

Year 3 – Invasion Games - Football

What it looked like last year...

- Master basic movements including running, jumping, throwing and catching.
- Participate in team games, developing simple tactics for attacking and defending.

What it looks like next time...

- Refine dribbling and passing skills to maintain possession of the ball and apply these skills in more complex game situations.
- Develop defending skills (tackling, pressurising, marking).
- Introduce officiating.

Vocabulary (Definitions)

Passing

Receiving

Dribbling

Moving

Possession (keeping the ball with your team)

Attacking

Defending

Direction

Speed

Collaborate (work with someone else)



Sequence of Learning

1. **Introduce dribbling: Keeping control** (I can dribble to keep possession of the ball).
2. **Develop dribbling: Keeping control** (I can dribble in order to keep control and possession of the ball).
3. **Introduce passing and receiving** (I can pass and receive to keep possession of the ball).
4. **Combine dribbling and passing to create space** (I can use my prior knowledge of passing and dribbling to create space whilst keeping possession of the ball).
5. **Develop passing, moving and dribbling** (I can develop passing, moving and dribbling, applying these skills to a mini game).
6. **Level 1 tournament** (I can bring together my learning to play in a mini tournament).



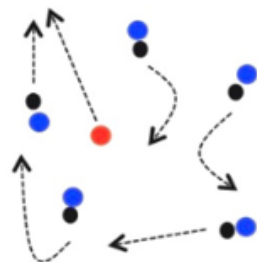
Cultural Capital

- To be able to pass, receive and dribble to keep possession of the ball.
- 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.

1v5 Introduce a defender

Structure

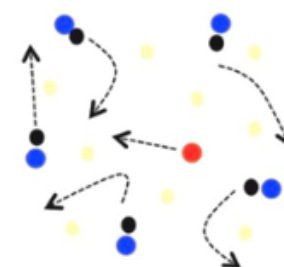
- 6 pupils per playing area. 5 attackers and 1 defender. Each attacker has a ball.
- Attackers dribble around the space keeping possession.
- The defender scores a point if they gain possession (intercept the ball) or the attacker loses control of the ball.
- Can the attackers keep the ball as long as possible?



Mud Monsters: With a defender

Structure

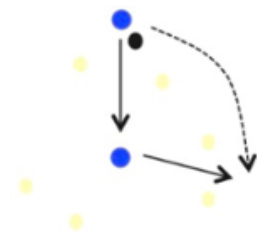
- Spread cones (mud monsters) throughout the playing areas. 6 pupils per playing area, 5 attackers and 1 defender. Each attacker has a ball.
- Attackers need to dribble the ball into space avoiding other attackers, the mud monsters and the defender.
- If a ball hits a cone or the defender tags an attacker the attacker is stuck and must pick up their ball and stand still.
- For an attacker to be released, another attacker must pass their ball through their legs.



Through the Gate: Pass and move

Structure

- Layout gates, using coloured cones, throughout the playing area.
- In pairs, pupils pass the ball through the gates with their partner.
- How many accurate passes can each pair make?



4v2

Structure

- 6 pupils per playing area. 4 attackers and 2 defenders.
- Attackers pass and move creating space, keeping possession.
- The attackers score a point if they make 5 successful passes.
- The defenders score a point if they gain possession (intercept) the ball or the attackers pass the ball out of the area.

