

# Year 4 - Development of Invasion Games (Hockey & Tag Rugby)

## Knowledge Organiser

PLAYING  
**EDSTART**  
COMPETING  
**EDSTART**

### EDSTART KNOW

- I can use a range of sending and receiving skills such as passing, catching, or striking with control and accuracy.
- I can send the ball over different distances using the correct technique for the game.
- I can track the movement of the ball and use the right technique to control, receive, or intercept it.

### EDSTART GO

- I can use a range of sending and receiving skills such as passing, catching, or striking with control and accuracy.
- I can send the ball over different distances using the correct technique for the game.
- I can track the movement of the ball and use the right technique to control, receive, or intercept it.

### EDSTART SHOW

- I can demonstrate control, teamwork, and decision-making during small-sided games.
- I can pass, receive, and move effectively to create space and support my teammates.
- I can play fairly, communicate clearly, and show confidence in both attack and defence.

### Key Vocabulary

**pass, tackle, tag,  
attack, defend,  
space, teamwork,**

### Role Models



**Shona McCallin MBE**  
**Olympic Gold Medallist,**  
**Team GB Hockey**



**Rosie Galligan -**  
**England Rugby Red**  
**Roses Player**

### What do we know about Invasion Games?

Hockey is one of the oldest team sports, dating back to the 1800s. Players use a curved stick to move a small ball and score goals. Tag Rugby is a safe, non-contact version of rugby where players remove tags to show a tackle. Both games build teamwork, communication, and coordination. They teach children to move into space, pass accurately, and respect others through fair play.

### In Year 3 we learnt

- to anticipate and judge the movement and direction of the ball during play.
- to position their body correctly to control, intercept, or stop the ball safely using their stick (hockey) or hands (tag rugby).
- to react quickly in attacking and defending situations, showing awareness of space, teammates, and opponents.