

Objectives and Sticky Knowledge

Prior Knowledge Recap:

- It is important to defend and attack, to shield the ball, change speed and direction with the ball to get away from a defender, to shoot accurately in a variety of ways and to mark an opponent
- It is important to gain possession by working as a team and to pass in different ways

Land Objectives and Sticky Knowledge:

Gain possession by working a team and pass in different ways	Choose a specific tactic for defending and attacking. How to shield the ball. Change speed, direction with ball to get away from defender. Shoot accurately in a variety of ways. Mark an opponent.	Use a number of techniques to dribble and shoot	Use a number of techniques to pass	Know why own performance was better or not as good as their last. Watch and evaluate the success of the games they play in. Suggest what they need to practice to enjoy game more.
<ol style="list-style-type: none"> 1. Know that working as a team is important for winning a game. 2. Know that possession is what the aim of the game is. 3. Know that the more possession of the ball you have, the more likely you are to score/win. 	<ol style="list-style-type: none"> 1. Understand the difference between attacking and defending. 2. Know that tactics can support attacking or defending in a game. 3. Know that working with your team before the game will support the decisions made when attacking/defending. 	<ol style="list-style-type: none"> 1. Know that defending is protecting your goal and using space so that you do not concede. 2. Know that attacking is gaining the ball and moving towards your end goal (hoop, net etc) 3. Know that the words dribble, pass and shoot are part of Netball, Basketball and Football. 	<ol style="list-style-type: none"> 1. A chest pass is a pass from your chest. Bend arms into your chest and then release by pushing the ball away. 2. A bounce pass is pushing from your chest with force so that it bounces first before reaching the target. 3. A shoulder pass is the most powerful pass -one handed usually. 4. An overhead pass is with two hands, thrown from over the head. 	<ol style="list-style-type: none"> 1. Know and identify WAGOLL technique. 2. Identify and explain how a technique can be improved.

Links with 'Freedom' Golden Thread:

Links with CST and CKA Values Crown:

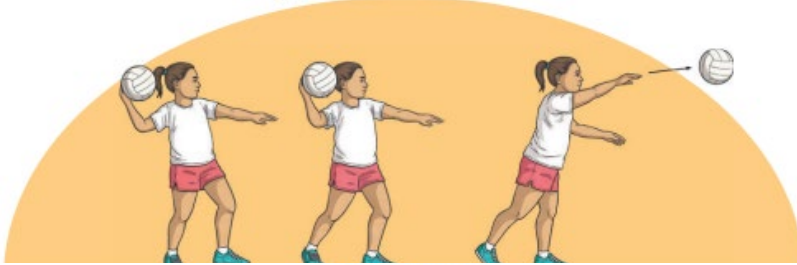
Year 5 Netball Knowledge Organiser

Key Vocabulary



Key Skills		Key Terms	
Passing	Various passes can be used within the game: chest, shoulder, overhead and bounce.	Tactical Skills	Physical Fitness
Catching	A skill used to receive the ball, enabling the team to keep possession of the ball.	attack and defence,	coordination
Dodging	A change of speed and direction in order to get free into space to receive the ball.	free space	agility
Shooting	A skill used by the Goal Shooter and Goal Attack within the game to score a goal.	losing an opponent	reaction time
Defending	A technique used to mark your opponent to stop them finding a space to receive the ball or for a player to intercept a pass.	change of speed	power
		timing	stamina
		decision making	strength

shoulder pass*



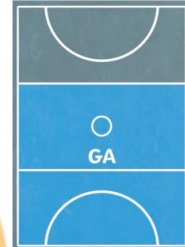
chest pass*



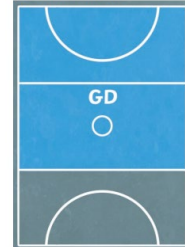
overhead pass*



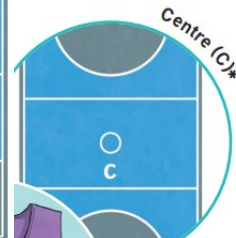
Goal Attack (GA)*



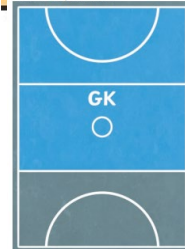
Goal Defence (GD)*



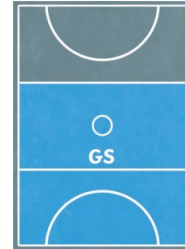
Centre (C)*



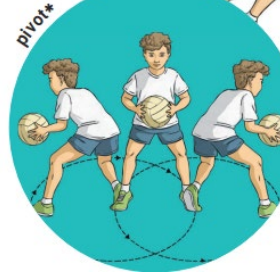
Goal Keeper (GK)*



Goal Shooter (GS)*



pivot*



Sky Objectives:

1. Can identify the correct technique for a sporting movement.
2. Can congratulate the opposing team when defeated in an activity.
3. Can describe what happens to our heart rate when exercising and how this effects our pulse.

Ff

One-Foot Landing

Players who land on one foot or have one foot on the ground when they catch the ball, may use their other foot to step in any direction.

The foot that was on the ground first should not move, but it can be rotated on to allow you to pivot.

Two-Foot Landing

Players who land on both feet or have two feet on the ground when they catch the ball, can choose one foot to step in any direction.

Once they have moved one foot, the other foot should not move but can be rotated on to allow you to pivot.

footwork rule*

Breaking the Footwork Rule

The footwork rule is broken and the other team will be given a free pass if a player...

- moves their landing foot;
- hops on their landing foot;
- drags their landing foot.

Hh

High 5 Netball*

High 5 Netball is specifically designed for the under 11s to introduce them to netball. The rules allow more freedom around the court and give players more time to make decisions. High 5 encourages maximum participation, including opportunities to score and time-keep, as well as trying out every position.

Pp

pivot*

A movement involving swivelling on the ball of one foot and stepping with the other foot to face a different direction