Handball Knowledge Organiser - Year 6



Prior Learning: In Year 5, children continued to develop their passing techniques and were introduced to the overhead pass. Children also practiced dribbling skills with one hand. They learned defending skills including blocking the ball and marking an area. Children began to shoot using the correct technique and attemtped the jump shot. Children also developed their leadership qualities and evaluation skills through small sided games.

Physica	al Me	Key Skills	Value Me	Our Handball Rules:	Key Vocabulary
Throw	Agility	v Power	- Leadership - Determination	Number of players: 5v5	
Catch	Balance		Thinking Me - To make	You have 5 seconds to hold the ball: then you must pass or shoot	Jump Shot
Dodge	Co-orc	lination	decisions in the game	Courts: Only allowed goal keeper inside the semi circle	Overhead
Run	Jump	Social Me	- Evaluate and improve	Start of play: Game is started by a 'throw off'	Possession
Dribble	Speed	- Teamwork - Encouraging others	E TON	Scoring a goal: A goal is scored by throwing the ball into the oppositions net	Pressure
Key Knowledge			HANDBALL	After a goal is scored play is restarted by the GK	Block
Jump shot - the vertical jump shot is thrown with power and speed downward into the opponent's goal.			E E	If the goal keeper saves a ball, play is restarted by the GK	Semi - Circle
- The angle/speed makes it hard for the opponent or goalkeeper to stop.				Players are allowed to take 3 steps with the ball.	Jeini - Circle
Passive defender - Puts pressure on a player by marking/following them, but cannot touch the player/ ball				Travelling - taking more than 3 steps. Free-throw given to the other team. Dribbling - No double dribble	Passive defender Mark
Possession - Is having control of the ball by one team, which can give that team the opportunity to score. Semi- circle				No Contact - can intercept or block	Conditioned