



Edenfield C of E Primary School		
PE	Year: 5 and 6	Games -Invasion -Striking/fielding Net/wall Target/creative

What should I already know?
• Our school games values and how to demonstrate them • Specific invasion game sport techniques • How to throw and catch accurately • How to work together to keep the batters scores down • How to strike a ball and avoid fielders to score runs • How to prevent runs or points being scored • How to direct the ball towards the target area and away from their opponent • How to aim a ball into a target area to make it difficult for an opponent to return it • How to design your own tag and target games

What will I know by the end of the unit?
• How to play the different roles of bowler, backstop, fielder and batter
• How to use a wider range of shots, working in larger teams for some of the time
• How to develop their bowling technique and use tactics as a fielding team
• How to develop a wider range of passing, dribbling and shooting skills
• How to apply the basic principles for attacking and defending
• How to use skills, strategies and tactics to outwit the opposition
• How to develop the range and quality when playing games using rackets
• How to develop effective serving techniques and tactics
• How to apply simple tactics in a range of target games
• How to play the target game of dodgeball



Vocabulary			
Invasion games		Striking/fielding games	
Defending Strategies Retain Build Be alert Possession One eye on ball Maintain good shape Safely Discipline Patiently Close down 1v1 Quickly Go backwards Start again Compact Zonal marking Pass attacker on Sweeper keep Coordinate Low press Distribution Team Goalkeeping Work against Roles Narrow the angle Communication	Responsibilities Stay focused Effective Actions Be prepared to move Listening Tactical awareness Act as additional defender Leadership skills Sporting values Attacking Whole-pitch view Dribbling skills Create space Mobile Good technique Make runs Fluid Shooting Diagonal Not rigid Recognise Overlap When to attach Penetrate Overload Take more risk	Obstruction Defensive stroke Drive Consecutive	Attacking stroke Pull Cut Hook
Net/wall games		Target/creative games	
Deep forecourt Defensive	Court attacking Footwork	Application Success Rules Terminology Encouragement	Safety Communication Best performance Spatial awareness Teamwork

