



# Physical Education

## Netball Year 6

### Unit Purpose

Pupils will **consolidate** their understanding of the principles of **attack** and **defence**. They will **consistently** apply a range of **effective** passes, in order to keep possession and score. Pupils will in turn **apply** pressure when defending to regain possession quickly.

### Inspire Me

**Irene van Dyk** is a New Zealand netball player who is regarded as one best-known netballers in the world. Irene is the most capped player having played 72 times for her country, where she also captained her team!



### Key Success Criteria

- P** Pupils will apply a refined understanding of attacking skills and defensive skills, that will be executed accurately and consistently.
- C** Pupils will demonstrate resourcefulness and problem solving skills by creating, applying and then adapting a range of attacking and defending tactics.
- S** Pupils will effectively apply their tactics, demonstrating a clear understanding of the role each team member will perform and will ensure the team feels motivated.
- W** Pupils will constantly apply life skills such as integrity and self discipline by playing by the rules and leading others by example.

### Vocabulary for Learning

**Tactics:** Tactics are a carefully planned set of actions that are used by a team or an individual to attaining a certain goal.

**Transition:** is defined as the process of recognising and responding after losing or regaining possession.

**Umpire:** is an official who watches the game or match closely enforcing the rules and who is responsible for making sure that the game is played fairly. The umpire will resolve any disagreements and their decision is final and should be respected.



### Sport Specific Vocabulary

**Netball Positions:** The Goal Keeper (GK) and Goal Defence (GD) can move anywhere in the defending two thirds. The Centre (C), can move anywhere on the court apart from the two semi circles. The Goal Attack (GA) and Goal Shooter (GS), can move anywhere in the two attacking thirds.

**Marking:** When marking the player with the ball we must stand at least 3 steps away. If a defender invades the attackers space or makes contact with the attacker, a free pass is awarded to the attacking team.

