

Topic: PE	Year group	Term
Invasion Games - Quick Sticks Hockey	Year 4	Autumn 1 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 quick sticks resources. Games from these resources or from TOPS cards should be used.

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

What should I already know?

Year 3 (Tag Rugby)

- I can send and receive a ball by throwing, catching or kicking with control and accuracy
- 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 of some simple invasion games
- I can keep possession and control of a ball
- I have a knowledge of attacking and defending and scoring

National Curriculum Objectives / Key Skills	The Journey
To play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending • 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	Use whole-part-whole model of planning. Have a go, practise a skill, have another go. 1. To know how to hold a hockey stick safely and use it to pass and stop a ball. 2. To control and dribble a hockey ball (hockey hoovers/rival arrivals). 3. To move to send, receive or intercept (number challenge). 4. To keep possession of a hockey ball or win it back

• 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 • <u>I know and use rules fairly</u> (KPIs underlined)	5. To use space effectively to support my team and cause problems for the opposition. 6. To apply skills in a game using the Quicksticks format.
--	--

Outcomes
An overview of what children will know / can do Working towards: I can use the correct grip in hockey, travel, stop and send with a ball. Expected: I can use the correct grip in hockey and travel with a ball in a game. I can apply the principles of attacking, defending and scoring. Exceeding: I can confidently play a game of hockey using tactics and teamwork.

Key Vocabulary	Timeline / Diagrams
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	

Key people / places

Important people or places

Quotes

Question of the Week

Can you hold and move with a hockey stick safely?

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?