

What prior knowledge should students have?

- Moving around and negotiating space around them.
- Exploring ways to send, retrieve and stop a ball using different body parts.
- Being able to move and stop confidently.
- Children had adult support with stability, balance, spatial awareness, co-ordination and agility.

What skills will students learn? (Disciplinary Knowledge)

- Children to understand the concept of attackers and defenders.
- To move into space on a court to evade defenders.
- Understand how to work together as a team to attack and defend a given space.
- To work together to develop simple tactics for both attacking and defending.
- To follow instructions to achieve an end goal.

What key knowledge will be taught? (Substantive Knowledge)

- To throw and catch with increased control and accuracy.
- To understand that games have both attackers and defenders.
- To know that teamwork can improve your chances of success in chasing and tagging games.
- To understand that rules are important in invasion games and how they can be modified to improve enjoyment and success.
- To analyse the effectiveness of different strategies.

Key Vocabulary	Definition
Tactics	Plans or strategies that teams use to win games.
Dodge	To avoid being hit or tagged by moving quickly or changing direction
Attack	To try to score points or win a game by moving towards the opponent's goal or target.
Defend	To try to prevent the opponent from scoring points or winning a game by protecting your own goal or target
Leadership	The ability to guide and motivate others.

Key principles of invasion games

Attacking

Score goals.

Create space.

Move ball towards goal.

Defending

Stop goals.

Deny space.

Gain possession.