

Year 3 – Invasion Games – Netball

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.

Vocabulary (Definitions)

Passing

Receiving

Moving

Space (space on the court)

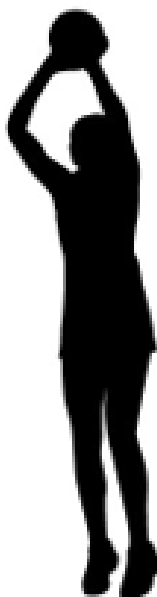
Attack

Defence

Shooting (scoring points)

Possession (keeping the ball with your team)

Court (area where a netball game is played)



What it looks like next year...

- Refine passing, receiving and moving skills.
- Develop footwork, following the rules of netball.
- Introduce the use tactics to create space and keep possession of the ball.

Sequence of Learning

1. **Introduce passing and receiving** (I can use passing and receiving to keep possession of the ball).
2. **Introduce passing and creating space** (I can use passing, moving and creating space to keep possession of the ball).
3. **Develop passing and moving** (I can develop passing and moving into mini games, exploring attack and defence).
4. **Combine passing and shooting** (I can understand where to shoot from and how to shoot).
5. **Develop passing and shooting** (I can develop my understanding of where to shoot from and why).
6. **Level 1 tournament** (I can bring together my learning into a competitive tournament).



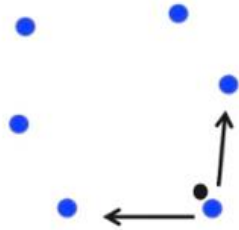
Cultural Capital

- To be able to pass and receive in space, keeping 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.

6v0 (Invisible team)

Structure

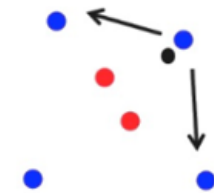
- 6 pupils per playing area.
- Pupils have to show how to pass and control the ball keeping possession as a team.
- The invisible team score a point if the ball is passed out of the space, dropped or the ball is passed overhead.
- How many passes can pupils make without losing control of the ball?



4v2

Structure

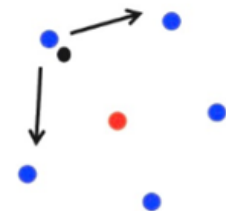
- 6 pupils per playing area. 4 attackers and 2 defenders.
- Attackers pass and move creating space, keeping possession.
- The attackers score a point if they make 5 successful passes.
- The defender scores a point if the ball is dropped, they gain possession (intercept) the ball or the ball is passed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



5v1 (1 defender)

Structure

- 6 pupils per playing area. 5 attackers and 1 defender.
- Attackers pass and move creating space, keeping possession.
- The attackers score a point if they make 5 successful passes.
- The defender scores a point if the ball is dropped, they gain possession (intercept) the ball or the ball is passed over the defenders head.



Minefield

Structure

- Layout markers (cones) across the court. The markers represent defenders on the other team.
- Place posts around the edge of the court.
- In pairs, pupils pass and move towards one of the posts.
- Pupils take turns to shoot, if they miss their partner can rebound.
- Award 1 point for a successful shot.

