

Prior Learning: In Year 3, children learned different types of passing - chest and bounce. They learned how to land with a jump stop and a stride stop- they also practiced this when receiving a ball. They were introduced to the game Bee Netball and learned some of the key rules.

Physical Me

Throw

Agility

Catch

Balance

Dodge

Co-ordination

Run

Jump

Dribble

Speed

Key Skills

Value Me:

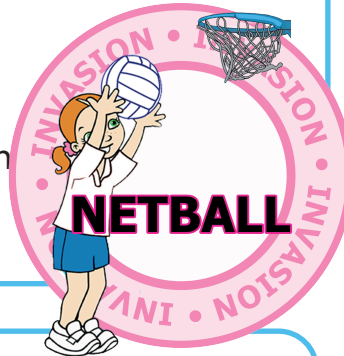
- Respect
- Self belief

Thinking Me

- To make decisions in the game
- Evaluate performance

Social Me

- Communication
- Co-operate
- Collaboration



Bee Netball Flier Game Rules:

No of players in a team:

Only 4 on court at a time

Start the game: In the middle of the court. 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 take up to two steps after your first foot has landed.

Goal:

Is scored by the ball going through the net. Points can be added by hitting the rim of the net.

Defending:

- Defending the ball in a players hands is not allowed
- One jump to intercept a throw or shot is allowed
- You must be 0.9m away.

- You can not Jump up and down in front of a player

Contact:

Not allowed to touch an opponent

Key Vocabulary

Landing Foot

Attacker

Defender

Marking

Control

Contact

Drive

Dodge

Free pass

Key Knowledge

Attacker - The attacking team in netball are the team in possession of the ball and the attackers are attempting to score a goal.

Defender- The aim is to gain possession of the ball from the opposing team.

Landing foot- First foot that touches the ground when you catch a ball is called the landing foot

Marking- To mark a player you follow their movements to try and stop them shooting or passing, and so that you can regain possession.

