the ball for longer than 4 seconds)

Marking (keeping close to and defending a player)

Wing (the sides of the court)



What it looks like next year...

- Use a range of tactics and strategies.
- Develop technique and improve performance in other competitive sports.
- Analyse own performances compared to previous ones and demonstrate improvement to achieve a personal best.

Sequence of Learning

1. **Consolidate keeping possession** (I can consolidate my ability to use passing and moving skills to keep possession and score).
2. **Consolidation of possessional skills and develop footwork** (I can consolidate my understanding of the rules of the game and how I can apply this knowledge to a game situation).
3. **Consolidate defending** (I can fully understand that we are defending as soon as we lose possession of the ball).
4. **Create, understand and apply a**
5. **Attacking and defending tactics in game situations** (I can consolidate my understanding of attacking and defending tactics and apply them to High Five Netball).
6. **Consolidate the application of other passing styles** (I can consolidate the use of other passing styles).
7. **Level 1 tournament** (I can apply my learning to a competitive tournament).



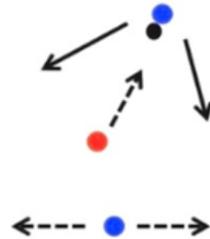
Cultural Capital

- To be able to effectively and consistently use attacking skills to score points and defending skills to prevent the other team from scoring in a game situation.
- The real life knowledge that links is: body control and movement, hand-eye co-ordination, teamwork, tactical thinking.
- The jobs it can be used in are: professional athlete, fitness instructor, sports coach or manager, sports official.

Marking (2v1)

Structure

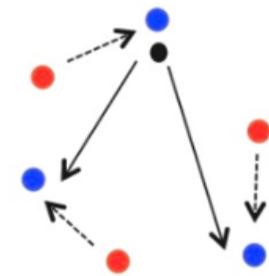
- In groups of 3, 2 attackers and 1 defender.
- The defender marks the attacker with the ball, exploring different ways to prevent the pass.
- Can the defender force the attacker to hold onto the ball for longer than 4 seconds?



Marking (3v3)

Structure

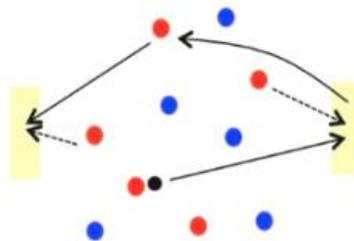
- In groups of 6. Split the group into teams of 3.
- The attacking teams score 1 point if they make 5 consecutive passes.
- The defender team try to prevent the attackers from scoring.
- How many passes can a team make without losing possession?



End to End Zone Netball (5v5)

Structure

- In teams of 5.
- The attacking team need to pass to a team member inside the endzone to score a point.
- The endzone player is not a fixed player, attackers should move into the endzone to receive the ball to score a point.
- If the attackers score (or possession changes) the attacking team attack the opposite endzone.



High Five Netball Games

Structure

- In teams of 5, set up 2 courts with 3 teams on each court.
- Pupils apply their knowledge of passing and moving to create shooting opportunities to score points.
- Award pupils 1 point for a successful shot. The first team to 3 points win.
- Teams rotate on and off. The team off officiate and coach.

