Golden Thread: Communication

Objectives and Sticky Knowledge

Previous Knowledge Recap

To follow the rules of a game

To understand why we have rules

To understand that games/sports all have different rules

To listen to team mates

To work together for a common goal

To appreciate other people's opinions



Land Objectives and Sticky Knowledge:

Use hitting, kicking and/or rolling in a game	Decide the best space to be in during a game	Use a tactic in a game	Copy, remember and explore a range of actions
 Know that kicking, rolling and hitting can be used in different games. Know that coordination is important to improve accuracy when hitting, kicking and rolling. 	 Understand that space is important Make sure your team mates see you and can get the ball to you during the game. Communicate with team to make correct decisions. Know that a zone is a space in a game where you need to stay for the duration. Know different types of zones. 	 Know that different kicks and rolls can distract the opponent. Understand that space is important for winning a game. Know that zones help the game play. 	 Know how to copy an action Know why we need to remember certain actions Know what coordination means and how that relates to success in handball

Links with 'Communication' Golden Thread:

Links with CST and CKA Values Crown:





Year 2 PE - Handball

Golden Thread: Communication







Sky Objectives: Can describe the ABC's relating to movement.

Can join teams without any problems during an activity. Can identify why our bodies sweat and how this effects our need

for water.

player

score

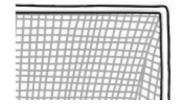
throw

goal

opponent

team

defend



attack

handball



Two teams of seven players pass the ball hand-tohand and attempt to score by throwing it into the other team's goal - the team with the highest score at the end of the game wins.

Invasion Games have...

Attackers

- Alm to score a goal or point
- Create space
- Keep possession
- Move into a scoring position

Defenders &

- Try and stop the opposition from scoring
- Mark the opposition
- Try and win the ball back