

COMPETING EDSTART

Year 3 - Intro to Net & Wall Games Volleyball & Dodgeball - Unit of Work

Pupils will be taught...

Overall Learning Outcomes (Endpoints)

Children can:

- Use soft hands when passing the ball but will not hold the ball
- Understand that the power for the dig comes from the legs and not the arms
- Move as the ball is travelling to get into line with it and select the appropriate pass
- Play a modified version of the game using the techniques shown
- Understand where they need to stand to be in the best position to play the shots needed
- Know how to start, restart and score in the games
- Throw and catch the ball with accuracy and good technique
- Decide when to catch or dodge the ball
- Know that they need to work as part of a team
- Know to aim low to get an opponent out
- Catch a ball in ready position and attempt it in a game situation

Learning Objective

Learning Outcomes

- 1 To introduce which shot needs to be played and keeps a rally going with a partner in volleyball**

Children can:

- Stand in the ready position, and move towards the ball
- Move as the ball is travelling to get into line with it and select the appropriate pass
- Understand that their pass has to be played up high, and the ball should be travelling slowly

- 2 To introduce 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

- 3 To introduce small 2v2 games and be able to work together to send the ball towards the other team in volleyball**

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

- 4 To introduce the skills of throwing, dodging, blocking and catching in same, modified games of dodgeball**

Children can:

- Throw and catch the ball with accuracy and good technique
- Decide when to catch or dodge the ball
- Know how to avoid being hit, by positioning themselves correctly on the court

- 5 To introduce 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

- 6 To play small, modified games of dodgeball**

Children can:

- Catch a ball in ready position and attempt it in a game situation
- Be in a good 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**.