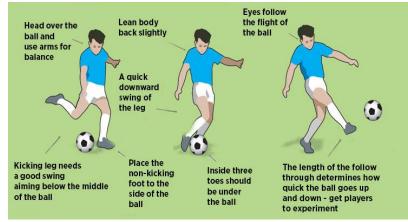


St George's Central CE Primary School and Nursery

Key Words	Definition	Key Skills
Shoot	Taking aim and releasing the ball in an attempt to score a point or goal.	Sending and receiving – Children need to be able to pass and receive a ball across a range of sports. They should learn the different types of passes available in these sports.
Dribble	Moving the ball under control in a particular direction	Dribbling – Children should develop their dribbling skills so that they can move at different speeds and clear a range of obstacles. They can them aim to beat a defender.
Tactics	Plans and ideas required in a game to try and achieve the best possible outcome	Awareness – Though priority should be given to honing particular skills, children should begin to develop an awareness of what is around to find a pass, find space or avoid defenders.
Position	The space that a play takes up within a game	Coaching Points
Movement	Moving around a pitch/ space to try and gain an advantage	STEP – Differentiation can be achieved by reducing/ enlarging the space, altering the target in a task, using easier equipment overloading attackers or defenders.
Awareness	Developing an understanding of what is around to help make decisions	Application – Many of the skills taught in this unit can be applied in specific games such as target ball (scoring by passing to a player) or king of the ring (kicking other balls out of play)
Reading a game	the process a player constantly goes through during the game so they have good information available when you make decisions	Controlling the ball – there are a wide variety of 'challenges' can improve control of a football. For examples, see <u>https://www.youtube.com/watch?v=2bsEhng7z-M&feature=youtu.be</u>



Assessment Focus

- Pass in different ways
- Pass dribble and shoot
- Lead others in a game situation

'Never settle for less than your best'

Jesus said, 'I am the light of the world. Whoever follows Me will not walk in darkness, but will have the light of life.' John 8:12