

# COMPETING

# EDSTART

## Year 4 - Development of Net & Wall Games

### Volleyball & Dodgeball - Unit of Work

Pupils will be taught...

#### Overall Learning Outcomes (Endpoints)

**Children can:**

- **Stand in the ready position and move towards the ball**
- **Understand that they need to play a pass on their side of the court before it is sent back to the other team**
- **Pass the ball towards their partner so that they have time to play the next shot**
- **Set up an attack with their first pass travelling up and towards the net**
- **Try and follow the dig, set pattern when receiving the ball**
- **Know how to start, restart and score in the games**
- **Play adapted games with special rules**
- **Know that they need to work as part of a team**
- **Know to aim low to get an opponent out**
- **Use the skills learnt and put into a game situation**
- **Know where to position themselves on a dodgeball court when attacking and defending**

**Learning Objective**

**Learning Outcomes**

**1 To develop passing the ball to a partner who is moving forwards to a space in volleyball**

**Children can:**

- Set up an attack with their first pass travelling up and towards the net
- Try and follow the dig, set pattern when receiving the ball
- Know they are only allowed three touches of the ball on their side of the court before they send it back to a target area

**2 To play small 2v2 volleyball games and be able to work together to send the ball towards the other team**

**Children can:**

- Understand that they need to play a pass on their side of the court before it is sent back to the other team
- Pass the ball towards their partner so that they have time to play the next shot
- Use three touches of the ball to get the ball back to the other team

**3 To play small volleyball tournaments using the skills and rules taught throughout the term**

**Children can:**

- Safely play small tournament games and follow the simple rules
- Know how to start, restart, and score in the games

**4 To develop the basic rules of dodgeball in adapted games**

**Children can:**

- Play adapted games with special rules
- Know that they need to work as part of a team
- Know to aim low to get an opponent out

**5 To work as part of a team in a dodgeball game**

**Children can:**

- Use the skills learnt and put into a game situation
- Know where to position themselves on a dodgeball court when attacking and defending
- Play and follow the basic rules of the game

**6 To develop the skills needed to play small, modified games of dodgeball**

**Children can:**

- Consistently catch a ball in a game situation
- Be in the ready position and are able to move around freely
- Understand how to get teammates back in the game

**Assessment Mark**    **Requirements**

**Working  
Towards**

- Understand basic rules
- Retain key information
- Use fundamental movements (Jog, jump, hop, balance, skip, side to side, change of direction)

**On Target**

- Can hold racket correctly
- Can balance a ball on the racket and move
- Can hit the ball up with the racket
- Moves in a comfortable and controlled way, with the racket
- Can hit a bouncing ball

**Above  
Target**

- Understands how to score points within a game
- Is confident when hitting a bouncing ball
- Can direct the ball in space on the court
- Uses spatial awareness to judge court positions

**Excelling**

- Competes/demonstrates an ability to compete at an elite level
- Demonstrates leadership qualities
- Effectively apply some elements of strategy and tactics
- Consistently demonstrate an understanding of spatial awareness

To be **ON TARGET**, pupils must achieve all bullet points from **WORKING TOWARDS** and at least 3 bullet points from **ON TARGET**.

To be working **ABOVE TARGET**, pupils must achieve all points from **WORKING TOWARDS** and **ON TARGET** as well as at least 3 bullet points from **ABOVE TARGET**.

To achieve **EXCELLING**, pupils must achieve all bullet points from **WORKING TOWARDS**, **ON TARGET** and **ABOVE TARGET** as well as at least 3 bullet points from **EXCELLING**.