

Topic: PE	Year group	Term
Invasion Games - In2 Hockey	Year 5	Autumn 2 6 sessions

Background knowledge

An invasion game is the term used for any game where the aim is to attack an opponent's territory and score a goal or point. Usually consisting of teams of equal players these fast paced games focus on teamwork, keeping possession, scoring and defending.

Follow whole (game), part (skill), whole (game) planning model

Games can be differentiated by using the STEP model:

- Space - increase or decrease distance or playing space, size of goal
- Time - give a time limit or allow longer between passes etc
- Equipment - plastic sticks v wooden sticks, size of ball
- People - more or fewer players in a game

Familiarise yourself with In2 hockey rules and resources.

Teach children to know how to correctly hold a hockey stick.

Use whole-part-whole model of planning. Have a go, practise a skill, have another go.

Use games from TOPS resources to give children the opportunity to practise skills.

What should I already know?

Year 4

- I can use the correct grip on a hockey stick
- I can travel with a ball
- I can send and receive with control and accuracy
- I can gain possession of a ball
- I can keep possession and control of a ball
- I am aware of space and use it to support team mates and to cause problems for the opposition
- I know and use rules fairly

National Curriculum Objectives / Key Skills	The Journey
To play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending • <u>I can use the correct grip on a hockey stick</u>	Use whole-part-whole model of planning. Have a go, practise a skill, have another go. Use games from TOPS resources to give children the opportunity to practise skills.

• <u>I can travel with a ball while keeping possession</u> • I can adapt my grip during a game • I can turn my stick to manipulate a ball • <u>I can send and receive with control and accuracy</u> • <u>I can play to agreed rules</u> • I can apply principles to gain and keep possession of the ball as a team • I can choose a tactic for defending and attacking <u>(KPIs underlined)</u>	1. To move with a ball (dribble) and keep possession by adapting my grip and turning my stick. 2. To gain possession from other players. 3. To pass a ball accurately towards a target (teammate or goal). 4. To mark another player. 5. To use space effectively to support my team and cause problems for the opposition (Find that space - TOPS). 6. To apply skills to a hockey game.
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Outcomes
An overview of what children will know / can do Working towards: I can change my grip to allow me to move and control the ball. Expected: I can keep and gain possession of a ball by adapting my grip and turning my stick. I can apply the principles of attacking, defending and scoring. Exceeding: I can confidently play a game of hockey using tactics and teamwork. I can use space effectively.

Key Vocabulary	Timeline / Diagrams
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Hockey - a team game played on a pitch involving a ball and a stick

Hockey stick - a long piece of wood, curved at one end, used to hit the ball

Dribble - move while controlling the ball with the stick

Push pass - move the ball along the ground with a push movement

Hit - strike a ball with a swing in order to pass or shoot

Defender - a player preventing the other team from scoring

Attacker - a player aiming to score a goal

Team - two or more players working together

Opposition - the other team

Marking - to stay close to another player in order to prevent them sending or receiving



Key people / places

Important people or places

Quotes

Assessment questions / outcomes

- Can you hold and move with a hockey stick safely?
- Can you adapt your grip when needed?
- Can you send the hockey ball to another team member?
- Can you receive a ball?
- Can you send a ball to a target?
- Can you intercept a ball?
- Can you move with a ball?
- Can you move into a space?
- Can you mark a player?
- Can you get away from your marker?

