

# NETBALL LESSON 5

# Year 3 & 4

Learning Intention: *How can you mark a player?*

Yr 3

I can sometimes mark my partner

I can mark my partner, sometimes keeping on the balls of my feet

I can mark my partner and keep on the balls of my feet

Yr 4

I can mark my partner, sometimes keeping on the balls of my feet

I can mark my partner and keep on the balls of my feet

I can mark my partner standing side on to them and keep on the balls of my feet

## EQUIPMENT:

15 size 4 netball balls, soft balls  
Throw-down spots/cones.

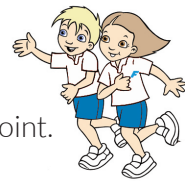
## WARM UP:

Children to jog around in a given area. If teacher calls:

- **Jump stop:** Children to quickly find a spot and show a jump stop
- **Stride stop:** Children to quickly find a spot and show a stride stop
- **Jump stop and pivot:** Children to quickly find a spot and show a jump stop and pivot forward
- **Stride stop and pivot:** Children to quickly find a spot and show a stride stop and pivot forward
- **Change direction:** Children to change direction
- **Dodge:** Children to show any dodge they have learned from Lesson 4 (prior learning)

## ACTIVITY 1: Follow your Partner

1. Partner A – is dodging away from you and can go anywhere in the given area.
2. Partner B – try and stay close to your Partner A and stick to them like glue.
3. If the teacher blows the whistle everyone stops.
4. If Partner B can reach out and touch their partner they win a point. If not, Partner A wins the point.



## ACTIVITY 2: Marking a Player

1. Teacher to go through how to mark a player.
2. Children in pairs.
3. Set up a square with cones/throw-down spots.
4. Stand side-on and follow your partner. Partner A to dodge (like last week) away from their partner.
5. Partner B to mark their partner, sticking to them like glue.

### TEACHING POINT:

Marking a player

1. Stand side-on and follow your partner
2. Light feet – on the balls of your feet

In high 5's – you can mark your partner (man-to-man) – you cannot put your hands up in front to mark the ball.

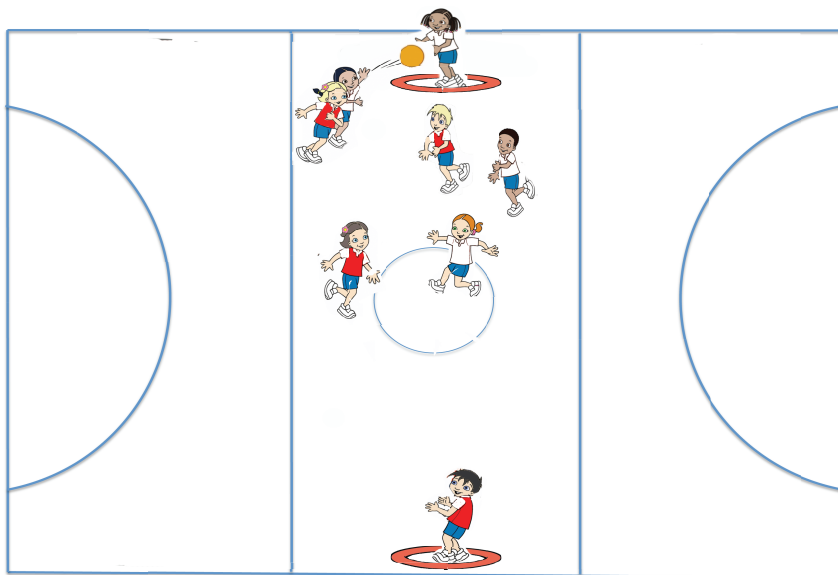


## ACTIVITY 3: Superhero Netball

Consolidation of learning: children to choose someone on the opposite team to mark and stick to them like glue.

1. Set up the court as shown in the picture.
2. Split the players into equal teams using bibs with no more than 6 players in each team. Give each team a superhero name, e.g. Team Superman.
3. One player from each team must stand in the target circle at the end of the opposing team's half; swap this player during the game.
4. You score a point by throwing the ball into your superhero's hands (player in circle).
5. To score, the superhero must catch the ball without it bouncing.
6. Once the superhero has the ball in their hands they pass it to the opposing team so they can attack and try to score.
7. This game is non-contact – players can intercept but can not stand with arms up in front of their opponent
8. Players cannot run/move with the ball – to get the ball to the superhero the children have to pass the ball to each other.
9. Children only have 4 seconds holding the ball, then they must pass it to another player.
10. Players must be 1m away from the person with the ball.
11. When the ball goes out of play it is a free pass from the side of the court where it went out in favour of the appropriate team.

Teacher can reward children who are marking really well in the game.



Q & A – High-five Netball Rules:

- Hold the ball for 4 seconds
- No contact
- No marking with your hands up

### COOL DOWN

Children to jog around slowly in given area.

### PLENARY

What was your favourite part of the lesson? What is important when marking a player?