Knowledge Overview: The Substantive and Disciplinary knowledge that our pupils will learn in each PE unit

Golden Thread –

PE Unit: Y3/4 Football.	Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6
Lesson Content	How can you control a ball using your feet?	How can you pass a ball using your feet?	How can you dribble and turn with a ball using your feet?	How can you defend in a 1v1?	How can you kick a ball to score a goal?	How can you work as part of a team to compete in a small, sided game.
Substantive Knowledge (understand/know)	I can stop a ball using both the sole and inside of my feet and attempt to stop a ball using the outside of my feet.	I can pass a ball using the inside of my feet with some accuracy.	I can dribble a ball using my feet and attempt a turn with some control.	I can sometimes make a standing tackle in a 1v1.	I can kick a stationary ball past a goalkeeper with some success.	I can play and accept the rules; competing fairly, being gracious in victory and defeat most of the time.
Disciplinary Knowledge (doing) Activities that are specific to PE as a discipline	Pairs game balance and getting ready to practice, recap on prior learning. Control in pairs: Children work in pairs to experiment with ways they can control the ball using their feet. Passing through the gate, find the gate. Lazer football.	Pairs game and recap passing in pairs. Passing through the gate, find the gate. Gate breakers. Extension numbers game.	Football stuck in the mud: The chasers must dribble their ball and, when roughly 1 metre away from their target, pass their ball and try to hit the target below the knee or on the foot. Ghostbusters. Inside and outside hook turn.	Football stuck in the mud, accuracy when passing and aiming. Mirror game (no tackling). Terminator 1v 1 game. Premier league challenge.	Cone tag: A quarter of the class start as the chasers with a cone each. Mini goals: focussing on accuracy and on target. Super striker.	Cone tag. Match organisation Challenge: Inspire others in the team. Explore roles of attacking and defending. Street soccer. A game of 2 halves.
Key Vocabulary and communication development opportunities	Control, pass, kick off, dribble, throw in, stationary, attack, defend, possession, drag, inside and outside, hook.					
Prior Knowledge	**What prior knowledge will help the pupils to be successful in this unit? In Year 3 pupils** In Year 3, children built on knowledge and skills including control of a ball, different ways of passing, dribbling and turning with the ball. They learned tackling while stationary and moving. They learned some simple moving techniques. Children also continued to learn the rules of the game and play small-sided games					

Infringement

Offside

Opposition

Over a third

Reaction

Perseverance

Possession

Pivot

Position

Netball Knowledge Organiser - Year 6

Prior Learning: In Year 5, children continued to master throwing/catching skills (chest and bounce) they were introduced to a shoulder pass. Children progressed their footwork skills - passing, moving and receiving the ball. They practiced attacking and defending skills. They recapped shooting and learned a centre pass. They were also introduced to some reaction games. They were introduced to the new Bee Netball game (Stinger rules).

Key Skills

Physical Me

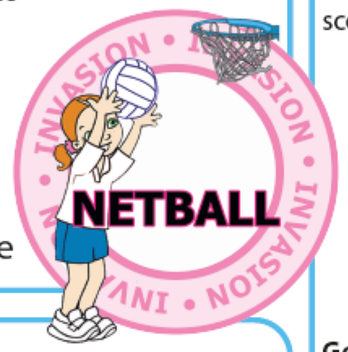
Throw
Catch
Dodge
Run
Dribble

Agility
Balance
Co-ordination
Jump
Speed

Thinking Me
- To make decisions in the game
- Evaluate & improve performance

Value Me:
- Embrace the rules
- Communicate

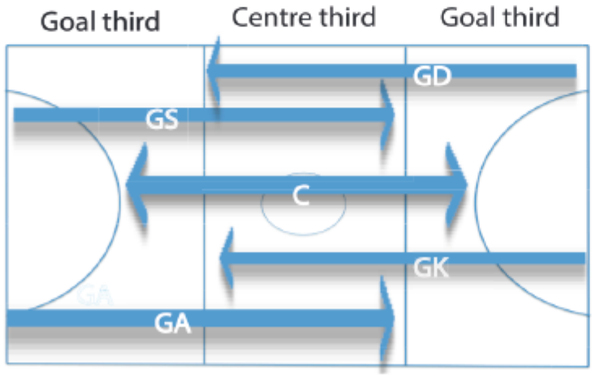
Social Me
- Teamwork
- Perseverance



Key Knowledge

Infringement-
Breaking the rules e.g. holding onto the ball for more than 4 seconds

Reaction:
Reaction times in netball terms, can mean, or be the difference between being left standing, or swiping the ball from your unsuspecting opposition



Bee Netball Stinger Rules:

No of players in a team:
Only 5 on court at a time

Start the game: Play is started when the Centre steps one foot into the centre circle. Ball MUST be caught in the centre third. Alternate centre pass after goal has been scored.

Pass: You MUST pass the ball within 4 seconds

Footwork:
When you receive the ball you can not move the landing foot. A FREE PASS is given if footwork takes place

Goal:
Is scored by the ball going through the net.

Defending:
You must be 0.9m away when defending the ball. If you obstruct, a penalty pass or shot is given.

Over a third:
If the ball is thrown over a third untouched, a ball is given to the opposing team

Out of area:
If a player is out of their area they are ('OFF-SIDE') a 'Free Pass is given to the other team

Contact:
Non-contact game- penalty pass/shot given

Key Vocabulary

- Infringement
- Offside
- Opposition
- Over a third
- Reaction
- Perseverance
- Possession
- Pivot
- Position