

Ashtree Primary School and Nursery Medium Term Plan for PE

REC ATTACK v DEFENCE GAMES FOR UNDERSTANDING AUTUMN TERM

Key Vocabulary

Attacker Defender Space Rules Tag/Tagging Sharing

The unit of work will explore why we need to follow the rules and keep the score during a game. Pupils will learn how to apply very simple tactics for attacking and defending in games.

Key Skills

Step 1 – To recap the Ground Rules for PE

Step 2 - The focus of the learning is to understand why it is important to take turns when playing a game.

Step 3 - The focus of the learning is to understand why we need to keep the score during a game.

Step 4 - The focus of the learning is to understand why we need to follow the rules during a game. Pupils will understand why games have rules and understand the consequences if the rules of the game are not followed.

Step 5 - The focus of the learning is explore different ways of avoiding a defender. Pupils will explore simple principles (evasive skills) to avoid being tagged. Pupils will start to understand what the consequences are if they are tagged in a game.

Step 6 - The focus of the learning is to explore different ways of preventing an attacker (fish) from scoring a point. Pupils will explore simple principles to prevent the attackers from scoring. Pupils will start to understand what the consequences are if they do not tag an attacker in a game.

Step 7 - The focus of the learning is to bring together the suggested sequence of learning into mini games. Pupils will apply their understanding of attacking (fish) and defending (sharks), applying it into a competitive game.

See Complete PE - EYFS Attack v Defence Games for understanding for lesson plans and assessment tools.

Key Knowledge

Rules: are a set of regulations or principles that govern a particular activity that ensure that the activity is played fairly and safely.

Attacker: We are considered an 'attacker' when we or our team are in possession of the ball or we are trying to avoid a defender to score a point. The aim of the game for the attackers is to score as many points as possible.

Defender: We are considered a 'defender' when we are not in possession of the ball or we are trying to tag an attacker. The aim of the game for the defenders is to prevent the opposition (attackers) from scoring.

Space: is an open area on the pitch that is unoccupied by a defender or the defending team. The attackers need to identify an open space to run into to avoid being tagged by a defender.

Tagging or Tag: is the method applied by the defending team to stop the attacker from moving.

Sharing: to ensure that a game is played fairly pupils should be encouraged to share and take turns.

Possible Misconceptions

Attack means 'fight.'

Space is in the sky.

Pupils are unsure which direction to play in.

Pupils believe you are not allowed to go backwards.

This will lead to . . . Y1 Attack v Defence Games for understanding.

The unit of work will develop pupils' ability to apply the principles of attack vs defence, with a particular focus on creating simple attacking tactics in order to move the ball up the court, creating an attack that results in a shooting opportunity.