



Physical Education

Game Sense Year 4

Unit Purpose

The unit of work will develop pupils' ability to apply the principles of **attack vs defence**, with a focus on effectively using their **passing, moving** and **dribbling** skills to create an attack that results in a shooting opportunity. Pupils will be introduced to defensive principles including **marking**.

Inspire Me

Did you know... that Polo is considered the oldest team game ever recorded. Polo first appeared in Persia around 2,500 years ago and was a sport for the rich and wealthy – making it the oldest known team game!



Key Success Criteria

- P** Pupils will apply a secure understanding of passing, moving and shooting whilst developing dribbling skills in order to score points against another team.
- C** Pupils will demonstrate a growing understanding of the difference between attack and defence. Pupils will know where and when to attack and when to defend.
- S** Pupils will develop life skills such as communication and encouragement as they collaborate with others and apply the rules of the game.
- W** Pupils will continue to develop and apply life skills such as resilience and self discipline as they strive to improve their own performance and understanding.

Vocabulary for Learning

Attacker: We are considered an 'attacker' when we or our team are in possession of the ball. The aim of the game for the attackers is to score keep possession and score.

Defender: We are considered a 'defender' when we are not in possession of the ball . The aim of the game for the defenders is to prevent the opposition from scoring.

Dribbling: is a method of moving with the ball using our hands or our feet. The attacker in possession of the ball can either continuously bounce the ball on the floor or kick the ball with their feet, in order to move around the playing area.

Space: is an open area on the playing area that is unoccupied by a defender or the defending team. The team in possession of the ball need to identify open spaces to move into, to enable them to create opportunities to shoot.

Marking: Marking is when the attacking player has received the ball and you are making it difficult for them to pass the ball to another member on their team by restricting their options.

Control: means keeping the ball close to us, preventing the defenders from gaining possession.

