



Y5/6



Area of PE: Netball

New Vocabulary

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| rebound | when a player attempts to shoot a goal but the ball hits the ring and bounces back into play |
| drive | a fast movement that helps to tell the ball carrier that you want the ball |
| draw | encourage movement of an opponent |
| contest | an event in which people compete |

New Knowledge – Sociology

Recognise own and others' strengths to create tactics and suggest areas for development. This applies to both your

By the end of Y5/6, the children will know the following knowledge about netball.

Prior Knowledge about throwing and catching

EY

We can throw a ball with different amounts of power. We can hit a target by aiming at it. We can throw a ball with one or two hands. We can pass to our friend or a target by aiming at it.

Y1/2

Sending is throwing, rolling and kicking a ball. Receiving is catching, tracking and stopping a ball. You can throw a ball with different strength to reach different places (target)

Y3/4

We can use different passes depending on where our teammates are: chest, bounce, shoulder and overhead.

Moving your body weight forward with the foot you can move will increase power to your throw.

New Knowledge - Practical

The Drive

1. On toes, aware and ready
2. Sprint into space
3. Receive ball in space and land balanced

Getting Free

1. On toes, ready and signal
2. Drop shoulder pretending to go one way
3. Sprint into space

The Dodge

1. On toes, aware and ready
2. Drop shoulder one way then the other way (Double drop)
3. Sprint into space

The Double Dodge

1. On toes, aware and ready
2. Go to run one way
3. Turn away from defender sprinting into space on the other side of the defender.

The Roll Off

New Knowledge – Game Rules

Chest Pass:

Requires a direct, quick pass, good for when the attacking player is not being marked.

Bounce Pass:

Can be used to outsmart a tight defence or when a direct pass is difficult.

Shoulder Pass:

Used for longer distances and quick switches of position.

Overhead Pass:

Effective for long passes and when trying to find a player who has created space above the defender.

Replaying: a player cannot regain possession of the ball, having dropped or thrown it, before it has been touched by another player or the post.

Offside: a player is offside if they enter an area of the court, they are not allowed in.

Over a third: the ball must be touched in each third of the court. If the ball is not touched in each area it is called 'over a third'.

Contact: if a player contacts another player.

Using tactics from practical knowledge will help your team to maintain possession and score goals.