

Lesson Objective

To decide when to use different types of passing and know the correct footwork needed in netball

Lesson 1/6

Equipment Needed

Netballs, cones, bibs, markers.

Success Criteria

Children can:

- Realise when they need to use each type of pass
- Perform a range of passes against a defender
- Catch the ball with one foot on the ground and know that foot is called the landing foot
- Pivot on the landing foot and move the other foot any number of times
- Understand the rules regarding footwork faults

Adapted Learning (Differentiation) (Challenge)

Group children by ability so that they can work to their own level.

Key Questions

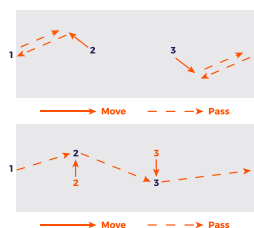
Why do we pivot?
When do we use certain techniques of passing?

Warm Up

Pivot:

Explain the footwork rule where a player you cannot move their foot once they have landed on until you've passed the ball. The player can use the pivot to change direction. Coach explains to children what pivoting is and demonstrates how to do it. (Once you have landed from a catch can pivot to change our bodies direction) Ask the children move around the area in a variety of different ways (Running, walking, side stepping) when they hear the whistle they stop and pivot to change direction.

Main Activity



Skill Acquisition - Passing & Moving:

In teams of four, children stand in a line across the width of the court. The two players on the side lines need a ball. The two players in the middle, must receive a ball from one side, and pass straight back, they then move (Landing without moving foot) and then pass back. Change roles.

Progression:

With one ball, Player 1 passes to Player 2, who lands then pivots and passes to Player 3, who then lands and pivots and player to Player 4. Repeat going backwards.

Passing On The Move:

Each team of four now move around a third of the netball court. Have 2 or 3 teams in each third to create obstructions. Each time they receive the ball they pivot to find another teammate to pass the ball too. Each player will need to determine what pass they need to play once they receive the ball (Chest pass, bounce pass, overhead pass).

Keep Ball:

Players now play a 5v3 game in each third of the court. The five attackers try to maintain possession of the ball while the defenders apply pressure. Passing teams are encouraged to receive and pivot so that they can pass the ball to their teammate who is moving into the open space. Players understand when to use certain types of pass to maintain possession.

Cooldown

Recap and discuss Success Criteria.

Key Technical Points

The Chest Pass:

- Hold the ball against chest
- Hands each side of the ball
- Step into pass
- Points fingers at target

The Bounce Pass:

- Can be used with one or two hand(s)
- Push ball into the floor, slightly over half-way between yourself and the destination of your pass
- Step into pass

Lesson 2/6

Lesson Objective

To understand the roles of each player on the netball team and know the specific rules involved

Lesson 3/6

Equipment Needed

Netballs, cones, bibs, markers.

Success Criteria

Children can:

- Understand where each specific player can move to on the court
- Know that they are expected to play in each position throughout the games
- Know they only have four seconds to hold the ball
- Analyse skills and techniques to modify and improve performance

Adapted Learning (Differentiation) (Challenge)

Group children by similar ability when playing matches.

Key Questions

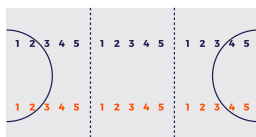
What are the positions on a High 5 Netball Court?
Where can each position move to on High 5 Netball Court?

Warm Up

Passing Triangles:

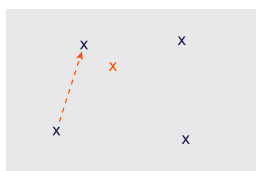
In 3's or 4's stand in a 10x10m area and chest pass the ball around to each player. Get players to concentrate on the technique rather than the power/distance. Once able to chest pass the ball, get players to pass and follow their pass, this gets them to step into the pass.

Main Activity



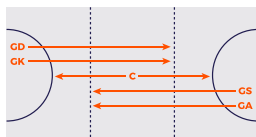
Keep Ball:

In teams of five using one third of a netball court. Children need to make five successful passes in order to gain one point. Children can't move once they receive the ball. The defending team must try and intercept the ball, if they gain possession they start from zero and try to make five passes. PROGRESSION: Have a play from each team stand on side line of the third. Teams must gain possession, make five passes and then try to pass to the target player stood on the side line.



4v1 Piggy In The Middle:

Players now play a 4v1 game in their teams, where the four attackers try to maintain possession of the ball while the one defender apply pressure. Remember netball is non-contact sport and defender cannot step too close to the ball handler. Passing teams are encouraged to receive and pivot so that they can pass the ball to their teammate who is moving into the open space. Remind them of the different passes that they have worked on over the Unit of Work.



Positional Play:

Discuss each position and where they can go on the court. Test the children and see whether they can remember the positions and where they are allowed to move to. In teams of five, children play small matches of High 5 Netball, swapping positions after 3 minutes. GS - GA - C - GD - GA,

Cooldown

Recap and discuss Success Criteria.

Key Technical Points

Positions:

- C = Centre
- GS = Goal Shooter
- GK = Goal Keeper
- GA = Goal Attack
- GD = Goal Defence

Lesson Objective

To have the opportunity to play in all roles on the netball team and know the specific rules involved

Lesson 4/6

Equipment Needed

Netballs, cones, bibs, markers.

Success Criteria

Children can:

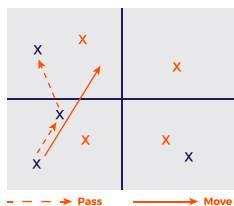
- Move across the court whilst passing the ball confidently using the correct techniques against a defender
- Know they only have 4 seconds to hold the ball
- Analyse skills and techniques to modify and improve performance

Adapted Learning (Differentiation) (Challenge)

Players will play in bigger/smaller area depending on ability.
Group children by similar ability when playing matches.

Key Questions

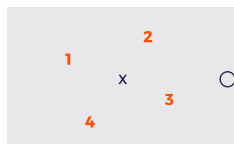
Warm Up



4 Square:

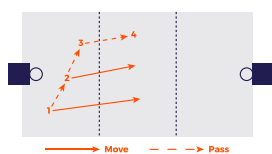
The area is made up of four quarters. Each team consists of four players. The team with the ball has to attempt to pass the ball into every quarter, attacking team may move into any quarter. Defenders have to stay in their quarter. When one player receives a pass, the opposition player in that quarter tries to stop the pass. The opposition stay in the remaining quarters and attempt to intercept the pass. Teams must complete six passes to win.

Main Activity



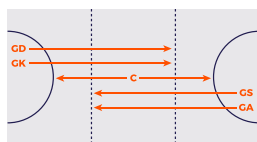
4v1:

This activity will help the children consider depth and width when attacking and how to use space effectively. Organise your class into as many groups as you have nets. Each group will have one child as the defender (They take this role on three times before rotating). Four children will take the role of attackers who attempt to score.



Fastbreak:

Time how long it takes each team to complete two passes in every third of the court, before they shoot and score. Groups use the full length of a court. Aim is to get from one end of the court to scoring as fast as possible! The group with the quickest time wins. The defender is added to try and win possession of the ball. Children have four seconds to pass the ball once they receive it.



High 5 Netball:

Play small High 5 Netball matches, where the basic rules are introduced and positions are explained. Centre is allowed anywhere but inside either circles. Goalkeeper & Goal Defence – Can move anywhere in the defensive & middle 3rd's. Goal Attack & Goal Shooter – Can move anywhere inside the middle and attacking 3rd's.

Cooldown

Recap and discuss Success Criteria.

Key Technical Points

Rules:

- If a child receives the ball with one foot on the ground or jumps to catch the ball and lands on one foot, they can then pivot on the landing foot
- If a child receives the ball whilst both feet are on the ground. The player may then chose to move either foot and the remaining foot shall then be considered to be the landing foot

Year 6 - Netball

Lesson Plan

COMPLETE
EDSTART

Lesson Objective To play small, modified games of netball **Lesson 5/6**

Equipment Needed Netballs, cones, bibs, markers.

Success Criteria

Children can:

- Understand the rules of netball and the positions that are needed
- Identify and use tactics to help the team keep the ball and advance it forward
- Apply some elements of strategy and tactics

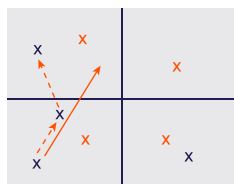
Adapted Learning (Differentiation) (Challenge)

Group children by ability to add challenge and differentiation.

Key Questions

What are the rules of the game?

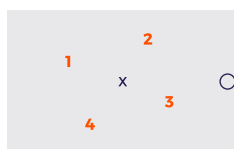
Warm Up



4 Square:

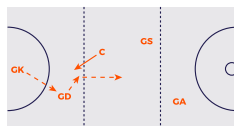
The area is made up of four quarters. Each team consists of four players. The team with the ball has to attempt to pass the ball into every quarter, attacking team may move into any quarter. Defenders have to stay in their quarter. When one player receives a pass, the opposition player in that quarter tries to stop the pass. The opposition stay in the remaining quarters and attempt to intercept the pass. Teams must complete six passes to win.

Main Activity



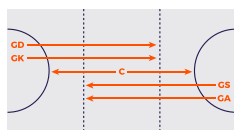
4v1:

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Fastbreak:

Time how long it takes each team to complete two passes in every third of the court, before they shoot and score. Groups use the full length of a court. Aim is to get from one end of the court to scoring as fast as possible! This time children play in positions on the court, and move the ball up the court as quickly as they can playing through the 3rd's.



High 5 Netball:

Play small High 5 Netball matches, where the basic rules are introduced and positions are explained. **Centre** is allowed anywhere but inside either circles. **Goalkeeper & Goal Defence** – Can move anywhere in the defensive & middle 3rd's. **Goal Attack & Goal Shooter** – Can move anywhere inside the middle and attacking 3rd's.

Cooldown

Recap and discuss Success Criteria.

Backhand Lift

Rules:

Players may not:

- Bounce the ball more than once
- Hand or roll the ball to another player
- Place their own hands on a ball held by an opponent

Lesson Objective To play small-sided games and follow the rules of the game **Lesson 6/6**

Equipment Needed Netballs, cones, bibs, markers.

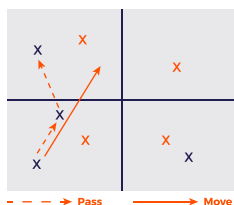
Success Criteria Children can:

- Pass and receive under control in a game situation
- Understand each positions roles and responsibilities
- Demonstrates leadership qualities to provide strategy and tactics in game situations for teammates to succeed

Adapted Learning (Differentiation) (Challenge) Group children by ability to add challenge and differentiation.

Key Questions What tactics can we use when playing small sided games?

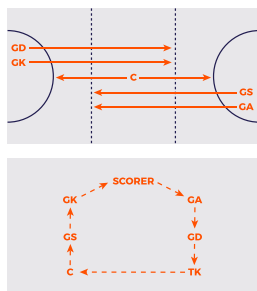
Warm Up



4 Square:

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Main Activity



High 5 Netball:

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Rotation:

- Rotation pattern must allow for all players to be off court at one time throughout the rotation
- No player should ever be off court consecutively
- Rotation patterns will be continuous through both the matches being played and the tournament in which teams are playing

Cooldown Recap and discuss Success Criteria.

Key Technical Points Rules:

- Pass or shoot within four seconds
- Children must the footwork rule