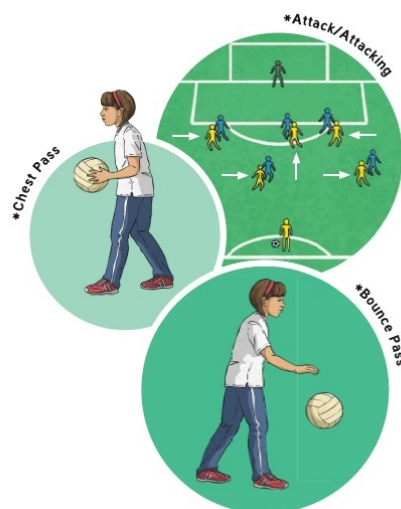


# Knowledge Organiser -Y5- Invasion Games



PICKHURST ACADEMY

| Pp                       |                                                                                                                                                                                                                                                                           |
|--------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Possession</b>        | While a team has possession of the ball it means that they have control of the ball and have a greater chance of scoring.                                                                                                                                                 |
| <b>Push Pass*</b>        | <p>A type of pass in hockey.</p> <p>The ball is pushed by the stick to build momentum rather than being hit.</p> <p>The transfer of weight from the back to the front foot is what creates the power in the pass.</p> <p>Useful for accurate, middle distance passes.</p> |
| Ss                       |                                                                                                                                                                                                                                                                           |
| <b>Straight Dribble*</b> | <p>A way of dribbling with the ball in hockey.</p> <p>The Straight Dribble is the most common type of dribbling used in hockey and allows you to keep control of the ball easily.</p>                                                                                     |
| Tt                       |                                                                                                                                                                                                                                                                           |
| <b>Tactics</b>           | A tactic is a game plan made before the start of the game to help you try and win. It might involve playing to your opponent's weaknesses and to your own team's strengths.                                                                                               |



| Ii                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|-------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Intercept/Interception</b> | The act of anticipating the pass made by an opposing player and regaining possession of the ball to set up an attack.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>Invasion Game</b>          | <p>An invasion game involves attacking an opponent's territory (zone) with the aim to score a goal or point. Examples of invasion games include netball, hockey, football, basketball, rugby, handball and lacrosse.</p> <p>They usually consist of teams of equal players. These fast-paced games focus on teamwork, keeping possession, attacking and defending.</p> <p>The players involved in invasion games are usually given a position on the field or court, such as Goal Shooter in netball. This position will require them to do a specific job for their team throughout the game. This job may be as an attacker or as a defender.</p> |
| Mm                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>Mark/Marking*</b>          | Marking a player involves being aware of where the ball is and where your opponent is. When marking, it is important to try to position yourself to give you the best possible chance of getting to the ball first by staying close to the attacker.                                                                                                                                                                                                                                                                                                                                                                                                |
| Oo                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>Overhead Pass*</b>         | <p>A type of pass in netball and basketball.</p> <p>A long, high pass that goes over the defenders.</p> <p>This pass is most often used when players have a defender closely guarding them, or as a long distance pass.</p> <p>The overhead pass enables players to pass the ball over the top of defenders.</p>                                                                                                                                                                                                                                                                                                                                    |

| Dd                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|--------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Defend/Defending*</b> | The main responsibility of the defending team is to stop the attacking team from scoring and to win back possession of the ball.                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>Defender</b>          | The players involved in invasion games are usually given a position on the field or court. This position will require them to do a specific job for their team throughout the game. A defender's main jobs are marking and tackling.                                                                                                                                                                                                                                                                                                                                                              |
| <b>Dodge/Dodging*</b>    | <p>Dodging is an essential skill for an attacking player in invasion games. It involves a quick change of direction to try and send the defender the wrong way to enable a player to:</p> <ul style="list-style-type: none"> <li>• get free to receive a pass;</li> <li>• get around an opponent;</li> <li>• avoid being tackled or losing the ball.</li> </ul> <p>The technique for dodging:</p> <ul style="list-style-type: none"> <li>• keep your head up;</li> <li>• keep a low body position (knees bent);</li> <li>• plant one foot and quickly change direction (plant and go).</li> </ul> |
| <b>Dribble/Dribbling</b> | Dribbling is a way of moving with the ball and is one of the basic skills needed for many invasion games.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |

| Aa                       |                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|--------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Attack/Attacking*</b> | <p>The main aims for the attacking team are:</p> <ul style="list-style-type: none"> <li>• to maintain possession of the ball;</li> <li>• to score.</li> </ul> <p>To ensure a team has the best opportunity to score they must:</p> <ul style="list-style-type: none"> <li>• pass the ball to someone in a goal scoring position (usually an attacking player);</li> <li>• move with the ball into a goal scoring position.</li> </ul> |
| <b>Attacker</b>          | The players involved in invasion games are usually given a position on the field or court. This position will require them to do a specific job for their team throughout the game. An attacker's role is to maintain possession and score.                                                                                                                                                                                           |
| Bb                       |                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>Bounce Pass*</b>      | <p>A type of pass in netball and basketball.</p> <p>Passing the ball by bouncing it on the ground to another player.</p> <p>Used to move the ball over a short distance.</p> <p>A great pass to use when defenders are closing in and you need to act quickly or when space is restricted.</p>                                                                                                                                        |
| Cc                       |                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>Chest Pass*</b>       | <p>A type of pass in netball and basketball.</p> <p>It involves passing the ball with two hands from your chest and aiming it for the chest of your teammate.</p> <p>It is most accurate way to get the ball around the court and is used for when you need to move the ball over a middle distance with control and speed.</p>                                                                                                       |

## Links to the PE National Curriculum

- Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement.
- They should enjoy communicating, collaborating and competing with each other.
- Pupils should be taught to:
- use running, jumping, throwing and catching in isolation and in combination.
- play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending

### Key Skills: Physical

- Throwing
- Catching
- Dodging
- Blocking

### Key Skills: S.E.T

- Social: Collaboration
- Social: Respect
- Social: Leadership
- Emotional: Honesty
- Emotional: Determination
- Emotional: Confidence
- Thinking: Decision making
- Thinking: Selecting and applying tactics



## A player is 'out' when:

- A LIVE ball hits their body (shoulders or below) or their clothing.
- An opposition player catches a LIVE ball they have thrown. So, if a player throws it and their opponent catches it cleanly then they are out and one of their opponents' team comes back in.
- An opposition player catches a LIVE ball they have thrown. So, if a player throws it and their opponent catches it cleanly then they are out and one of their opponents' team comes back in.
- Once a player is out, they must leave the court immediately and go to the queue of players already eliminated from their team OUTSIDE and BEHIND the court area.

## Key Vocabulary:

- |                |              |                  |
|----------------|--------------|------------------|
| • pressure     | • tactics    | • opponent       |
| • officiate    | • referee    | • fair play      |
| • consistently | • outwit     | • sportsmanship  |
| • support      | • tournament | • co-operatively |

## Teacher Glossary

**Live Ball:** A "LIVE" ball is one that has not bounced or hit a wall/ceiling.

**End Zone:** The areas at the back of the court where players must stand at the start of a game.

**Target:** Any 'live' player on the opposing team.

**Dead Zone:** The area that runs through the centre of the court. Only a players hands are allowed in the dead zone.



## Links to the PE National Curriculum

- Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement.
- Pupils should be taught to develop flexibility, strength, technique, control and balance.
- Pupils should be taught to perform dances using a range of movement patterns.

### Key Skills: Physical

- Performing a variety of dance actions
- Using canon, unison, formation, dynamics, character, structure, space, emotion, matching, mirroring, transitions

### Key Skills: S.E.T

- Social: Collaboration
- Social: Consideration and awareness of others
- Social: Inclusion
- Social: Respect
- Social: Leadership
- Emotional: Empathy
- Emotional: Confidence
- Thinking: Creating
- Thinking: Observing and providing feedback
- Thinking: Using feedback to improve
- Thinking: Selecting and applying skills

### Key Vocabulary:

- levels • actions • formation • timing
- relationship • performance • expression
- unison • posture • dynamics • canon

## Performance Ideas

Performing in front of the class can be a daunting task for some pupils. Be mindful to introduce this gradually by encouraging pupils to perform without forcing them. Performance is an important part of dance but can also be time consuming if not structured correctly.

### Performing, some good ideas:

- Create an environment in which pupils feel safe to perform by teaching the audience how to be respectful.
- Help the audience to structure their feedback with positive comments first, followed by areas to improve.
- Encourage pupils to use the correct dance terminology in their feedback.
- Ways to perform: half the class to the other half, one individual to another, one pair to another, three groups at a time etc.

## Teacher Glossary

**Counts:** A performer uses counts to stay in time with the music and / or other performers.

**Action:** The movement a dancer does e.g. travel, jump, kick.

**Level:** High, medium and low.

**Pathway:** Designs traced in space (on the floor or in the air).

**Unison:** Two or more dancers performing the same movement at the same time.

**Dynamics:** How a movement is performed e.g. robotically, softly.

**Action and reaction:** One movement has an effect on another movement e.g. push/pull, up/down, forward/backward.

**Space:** The 'where' of movement such as levels, directions, pathways, shapes.

**Formation:** Where dancers are in relation to each other.

**Canon:** Performing the same movement, motif or phrase one after the other.



## Links to the PE National Curriculum

Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement.

- Pupils should be taught to develop flexibility, strength, technique, control and balance.

## Top Tips for Teachers

- Repetition helps to reinforce learning. Repeat poses to allow the children to build on their yoga practise.
- Children will find it hard to concentrate for long periods of time. Mix up your teaching and know that children will be able to remain focused for different lengths of time and that that is ok.
- Keep safety in mind and ensure children work at a level they feel comfortable with.
- Use the word "try" so that the children learn to appreciate the process rather than the result.

## Key Skills: Physical

- Balance
- Strength
- Flexibility
- Coordination

## Key Skills: S.E.T

- Social: Leadership
- Social: Sharing ideas
- Social: Working safely
- Emotional: Confidence
- Emotional: Working independently
- Thinking: Creating
- Thinking: Selecting and applying actions
- Thinking: Observing and providing feedback



## Key Vocabulary:

- |                   |              |            |
|-------------------|--------------|------------|
| • quality         | • notice     | • calm     |
| • develop         | • high lunge | • fluidity |
| • salutation      | • transition | • practice |
| • collaboratively | • connected  | • aware    |

## Teacher Glossary

**Mindfulness:** The process of purposely bringing one's attention to experiences occurring in the present moment.

**Asana:** Refers to physical poses and postures.

**Pranayama:** Refers to breathing techniques. Prana is our life force, our breath.

**Namaste:** In yoga this means 'the divine in me acknowledges the divine in you' and is a respectful way to start or end a class.



## Links to the PE National Curriculum

- They should enjoy communicating, collaborating and competing with each other.
- They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success.
- Pupils should be taught to use running, jumping, throwing and catching in isolation and in combination.
- Pupils should be taught to play competitive games, modified where appropriate [for example badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending.

### Key Skills: Physical

- Forehand groundstroke
- Backhand groundstroke
- Forehand volley
- Backhand volley
- Underarm serve

### Key Skills: S.E.T

- Social: Collaboration
- Social: Communication
- Social: Respect
- Emotional: Honesty
- Thinking: Decision making
- Thinking: Selecting and applying tactics

### Key principles of net and wall games

#### Attacking

#### Defending

#### Score points

#### Limit points

#### Create space

#### Deny space

#### Placement of an object

#### Consistently return an object



## How to win a point

### A player wins a point when :

- Opponent hits the ball in the net.
- Opponent hits the ball out of the court area.
- Opponent misses the ball.
- Ball bounces twice.
- Opponent does a double fault (meaning if they serve the ball and it hits the net, doesn't land on their opponent's side, they can have another go. If they miss again it is a double fault.)



## Key Vocabulary:

• ready position • return • serve • outwit

• control • opponent • forehand • backhand

• volley • co-operatively • continuously

## Teacher Glossary

**Forehand:** A stroke where the player hits the ball with their palm facing forward.

**Backhand:** A stroke where the player hits the ball with a swing that comes across their body.

**Volley:** When a player hits the ball before it bounces on the floor.

**Ace:** A serve that is a winner without the receiving player able to return the ball.

**Baseline:** The line indicating the back of the court.

**Service line:** The line that the ball must bounce before when serving.

**Face:** The top part of the racket that has the strings and is meant to hit the ball.