Spring 2- Invasion games: Year 1/2

Overview		
-Invasion games are team		
games in which we try to		
invade the other team's		
space.		
-There are normally two		
teams and two goals. We try		
to outscore the opposition.		
- We will learn the basic		
skills of sending, receiving		
and dribbling a ball. We will also understand		
ideas of attacking, defending and being 'in		

-Invasion games include football, hockey and

possession.'

basketball,

Social and emotional

Cooperation

Working together and helping others. Strong teams need each individual to cooperate with their teammates.

Communication

We need to communicate to give and receive information from our teammates. We can do this through speaking, listening and body language.

Supporting and Encouraging

This will help others to feel good and help them to perform well.

Respect and Kindness

It is important to be respectful to teammates, opponents, referees and coaches.

Honesty and Fair play

Fair play is about learning the rules of the game and putting them into practise honestly.

Managing Emotions

Whilst it is important you try your hardest, you should remember that games and sports should be fun.

Be considerate to others in victory and be respectful and kind to others in defeat.



Physical			
Skill	Definition	How do I do this?	
Dribbling	To move with the ball, keeping it in your possession	-Keep the ball close to you using soft touchesPush the ball slightly ahead of you when you are dribbling at speed. Avoid defenders to stay in possession.	
Passing	To give the ball to another member of your team	-Look where teammates are before passing. Check carefully for opposition playersPass away from defenders to keep possession. In football, use the inside of the foot to pass.	
Finding space	To find a space away from other players.	-Look at where teammates and opposition players are. Move into a space away from themCall to teammates when you are free.	
Dodging	To avoid the opposition using movement.	-Bend low when changing directionTurn your body to face a new direction. Accelerate into space after changing direction.	
Marking	To stay close to an opposition player.	-Stand sideways so that you can see both attacker and the ballStay close to the attacker, following movements.	