



PE Topic: Invasion Games

Year: 5 **Term:** Spring 1

Key Knowledge/Content:

- To apply and develop a broader range of skills.
- To learn how to use skills in different ways and to link them to make actions and sequences of movement.
- To communicate, collaborate and compete with each other.
- To develop an understanding of how to improve and learn how to evaluate and recognise their own success.
- To play competitive games, and apply basic principles suitable for attacking and defending.

Links to:

Prior learning:

To learn simple attacking tactics with a variety of equipment.

Future learning:

To recognise and describe the best points in an individual's and a team's performance.

Key vocabulary with definition:

Prior vocabulary:

- Keep possession – Keeping the ball within your team.
- Keeping score – A record of a game's score.
- Making space – Thinking where the ball might go next.
- Passing – Moving the ball from one person to another.
- Receiving – Catching the ball.
- Support partner – Working together.
- Make use of space – Spreading out to give your team as much chance as possible of getting the ball.
- Goals – When a team scores.
- Rules – To ensure the game is played fairly and safely.
- Tactics – How teams play and try to win.

New vocabulary:

- Shooting – Attempting to score.
- Attackers – Those working together to score.
- Defenders – Those working together to stop the opposition from scoring.
- Target – Where you're trying to get the ball.
- Net – Used to score.
- Stance – Position of body.
- Court – The area in which a game of netball is played.

By the end of this unit

All children can: use different passes and receive the ball within a game of netball.

Most children can: understand when the best time is to pass, score, etc.

Some children can: use attacking and defending skills effectively.

Background understanding for teachers and parents:

This half term is Invasion Games, with a focus on Netball. The children will learn the different passes that can be used as well as the rules around footwork. They will be able to practise these skills within small team games.

Curriculum Driver (one):

Communication

Evidence outcome:

Understand when the best time is to pass, shoot, etc. and begin to use attacking and defending skills with effective communication.