

# COMPETING EDSTART

## Year 4 - Development of Invasion Games Handball & Netball - Unit of Work

Pupils will be taught...

### Overall Learning Outcomes (Endpoints)

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#### Children can:

- Apply the rule of 3 when passing and moving in Handball to keep possession.
- Pass and move into space under pressure to support attacking play.
- Mark an opponent effectively by staying between the player and the ball.
- Make defensive decisions to block, steal or intercept when appropriate.
- Recognise and apply simple team roles such as attacker, defender and supporter.
- Maintain team shape when attacking and defending in small-sided games.
- Communicate clearly with teammates to organise play and solve problems in competition.
- Reflect on performance and identify how individual and team play can improve.

### Learning Objective

### Learning Outcomes

#### 1 To be able to pass and move in Handball using the rule of 3.

##### Children can:

- begin to know the 'rule of 3' for moving and passing in handball
- know a handball player takes more than three steps without dribbling (bouncing the ball) or holds the ball for more than 3 seconds without bouncing it, shooting, or passing, then that is deemed 'travelling' and possession is lost.

#### 2 To develop the skill of defending in Handball.

##### Children can:

- understand that marking involves being close to a player and to prevent them from passing or receiving the ball.
- know when marking a player who does not have the ball, position themselves between the player and the ball.
- make the decision when to block, steal or intercept the ball.

#### 3 To be able to play modified, small-sided games of Handball.

##### Children can:

- follow and understand some of the main rules of handball.
- start to apply some basic principles suitable for attacking and defending handball skills in a game with varying success.

#### 4 To apply passing skills under pressure in competitive, Netball game-like situations.

##### Children can:

- apply passing and movement skills under time pressure.
- make quick decisions to complete competitive skill challenges.
- work as a team to communicate and solve problems under pressure.

#### 5 To develop simple roles, positioning, and basic team tactics in Netball.

##### Children can:

- recognise and perform different team roles (defender, supporter, attacker).
- maintain positional shape when attacking and defending.
- transition quickly between attack and defence when possession changes.

#### 6 To apply simple tactics in modified Netball games.

##### Children can:

- apply simple team tactics in structured competitive games.
- communicate effectively to organise play and support teammates.
- reflect on performance and identify how their team improved.

Assessment Mark	Requirements
<b>Working Towards</b>	<ul style="list-style-type: none"><li>• Passes inconsistently and often forgets the rule of 3 in Handball.</li><li>• Finds it difficult to stay in space or move after passing.</li><li>• Shows limited understanding of marking and defensive positioning.</li><li>• Needs frequent support to communicate and work as part of a team.</li></ul>
<b>On Target</b>	<ul style="list-style-type: none"><li>• Usually applies the rule of 3 when passing and moving.</li><li>• Passes with growing accuracy and moves into space to support play.</li><li>• Can mark an opponent and attempt blocks or interceptions.</li><li>• Communicates simply with teammates and works cooperatively in games.</li></ul>
<b>Above Target</b>	<ul style="list-style-type: none"><li>• Applies the rule of 3 confidently and keeps possession under pressure.</li><li>• Moves intelligently into space to create attacking opportunities.</li><li>• Makes effective defensive decisions to block, steal or intercept.</li><li>• Communicates clearly to organise team play and transitions.</li></ul>
<b>Excelling</b>	<ul style="list-style-type: none"><li>• Uses the rule of 3 automatically and supports others to apply it.</li><li>• Creates and exploits space with quick movement and sharp passing.</li><li>• Anticipates play and consistently intercepts or forces errors.</li><li>• Leads communication, supports teammates, and adapts tactics during games.</li></ul>










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**.