



#### **Unit Purpose**

The unit of work will challenge pupils to combine their developing dribbling, passing and receiving skills in order to keep possession and score a point.

Pupils will apply these skills in teams in various games and activities.

### Inspire Me

**Did you know...** The most bounces of a basketball in one minute is 708! This record was achieved by Leon Walraven from Netherlands, on 20 February 2019.



## **Key Success Criteria**

- P Pupils will be able to dribble, pass and move with developing accuracy. They will combine these skills to score points.
- C Pupils will focus on their partner and team members, developing an understanding of the consequences in a game when mistakes are made.
- S Pupils will develop communication and empathy as they listen to their partner and team members and work collaboratively together.
- Pupils will continue to effectively apply life skills such as self belief and integrity as they strive to improve their own performance whilst playing fairly.

# **66** Vocabulary for Learning

**Attacker:** We are considered an 'attacker' when we or our team are in possession of the ball or in control of the ball. Our aim is the keep the ball away from the defenders.

**Defender:** We are considered a 'defender' when we are not in possession of the ball. The aim of the game for the defenders is to try and prevent the attackers from scoring.

**Opponent:** means a player on the other team. If we are an attacker dribbling we need to keep the ball away from the defender who is our opponent.

**Team:** is a group of players from one side who come together to try and achieve a common goal.



## Sport Specific Vocabulary

**Dribbling:** is a method of moving with the ball. The attacker in possession of the ball continuously bounces the ball on the floor in order to move around the space.

Chest Pass: Is thrown by gripping the ball on the sides with the thumbs directly behind the ball. When using a chest pass, the passer should direct the ball towards the receiver's hands at chest level.



