



Get Set 4
Education

Knowledge Organiser Ball Skills Year 3

About this Unit

You can move a ball in lots of different ways using lots of different parts of your body. In this unit you will learn how tracking helps you to improve all of your ball skills. Tracking is like having a built-in radar for the ball, it helps you predict where the ball is going next, useful whether you are dribbling, catching, or passing to another teammate.



Do you know which of these sports uses each of these movement skills?

Examples of games that use ball skills:

Target Games	Invasion Games	Striking & Fielding Games	Net & Wall Games
Boules	Netball		
Boccia	Football	Rounders	Tennis
New Age Kurling	Tag Rugby	Cricket	Volleyball
Dodgeball	Handball	Baseball	Badminton
	Basketball		

Key Vocabulary



accurate: successful in reaching the intended target
block: to prevent a movement or pathway of an object
opponent: someone not on your team
personal best: a target outcome of an individual
possession: when a team has the ball they are in possession
power: speed and strength combined
receive: to collect or stop a ball that is sent to you
technique: the action used correctly
track: to move your body to get in line with a ball that is coming towards you

Ladder Knowledge



Sending:

Pointing your hand/foot to your target as you release will help you to send a ball accurately.

Catching:

Moving your feet to the ball will make you more successful at catching.

Tracking:

Use a ready position to help you to react to the ball.

Dribbling:

Dribbling is an attacking skill used in games which helps us to move towards a goal or away from defenders.

Movement Skills

- track
- throw
- catch
- dribble
- kick

This unit will also help you to develop other important skills.

Social

respect, co-operation, communication

Emotional

perseverance, motivation, self-regulation, concentration, independence

Thinking

comprehension, select and apply, feedback, make decisions

Tactics

Being closer to the target may bring you more success.
 Moving the ball will make it harder for your opponents to track.
 Spreading out will make it harder for your opponents to see the space and score.

Healthy Participation



Make sure unused balls are stored in a safe place to stop them rolling.

Make sure you work in a safe space and show an awareness of others as you send a ball.



If you enjoy this unit why not see if there is a ball game e.g. a football club in your local area.



How will this unit help your body?

agility, balance, co-ordination, speed

Home Learning



Find more games that develop these skills in the Home Learning Active Families tab on www.getset4education.co.uk



Ballers



What you need: 1 ball, 1 wall, 4 markers and 2 players, a timer

How to play:

- **Throwing:** throw the ball against a wall and catch the rebound. How many can you catch in 1 minute?
- **Catching:** Stand opposite a partner. Each successful catch earns a point. How many points can you earn in 1 minute?
- **Dribbling:** Dribble around markers placed in a zigzag pattern. Time how long it takes to complete the course without touching the markers. Can you beat your own time with each attempt?
- **Kicking:** Set up a goal using two markers and practise kicking into the goal from different distances. Take turns to be the goal keeper. How many goals can you score in 1 minute?



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Head to our youtube channel to watch the skills videos for this unit.



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Emotional

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Thinking

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Healthy Participation

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How will this unit help your body?

agility, balance, co-ordination, speed

Home Learning

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Ballers



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Knowledge Organiser Gymnastics Year 3

About this Unit

Gymnastics is made up of a range of movement skills including balances, jumps rolls and shapes. Gymnastics was one of the first Olympic sports and is still an Olympic sport today. Almost all gymnastic events are performed on special equipment, such as rings or bars. This equipment is called apparatus.



Which of these balances are point balances and which of these are patch balances?



Key Vocabulary

body tension: squeezing muscles to help to be stable when performing actions

contrast: different to one another

control: being able to perform a skill with good technique

direction: forwards, backwards, sideways

extend: to make longer

flow: smooth link

landing position: a stable position used after jumping

match: the same

matching: to perform the same action as someone else

patch: a large body part

point: a small body part

take off: the moment a person begins jump



Ladder Knowledge



Shapes:

Use body tension to make your shapes look better.

Balances:

Make your balances look interesting by using different levels.

Rolls:

Tuck your chin to your chest in a forward roll. Roll onto the top of your shoulders

Jumps:

Change the take off and shape of your jumps to make them look interesting.



Movement Skills

- point and patch balances
- jumps
- straight roll
- barrel roll
- forward roll

This unit will also help you to develop other important skills.

Social work safely, collaboration, supportive

Emotional perseverance, confidence, independence

Thinking observe and provide feedback, creativity, select and apply skills

Strategy

Use different levels to help make your sequence look interesting.

Healthy Participation



- Remove shoes and socks.
- Ensure the space is clear before using it.
- Only jump from apparatus where you see a mat.

Home Learning

Find more games that develop these skills in the Home Learning Active Families tab on www.getset4education.co.uk



Point and Patch



What you need: a soft, flat surface.

How to play:

- Create a sequence using three or four balances, include both point and patch balances.
- Add a start and finish position.
- Show a friend or family member.

Remember to hold the balances for five seconds!



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If you enjoy this unit why not see if there is a gymnastics club in your local area.

How will this unit help your body?

balance,
co-ordination,
flexibility, strength

Head to our youtube channel to watch the skills videos for this unit.



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Get Set 4
Education

Knowledge Organiser

Tennis Year 3

About this Unit

Tennis is a net and wall game. It is played over a net with a racket and ball and can be played as a 'singles' (1v1) competition or 'doubles' (2v2) competition.

The most famous tennis competition in the UK and also the oldest tennis competition in the world is Wimbledon which is played on grass and takes place in July each year. The best tennis players from around the world come to take part. Have you seen this competition?

Net and Wall Games Key Principles

attacking	defending
score points	limit points
create space	deny space
placement of an object	consistently return an object



Can you think of any other net and wall games that share these principles?



Key Vocabulary



backhand: played on the non-dominant side of the body
competition: a match

control: being able to perform a skill with good technique
court: the space used to play the game

face: the strings of the racket

feeder: someone who throws or hits the ball to you

forehand: played on the dominant side of the body

opponent: someone not on your team

opposition: the other team

rally: when a point is played back and forth

react: to respond to quickly

return: hitting the ball back

tactics: a plan that helps you to attack or defend

track: to move your body to get in line with a ball that is coming towards you

Ladder Knowledge



Shots:

Point the racket face where you want the ball to go and turn your body to help you to hit accurately.

Rallying:

Hit towards your partner to help them to return the ball easier and keep the rally going.

Footwork:

Move to the middle of the court to cover the most space.

Tactics:

Know that using simple tactics will help to achieve an outcome e.g. if we spread out, we can cover more space.

Rules:

Know the rules of the game and begin to apply them.

Movement Skills

- throw
- catch
- forehand
- backhand
- rallying

This unit will also help you to develop other important skills.

Social co-operation, collaboration, respect, support and encourage others

Emotional honesty, perseverance

Thinking comprehension, decision making, select and apply, understand rules, use tactics, reflection

Rules

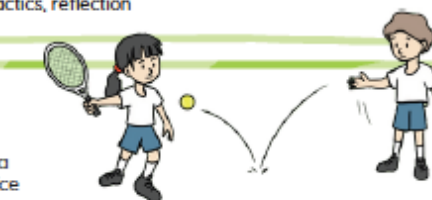
Win a point if:

- Opponent hits the ball in the net
- Opponent hits the ball out of the court area
- Opponent misses the ball or it bounces twice

Tactics

Attacking:

- Look at where your opponent is and try to place the ball away from them.



Defending:

- Move quickly to a ready position in the centre of the space.
- Cover the space between you when playing with someone else.

Healthy Participation



- Make sure any unused equipment is stored in a safe place.
- Stay a safe distance from one another when using the racket.



If you enjoy this unit why not see if there is a tennis club in your local area.

How will this unit help your body?

agility, balance, co-ordination, speed, stamina, strength



Home Learning

Find more games that develop these skills in the Home Learning Active Families tab on www.getset4education.co.uk



Knee Boxing



What you need: 2 markers and 2 or more players.

How to play:

- Place markers 6m away from each other.
- Players begin facing each other, one at each marker.
- One player says 'go', at which point both players move towards each other.
- Players score one point every time they touch their partners' knee.
- When a point is scored, both players run around their start marker and back to meet their opponent.
- First to 8 points wins the game.



Top tip: use a ready position, bend your knees and keep your feet shoulder width apart.

Head to our youtube channel to watch the skills videos for this unit.



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Knowledge Organiser Rounders Year 3

About this Unit

Rounders is a striking and fielding game. The game has one fielding team and one batting team. Batters hit a small ball and score by running around the four bases on the pitch. Rounders is thought to have originated in England as far back as the Tudor period, which was over 500 years ago.

Striking and Fielding Games Key Principles

attacking	defending
score points	limit points
placement of an object	deny space
avoid getting out	get opponents out



Can you think of any other striking and fielding games that share these principles?



Key Vocabulary



accuracy: how close the object is to the given target
bowler: a player on the fielding team
caught out: fielder catches a batted ball before it touches the ground
collect: to pick up
no ball: a bowled ball deemed to be outside of the rules
score: the total points for each team
short barrier: creating a barrier with hands in front of feet to stop a ball travelling at slow speed
strike: to hit
stump: touching a base with the ball
stumped out: when a fielder touches the ball to get the batter out
tactics: a plan or strategy
tournament: a competition of more than two teams
umpire: a person who makes sure the rules are followed

Ladder Knowledge



Striking:

Striking to space away from fielders will help you to score.

Fielding:

Look at where a batter is before deciding what to do. Communicate with teammates before throwing to them.

Throwing:

Being balanced before throwing will help to improve the accuracy of the throw.

Catching:

Move your feet to the ball.

Movement Skills

- underarm and overarm throw
- catch
- bowl
- track a ball
- bat

This unit will also help you to develop other important skills.

Social communication, collaboration, co-operation, respect

Emotional honesty, confidence, determination

Thinking comprehension, tactics, rules

Rules

OUTS

A player will be called out if they are:

- Caught out: fielder catches a batted ball
- Stumped out: fielder stumps the post that the batter is running towards

Tactics

Using simple tactics will help your team to achieve an outcome e.g. we will spread out as fielders to cover more space.

Healthy Participation



- Backstops must stand 2m behind the batter.
- Batters must take their bat with them when they run.
- Always keep a safe distance between yourself and a batter.



If you enjoy this unit why not see if there is a rounders club in your local area.

How will this unit help your body?

agility, balance, co-ordination, speed.



Home Learning

Find more games that develop these skills in the Home Learning Active Families tab on www.getset4education.co.uk



Home Rounders



What you need: a ball, five markers, 2 + players

How to play:

- Create your rounders pitch with the markers. One bowling marker placed in the middle.
- Take turns to be the fielder/bowler and the batter.
- Bowler underarm bowls to the batter.
- Batter strikes the ball with the palm of their hand and runs around the bases.

Batter scores:

- One rounder for getting to the 4th marker.
- Half a rounder for getting to the second marker.

Batter must stop running if the bowler has the ball and is standing on the bowling zone.

Batter is out if:

- The fielder catches the batted ball before it touches the ground.
- The fielder stumps the marker that the batter is running towards.



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Head to our youtube channel to watch the skills videos for this unit.



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Knowledge Organiser Football Year 3

About this Unit

Football is an invasion game where two teams play against each other. The main goal is to invade the other team's space and score goals. In this unit, you will learn important attacking skills like dribbling, passing, shooting, as well as defending skills such as tracking and intercepting. We'll also focus on teamwork to apply tactics and move the ball towards goal and score.

Sometimes you will be asked to manage your own games. Keys to doing this successfully are:

Invasion Games Key Principles	
attacking	defending
score goals	stop goals
create space	deny space
maintain possession	gain possession
move the ball towards goal	



Follow the rules.



Be honest.



Be kind to others.

Can you think of any other invasion games that share these principles?



Key Vocabulary



accurate: successful in reaching the intended target

attack: the offensive action of trying to score goals or points

communicate: share information

control: being able to perform a skill with good technique

defend: try to limit the opposition scoring by marking a space or player to gain possession

delay: to slow an object or player

intercept: to gain possession of the ball

invasion: a game of two teams who invade each other's space to score goals

pitch: the space used for the game

possession: to have

shoot: to send the ball towards the goal

referee: the person who makes sure the rules are followed

tactics: a plan that helps you to attack or defend

teamwork: working with others to achieve

tournament: a competition of more than two teams

track: to move your body to get in line with a ball that is coming towards you

Ladder Knowledge



Sending & receiving:

Point your kicking foot to your target when sending the ball to help to send it accurately.

Dribbling:

Dribbling is an attacking skill which helps you to move towards a goal or away from defenders.

Space:

Spreading out as a team will help to move the defenders away from each other.

Attacking:

As an attacker you need to maintain possession and score goals.

Defending:

As a defender you need to stop the opposition and gain possession.

Movement Skills

- run
- dribble
- pass
- receive
- track

Social Emotional Thinking

This unit will also help you to develop other important skills.

co-operation, communication, respect, listening

determination, honesty, fairness, persevere

make decisions, comprehension, select and apply skills, tactics

Rules

- No fouling (not too much contact - pushing etc). Fouls result in a free kick for the opposition.
- If the ball goes off the sides of the pitch the opposition have a 'kick-on'.
- If the ball leaves the pitch next to the goal, it is a goal kick (no corners in this unit).
- When the team starts with the ball (goal kick), the opposition must begin next to their goal.
- When a goal is scored, the opposition restarts the game with a goal kick.

Tactics

Using tactics will help your team to maintain possession and score goals or deny space, gain possession and stop goals.

Healthy Participation



- Make sure any unused equipment is stored in a safe place.

If you enjoy this unit why not see if there is a football club in your local area.



How will this unit help your body?



agility, balance, co-ordination, speed, stamina

Home Learning



Roll Goal

What you need: at least 2 players, a ball, 4 markers

How to play:

Set up a goal approx. 2 metres wide with two markers marking corners. Take turns to roll the ball into the goal. A shot through the centre of the goal is 1 point, scoring in a corner is 2 points and missing the target is 0.

The ball must fully pass the goal line to count as a goal.

Now shoot using feet, aiming to score 1 or two points. Make it harder by having one person stand in the goal as the goalkeeper

Top tip: use your toes to gain power or the side of your foot for a more accurate shot.



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Knowledge Organiser

Rugby Year 3

About this Unit

Rugby is a fun game where two teams play against each other. It's called an invasion game because you try to enter the other team's space to score goals.

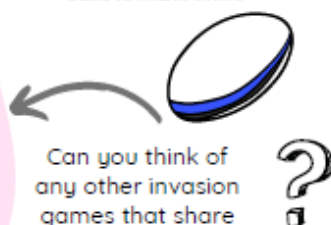
Rugby started in 1823 at a school called Rugby School. A pupil named William Webb Ellis picked up the ball while playing football and ran towards the other team's goal. This new way of playing became rugby!

If you choose to wear tags on your waist, opponents try to pull these off instead of tackling. It's all about teamwork, running, dodging and passing.

Invasion Games Key Principles

attacking	defending
score goals	stop goals
create space	deny space
maintain possession	gain possession
move the ball towards goal	

Rugby balls are different because they are shaped like an egg. They became oval by accident because of the rubber tubes used to make them.



Key Vocabulary

attack: the offensive action of trying to score goals or points

communicate: sharing information with others

control: with good technique

defend: try to limit the opposition scoring by marking a space or player to gain possession

dodge: change direction quickly, often used to lose a defender or avoid being caught

opposition: the other team

pitch: the space used for a tag rugby game

receiver: the person catching the ball

tactics: a plan that helps you to attack or defend

teamwork: working with others to achieve

technique: how you apply a skill

tournament: a competition of more than two teams

Ladder Knowledge

Sending & receiving:

Swing your hands to your target when throwing to help to send the ball accurately.

Space:

Spread out as a team to help you to move the defenders away from each other.

Attacking and defending:

As an attacker you need to maintain possession and score goals. As a defender you need to stop the opposition and gain possession.

Movement Skills

- throw
- catch
- run
- change speed
- change direction

This unit will also help you to develop other important skills.

Social communicate, support, collaboration, respect

Emotional perseverance, self regulation, honesty, determination

Thinking make decisions, comprehension, application of rules and tactics

Rules

Tagging:

- Players wear two tags, one on each side.
- Players cannot push off a defender when they are attempting to go for a tag and cannot spin around, guard or shield tags in any way.
- Once you have tagged, stand still, hold up the tag and shout 'tag' then give the tag back. The attacker needs to pass then place the tag back on their belt before re-joining the game.

Forward pass:

- Forward passes are not allowed, the ball must be passed sideways or backwards.

Offside:

- Defending players must try to stay in front of the ball carrier.
- Onside is in front of the ball carrier, offside is behind the ball carrier.

Tactics

Using simple tactics will help your team to achieve an outcome e.g. we will defend in a line to help us to gain possession of the ball.

Healthy Participation



- Make sure any unused equipment is stored in a safe place.
- Tag rugby is non-contact.

If you enjoy this unit why not see if there is a rugby club in your local area.

How will this unit help your body?

agility, balance, co-ordination, speed, stamina

Home Learning

Find more games that develop these skills in the Home Learning Active Families tab on www.getset4education.co.uk

Hats

What you need: a paper plate or cup per player

How to play:

- Players place their plate or cup on their head.
- Aim of the game is to knock the oppositions object off their head whilst keeping your own.



Who's the last one left?

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Head to our youtube channel to watch the skills videos for this unit.

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Knowledge Organiser

Netball Year 3

About this Unit

Netball is an invasion game where two teams compete against each other. In an invasion game, you enter the other team's space to try to score goals while defending your own area. Netball helps develop teamwork, co-ordination, and strategic thinking. You'll learn how to pass, catch, and shoot. Unlike basketball, players cannot dribble the ball. They must pass it to their teammates to move it down the court.

Netball is played in over 80 countries and is especially popular in England, Australia, South Africa, Jamaica and New Zealand.

Invasion Games Key Principles

attacking	defending
score goals	stop goals
create space	deny space
maintain possession	gain possession
move the ball towards goal	



Can you think of any other invasion games that share these principles?

Key Vocabulary



attack: a team in possession of the ball
control: to move with balance
court: the space netball is played
defend: to mark an opposing player
intercept: to gain possession of the ball
invasion: a game of two teams who invade each other's space to score goals
opposition: the other team

possession: to have
receive: take hold of
technique: the action used correctly
teammate: a player on your team
tournament: a competition of more than two teams
umpire: a person who makes sure the rules are followed

Ladder Knowledge



Sending & receiving:

Point your hands to your target when throwing to help to send the ball accurately.

Space:

Spreading out as a team will help to move the defenders away from each other.

Attacking:

As an attacker you need to maintain possession and score goals.

Defending:

As a defender you need to stop the opposition scoring and gain possession.

Movement Skills

- throw
- catch
- run
- jump
- change direction
- change speed
- shoot

This unit will also help you to develop other important skills.

Social communication, collaboration, sporting behaviour

Emotional honesty, perseverance, confidence

Thinking select and apply skills, apply tactics, observation, apply rules

Rules

- **Footwork:** first foot to touch the ground when receiving a ball is the landing foot. The landing foot cannot be lifted and put back down. You may pivot on the landing foot.
- **Held ball:** a player has 4 seconds to pass or shoot.
- **Obstruction:** defenders are allowed one jump to mark the ball and must be 1m from the ball carrier.

Free pass: is awarded to the non-offending team if a rule is broken.

Tactics

Using tactics will help your team to maintain possession and score goals or deny space, gain possession and stop goals.

Healthy Participation



- Make sure any unused equipment is stored in a safe place.

If you enjoy this unit why not see if there is a netball club in your local area.



How will this unit help your body?

agility, balance, co-ordination, speed, stamina



Home Learning

Find more games that develop these skills in the Home Learning Active Families tab on www.getset4education.co.uk



Colour Command



What you need: 4 - 6 different coloured socks or items

How to play:

- Lay out 4-6 different coloured pairs of socks in a circle formation and stand in the middle.
- Ask a helper to call out 2 colours and see if you can use your speedy feet to get quickly to the correct colours in turn.
- Return to the middle of the circle and repeat with a new call.

Top tips:

- Start in the ready position, feet shoulder width apart and knees bent, ready to react.
- Head and shoulders facing forwards
- Turn your hips and move your feet to each colour.



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Head to our youtube channel to watch the skills videos for this unit.



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Knowledge Organiser

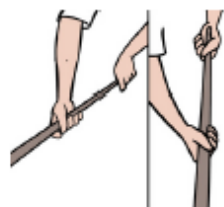
Hockey Year 3

About this Unit

Hockey is an invasion game. An invasion game is a game where two teams play against each other. You invade (enter) the other team's space to try to score goals. If you are in possession, you are on the attacking team. If you are not in possession, you are on the defending team.

In hockey we use sticks to pass, dribble and shoot the ball. Did you know that there are no left handed sticks? That means that all players play with a right-handed stick!

To hold your stick, place your right hand in the middle of the stick. This helps to control the stick and the ball. Your left hand stays at the top and helps to turn the stick to change the direction of the ball!



Invasion Games Key Principles	
attacking	defending
score goals	stop goals
create space	deny space
maintain possession	gain possession
move the ball towards goal	

Can you think of any other invasion games that share these principles?

Key Vocabulary

accurate: reaching the target
attack: the offensive action of trying to score goals or points
attacker: someone in possession
control: being able to perform a skill with good technique
decision: select an outcome
defender: someone not in possession
defend: mark a space or player
dribble: to travel with a ball using feet or hands
intercept: to gain possession of the ball
invasion: a game of two teams who invade each other's space to score goals
opposition: the other team
possession: to have
receiver: to collect or stop a ball that is sent to you
tactics: a plan for how to play
teamwork: working together
tournament: a competition of more than two teams

Ladder Knowledge



Sending & receiving:

Point your stick to your target when sending the ball to help to send it accurately.

Dribbling:

Dribbling is an attacking skill which helps you to move towards a goal or away from defenders.

Space:

Spreading out as a team will help to move the defenders away from each other.

Attacking and defending:

As an attacker you need to maintain possession and score goals. As a defender you need to stop the opposition and gain possession.

Movement Skills

- dribble
- pass
- receive
- intercept
- run
- shoot

This unit will also help you to develop other important skills.

Social communication, collaboration, work safely, respect, co-operation

Emotional honesty, perseverance, determination, support others

Thinking decision making, select and apply, comprehension, identifying strengths and areas for development, reflection

Rules

Feet:

- You cannot kick the ball. Try not to let the ball touch your feet.

Sticks:

- The stick cannot be lifted higher than waist height.
- You can only use the flat side.

Free pass:

- If a rule is broken, a free pass is awarded to the other team.
- All players must be three big steps away from the person taking the free pass.

To start a game, one team begins from the middle. After a goal, the non-scoring team begins from the middle.

Tactics

Tactics help us to make a plan for how we are going to play. Spreading out in attack is a good tactic to help to create space and move defenders. Defending a player each is a good tactic to limit the attacking team's options.

Healthy Participation



- Make sure any unused equipment is stored in a safe place.
- Don't lift your stick higher than your waist.
- Ensure you are working in a safe space away from others.

If you enjoy this unit why not see if there is a hockey club in your local area.



How will this unit help your body?

agility, balance, co-ordination, speed, stamina

Home Learning

Find more games that develop these skills in the Home Learning Active Families tab on www.getset4education.co.uk



Push Pass

What you need: a pair of socks or a small ball and three markers e.g. cushions

How to play:

- Place two markers approx. 2m apart to create a goal and a third marker approx. 5m away as a start point.
- Place your socks/ball on the floor and attempt to push it using your hand through the goal.
- If successful move back a step and try again. How far back can you go? For an extra challenge, make your goal smaller!



Top tips:

- Step forward with your opposite foot to the hand you are using.
- Finish with your hand pointing in the direction you want the socks/ball to go.

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Head to our youtube channel to watch the skills videos for this unit.



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Knowledge Organiser

Cricket Year 3

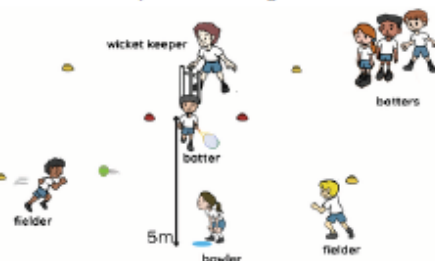
About this Unit

Cricket is a striking and fielding game. The game has one fielding and one batting team.

In cricket, players use their hands to catch balls, swing the bat to hit the ball, and field the ball while it's in motion. These actions require hand-eye coordination, which is essential for many other activities both in sports and daily life.

Striking and Fielding Games Key Principles

attacking	defending
score points	limit points
placement of an object	deny space
avoid getting out	get opponents out



Can you think of any other striking and fielding games that share these principles?

Key Vocabulary



accuracy: how close the object is to the given target
bowl: when the bowler sends the ball to a batter
caught out: when a player catches an opponent's ball deeming them out
no ball: a bowled ball deemed to be outside of the rules
runs: what points are called in cricket

strike: to hit
tactics: a plan or strategy
technique: the action used correctly
tournament: a competition of more than two teams
track: to follow
umpire: a person who referees the game making sure the rules are followed
wicket: the three upright sticks and base

Ladder Knowledge



Striking:

Striking to space away from fielders will help you to score.

Fielding:

Communicate with teammates before throwing them a ball.

Throwing:

Being balanced before throwing will help to improve the accuracy of the throw.

Catching:

Move your feet to the ball.

Movement Skills

- underarm and overarm throwing
- underarm bowling
- batting
- catching

This unit will also help you to develop other important skills.

Social communication, support, collaboration, respect
Emotional honesty, perseverance, determination
Thinking select and apply skills and tactics, make decisions

Rules

BOWLING

- Underarm, only one bounce allowed or deemed a no-ball.

RUNS

- 1 point for each run between the wickets.
- 4 runs for a hit past the boundary which bounces first.
- 6 runs for a hit past the boundary which doesn't bounce first.
- If a 4 or 6 is scored, the runs between wickets do not count.

Fielders

- Spread out close to boundaries to prevent 4's and 6's.
- More fielders on one side based on the batter's dominant hand.

Tactics

BATTING

- Batting teams are organised into pairs

OUT

- Bowled out: bowler bowls a ball that hits the wicket
- Caught out: fielder catches a batted ball
- Stumped out: wicket keeper stumps the wicket when the batter isn't there

Batters

- Bat to space away from fielders.

Healthy Participation



Always keep a safe distance between yourself and a batter. Ensure you handle the racket/bat in the way suggested by the teacher at all times.

If you enjoy this unit why not see if there is a cricket club in your local area.



How will this unit help your body?

Balance, speed, strength, co-ordination, agility.

Home Learning



Find more games that develop these skills in the Home Learning Active Families tab on www.getset4education.co.uk

Score Runs



What you need: two or more players, a ball or rolled up pair of socks and two markers.

How to play:

- One player is the umpire and one the batter.
- Umpire counts how many runs the batter can complete in one minute (swap roles).

Then:

- The batter collects a ball, the umpire is now a fielder.
- The batter throws the ball and completes as many shuffle runs as they can.
- The fielder collects the ball and touches it on a marker to stop the batter.

How many runs did the batter score? Switch roles.



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Head to our youtube channel to watch the skills videos for this unit.



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Knowledge Organiser

Athletics Year 3

About this Unit

Athletics is the name for a group of physical events that test running, jumping and throwing. In this unit you will use different styles of running, jumping and throwing to try to achieve your best possible time, distance or height. You will need to persevere to achieve your personal best.



Official Athletic Events

Running

Sprinting
100m, 200m, 400m
Hurdles
Relay
Middle Distance
800m, 1500m
Long Distance
5,000, 10,000
Steeplechase

Jumping

Long jump
Jump for distance
Triple jump
Jump for distance
High jump
Jump for height
Pole vault
Jump for height

Throwing

Discus
Fling throw
Shot
Push throw
Hammer
Fling throw
Javelin
Pull throw

Have you
seen any of
these events
before?



Key Vocabulary

accuracy: how close the object is to the given target

baton: equipment used in a relay event

control: being able to perform a skill with good technique

event: the name of different athletic activities

further: a greater distance

personal best: a target outcome of an individual

power: speed and strength combined

relay: a team of runners take turns to move the baton from start to finish

speed: how fast you are travelling

strength: the amount of force your body can use

technique: the action used correctly



Ladder Knowledge



Running:

Leaning slightly forwards helps to increase speed. Leaning your body in the opposite direction to travel helps to slow down.

Jumping:

If you jump and land quickly it will help you to jump further.

Throwing:

The speed of the movement helps to create power. So, moving from slow to fast will help you to throw further.

Movement Skills

- sprint
- jump for distance
- push throw
- pull throw

This unit will also help you to develop other important skills.

Social collaboration, work safely

Emotional determination, perseverance

Thinking observe and provide feedback, comprehension, explore technique

Rules

JUMPING EVENTS

- Performers must take off before the line.
- Jumps are measured from the take-off line to the body part closest to the take-off line that touches the ground.

THROWING EVENTS

- Throws must be taken from behind a throw line.
- Throws are measured from the throw line to where the object first lands.

Healthy Participation



In throwing activities ensure you:
• wait for instruction and check the area is clear before throwing.
• there is adequate space between throwers.

If you enjoy this unit why not see if there is an athletics club in your local area.



How will this unit help your body?

agility, balance, co-ordination, speed, stamina, strength

Home Learning

Find more games that develop these skills in the Home Learning Active Families tab on www.getset4education.co.uk



It's all About the Pace



What you need: socks and a stopwatch or clock

How to play:

- Mark a track around your home using socks.
- How many times can you run around your track in 50 seconds?
- Can you double the distance if you work for 1 minute? How did that make you feel?
- Can you run your track without stopping for 6 minutes? Pace yourself to maintain a consistent speed.
- How many laps did you complete?

Notice what happens to the distance you complete when the time increases.



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Head to our youtube channel to watch the skills videos for this unit.



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