




Scheme of Work: Basketball

Key Stage: 4		YEAR: 11	DURATION: 6 LESSONS
Unit Aims: In this unit pupils will focus on building on core skills and applying them in games and physically demanding conditional drills. Pupils will prepare tournaments and both officiate & compete in them. They will work in groups taking on a range of roles and responsibilities to help each and improve as a team. To develop a deeper understanding about healthy lifestyles and fitness.			
All: Will be able to take part in small sided games and react to opponent's pressure with core skills. Will physically exert themselves while taking part in competitive games and perform a simple role of scoring. Most: Use a sound selection of core skills and apply them against opposition. Work effectively in a small team to attack and defend with confidence showing a good knowledge of the rules. Take part in physical demanding exercise. Referee with some confidence. Some: Demonstrate a good level of tactical awareness and respond to changing situations by adapting and refining their techniques. Identify the main aspects of a good performance, recognise weaknesses and suggest how a performance could be improved. Can score and run a game between 2 teams.			
Prior learning It is helpful if pupils have: <ul style="list-style-type: none">➤ Taken part in games with a basic set of basketball rules enforced.➤ Experienced a wide range of core skills and used them under pressure➤ Experienced different roles in team.➤ Seen set plays being used to successfully attack opposition.	Language for learning Through the activities in this unit pupils will be able to understand, use and recall terminology relating to basketball. <i>e.g. principles of attack and defence, finding and using space, drive, fakes, rebounding, lay-ups, marking, defending stance and how to play man to man/zone defence.</i>	Resources <ul style="list-style-type: none">➤ Basketballs➤ Bibs➤ Cones	
Key Concepts and Processes:			
Outwitting an opponent Pupils will further develop the ability to outwit opponents and teams using advancing tactics. Pupils will perform and replicate the core skills necessary in response to a changing environment. Able to identify space for themselves and others and will use this to advance a team forward.	Outwitting an opponent Pupils will further develop the ability to outwit opponents and teams using advancing tactics. Pupils will perform and replicate the core skills necessary in response to a changing environment. Able to identify space for themselves and others and will use this to advance a team forward.	Outwitting an opponent Pupils will further develop the ability to outwit opponents and teams using advancing tactics. Pupils will perform and replicate the core skills necessary in response to a changing environment. Able to identify space for themselves and others and will use this to advance a team forward.	
Problem Solving, Challenges & Making Decisions Pupils will create new defensive and attacking strategies to improve their team performance. Pupils should be able to recognise the importance of responding to changing situations within the game in attack and defence. Opportunities to referee/coach pupils or small groups will develop communication and decision making skills.	Problem Solving, Challenges & Making Decisions Pupils will create new defensive and attacking strategies to improve their team performance. Pupils should be able to recognise the importance of responding to changing situations within the game in attack and defence. Opportunities to referee/coach pupils or small groups will develop communication and decision making skills.	Problem Solving, Challenges & Making Decisions Pupils will create new defensive and attacking strategies to improve their team performance. Pupils should be able to recognise the importance of responding to changing situations within the game in attack and defence. Opportunities to referee/coach pupils or small groups will develop communication and decision making skills.	
Scan these QR codes for information <div><div> Ball Tag</div><div> Ladders with ball drills</div><div> 3 Team attack</div></div>		Personal, Learning and Thinking Skills (PLTS): <div><div><input type="checkbox"/> Creative thinkers</div><div><input type="checkbox"/> Reflective learners</div><div><input type="checkbox"/> Team workers</div></div> <div><div><input type="checkbox"/> Effective participants</div><div><input type="checkbox"/> Self managers</div><div><input type="checkbox"/> Independent enquirers</div></div>	

Week	Learning objectives	Suggested lesson tasks/activity ideas	Differentiation/ Personalised Learning/Assessment Tools
1	Shooting techniques To perform advanced shooting techniques to outwit opposition. To understand the benefits of strategic and tactical approaches to outwit the opponent. To appreciate the need to make adjustments and adaptations when performing in order to beat the opposition.	Warm Up – ladders with ball (See QR Code) Progress to pairs – shadow drill. A dribbles around the court with B shadowing. Change over roles. Add in commands – sprint, drive to a basket + score. All to have a ball - 1 minute lay up game around hall. How many scored? Refine technique to increase % scoring. Killer game, 4's. Progress to 4 vs 4 conditioned games – Only score lay ups + referees to officiate. Group cool down-walk + stretch.	Progressively reduce/enlarge space to work in. Mid-lesson plenaries check – How many lay ups made? High % why? SSG- How does your team use space to their advantage?
2	Ball control and outwitting opponents To be able to perform basic skills to retain ball possession. To be able to outwit opponents using dummies, fakes & screens at speed and with accuracy. To understand the importance of angled passes and driving into space in order to attack.	Complete small interval training taster session – periods of work followed by a rest or recovery run (i.e. sprint 15m, walk back to start) Team 21 game - 2 teams of 3 at a basket. A team shoots from elbow for 2 points, rebound ball + lay up for 1 point, 0 for no basket, pass to next pupil. Other team also scoring from other elbow). Progress to 4 vs 4 games. 1 referee per court – look out for fouls and contact rules.	Increase/decrease speed of movement during warm up. Mid-lesson plenaries check – question understanding on the concept of movement to maintain possession. How can width/movements under the basket assist an attack?
3	Tactics and analysis of strengths To understand and perform attacking principles and strategies found in basketball e.g. shot selection and effective decision making in a game situation.	Warm Up – Pupils to dribble 2 basketballs for 2 minutes. Weak hand development, crossover, head up and sit down to extend the warm up. 2's – to recap different styles of shooting (lay up drive, set shot and jump shots). 6's - Use of lay up drill progressing to pressured lay up (presence of a defender) + encourage non dominant hand. 4 vs 4 conditioned games.	Decrease/increase pace/speed of warm up. Mid-lesson plenaries check – Recap/test understanding of basketball terms. How can a lay up be adjusted depending on the presence of a defender?
4	Attacking Play To perform necessary skills and techniques to attack from set plays to outwit opponents. To be able to evaluate how well it has been achieved and find ways to improve strategies.	Warm up – 3 vs 3 no dribble keep ball exercise progress to 'ball tag' QR Code. 3 man weave towards 1 basketball + finish with a lay up or put back shot. Progress to 3 vs 3 small sided competitive games - develop use of cuts and movement under the basket to get free to shoot. Encourage the use of half time team discussion and adjust strategy.	Increase/decrease the space to work in. Mid-lesson plenaries check – What does the 3 man weave drill work on? How important is agility to basketball? Examples?
5	Organising a Small Sided Tournament To create and run small sided games in a tournament format. Pupils will make decisions and plan tournament layout encouraging creativity.	Warm Up – 3 team attack (See QR code) – 9's – 1 team under each basket and the third team start in the middle. Mid court team attack 1 basket and if score turn and attack the other. If defending team rebound they attack opposite basket and stating team replace them under the basket. Pupils to organise themselves into even teams, time-keep and officiate their own games. Pupils develop leadership skills and understanding and application of fair play	Individuals should be paired according to ability/understanding of the game during warm up drill. Mid-lesson plenaries check – Discuss successful teams/plays/tactics and ask why they worked.
6	Organising a Small Sided Tournament To understand the importance of effective communication with others. To create and run small sided games in a tournament format.	Fun relay warm Up – 4's – Use core skills – dribble, pass, figure of 8 & defensive shuffle (side step) across the court. Pupils to organise themselves into even teams, time-keep and officiate their own games. Pupils develop leadership skills and the understanding and application of fair play. All teams to play each other and form a knock out phase. Results to be record.	Use appropriate pace to warm up and provide complex variations for those who are able. Mid-lesson plenaries check – Have the games been officiated well? What are the common problems faced by a team?