

Prior Learning: In Year 4, children recapped different types of passing - chest and bounce. They recapped how to land with a jump stop and a stride stop- they also practiced this when receiving a ball. They learned some new shooting techniques. They were introduced to the game Bee Netball and learned some of the key rules.

Physical Me

Throw

Catch

Dodge

Run

Dribble

Agility

Balance

Co-ordination

Jump

Speed

Key Skills

Thinking Me

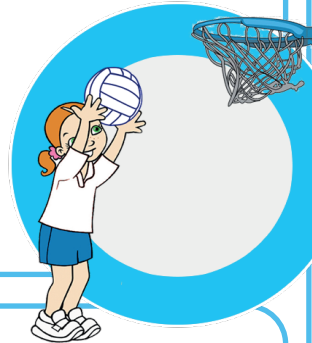
- To make decisions in the game
- Evaluate & improve performance

Value Me:

- Respect
- Self belief

Social Me

- Communication
- Co-operate
- Collaboration



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

Space

Centre Pass

Obstruction

Centre Circle

Intercept

Centre third

Double Dodge

Penalty Pass

Goal third

Key Knowledge

Position/area of Play:

Goal Shooter (GS)

- Is allowed to shoot
- Marks GK

Goal Attack (GA)

- Is allowed to shoot
- Marks GK

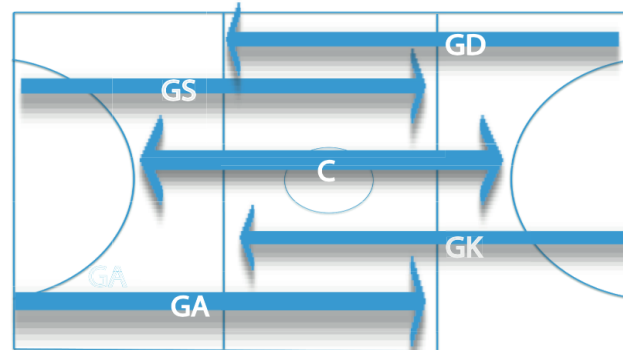
Centre (C)

- Both Centres mark each other
- Takes the centre pass to start the game

Goal Defence (GD)

- Marks Goal Attack (GA)

Goal third Centre third Goal third



Goal Keeper (GK)

- Marks Goal Shooter (GS)