

Year 1 Attack Defend Shoot Unit 1 Lesson 6

Learning Intentions

1. Participate in competitive games against others using attacking and defending skills
2. Comment on how you used different attacking and defending skills you have already learned to help you in your games

Skill Development: Competing

Success Criteria

1. I can use a range of simple attacking skills to move toward the goal.
2. I can use simple defending to stop the other team from scoring.
3. I can describe how to use different skills to score or defend.

National Curriculum Links

Engaging in competitive and cooperative activities.

Literacy and Numeracy Links

- L** Communicating well with your team to attack and defend.
N Keeping score of how many goals the team has scored.

Considerations when picking teams

1. Try and keep to a maximum of 3 pupils per team (this will depend on your group size and space available).
2. Mix up boys and girls.
3. Ensure teams are of mixed ability and that adaptations or variations to the game are included to ensure all pupils are able to participate (e.g., having channels at the side of the pitch for wheelchair users).
4. Give out bibs so pupils can easily identify their team.

Rules

1. No contact: you cannot knock the ball out of another player's hands.
2. No moving with the ball. If travelling occurs, the opposition gets a free pass from the site of the offence.
3. Restart play if the ball goes off the sideline. Possession goes to the team that did not cause the ball to go out; they must pass into one of their players.
4. To start and restart the game after a goal is scored, the defenders that just conceded a goal have possession to try and attack.
5. Use cones to help children see their playing area.

Competition Format

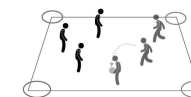
1. Year 1 Attack Defend Compete is designed to be played in a round-robin format in which each team plays every other team once.
2. Depending on time constraints, you will need to adjust the length of each game to ensure each team gets time to play.
3. Use the Competition Planner to set up your schedule to accommodate the number of competing teams and how many pitches you have to play on.
4. If time allows, you may wish to have a 'playoff' once everyone has played each other.
5. Allot points 3 = Win, 2 = Draw, 1 = Loss.
6. The team with the most points wins; teams with equal points can be decided via goal difference.

We are learning...

to use our attacking and defending skills in a game.

Diagram

Team A will attack team B's hoops (green in this diagram) and Team B will attack team A's hoops (red in this diagram).



Key Questions

1. What can we do to make it easier for our teammates to pass the ball to us?
2. How can we score a goal?
3. What types of skills can you use to attack and defend?
4. How have you worked well with your team?

Game Format

Set up 3v 3 games with hoops at each end for teams to score in. These hoops should be in the corners of your playing area. Each time a team successfully gets the ball or beanbag into one of their attacking hoops, a point is scored. Look for progress from previous weeks, and implementation of skills learned, including:

- Underarm and overarm throwing
- Following the ball when defending
- Drawing defenders away from the goal through passing

Encourage children to attack and defend their team.

Extension: Make the pitch larger. Add in another scoring zone, or increase the size of teams.

