



Physical Education

Game Sense Year 3

Unit Purpose

The unit of work will explore how to apply the principles of **attack vs defence**, to win a game.

Pupils will understand where and why we throw the ball on the court, when playing with both a net and a wall.

Inspire Me

Did you know... Wallball is a sport in which players compete by hitting a ball against a wall with their hands. Wallball is played all over the world after being accepted as an official World Games sport.



Key Success Criteria

- P** Pupils will throw the ball accurately, when playing with both a net and a wall. After playing a shot, pupils will recover to a ready position, ready to return the ball.
- C** Pupils will develop their understanding of where, when and why we throw the ball to win the game.
- S** Pupils will develop life skills such as cooperation and encouragement as they play fairly against others, keeping the score.
- W** Pupils will apply their skills with developing confidence, as they grow in their ability to show resilience and self motivation.

Vocabulary for Learning

Outwit: means using your skills and intelligence to trick, or out smart your opponent to win a point.

Court: is the surface space on which the game is played.

Return: means successfully throwing a ball back over the net, landing it "in", your opponent's side of the court, or throwing it back against the wall.

Accuracy: is the ability to aim and control where we throw/hit a ball.

Throwing: means using your arm/hand to propel a ball, with force, through the air to a specific target or area.

Catching: means holding/securing the object with our hands, that is hit or thrown to us, usually before it touches the ground.

Rally: A rally is a series of returned throws (of the ball) over a net or against a wall, that ends when either player fails to successfully return/throw the ball.

Out: is the term used when the ball is returned over the net/against the wall which does not bounce on the inside of the court.

In: is the term used when the ball is returned over the net/against the wall which lands on the inside of the court/wall.

Respect

Develop forehand (underarm shots) using our hands/rackets

Introduce forehand (underarm shots) using our hands/rackets

Evaluation

Creating space to win a point on a court with a net/wall

Transition to Year 4

Throwing with accuracy

Outwitting an opponent: Net

Year 3 Learning Journey

Reflection

Develop throwing with accuracy

Cooperation

Outwitting an opponent: Wall

Self Motivation

Game Play: Net/Wall



Physical Education

Game Sense Year 4

Unit Purpose

The unit of work will develop pupils' ability to apply the principles of **attack vs defence** to win a game.

Pupils will **create space** to win points, and apply their developing skills, to execute shots with their hands and with a racket.

Inspire Me

Did you know... before tennis rackets were invented, people would use the palm of their hands to hit the ball back and forth over the net. It was not until the 16th century that rackets were introduced.

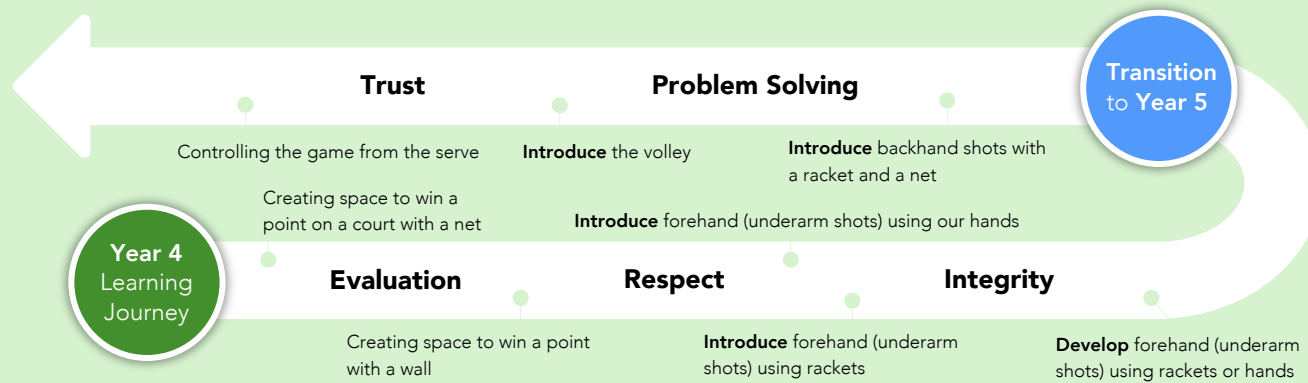


Key Success Criteria

- P** Pupils will hit the ball into space when playing with both a net and a wall, creating space for the next shot, that will win them the point.
- C** Pupils will apply an accurate understanding of where, when and why we hit the ball to win the game.
- S** Pupils will develop life skills such as respect and cooperation, as they collaborate with others, applying the rules of the game.
- W** Pupils will continue to develop and apply life skills, such as resilience and self motivation, as they strive to improve their own performance and understanding.

Vocabulary for Learning

- Outwit:** means using your skills and intelligence to trick, or out smart your opponent to win a point.
- Court:** is the surface space on which the game is played.
- Weaker Hand:** Is a shot played with our non-dominate hand, where the palm of our hand faces the direction we are hitting the ball.
- Return:** means successfully throwing a ball back over the net, landing it "in", your opponent's side of the court, or throwing it back against the wall.
- Forehand:** A forehand is a shot in which the palm of our hand/racket faces the direction in which we are hitting the ball.
- Dominant Hand:** Is a shot where we play the ball with our stronger hand in which the palm of our hand faces the direction in which we are hitting the ball.
- Rally:** A rally is a series of returned throws (of the ball) over a net or against a wall, that ends when either player fails to successfully return/throw the ball.
- Out:** is the term used when the ball is returned over the net/against the wall which does not bounce on the inside of the court.
- In:** is the term used when the ball is returned over the net/against the wall which lands on the inside of the court/wall.





Physical Education

Game Sense Year 5

Unit Purpose

The unit of work will challenge pupils to apply their prior learning of playing (aiming, hitting) the ball into space.

Pupils will begin to develop their ability to **serve** and to **volley**, and apply these skills accurately and consistently in games.

Inspire Me

Did you know... Wallball is derived from many New York City street games, played by young people, often involving the Spalding hi-bounce balls that were popular in the 1950s.



Key Success Criteria

- P** Pupils will be able to execute a wide range of shots, in order to win the game. Pupils will be able to serve the ball accurately to start the game.
- C** Pupils will understand where to serve and why, as well as understanding which shot to play during the game, and why.
- S** Pupils will apply effective communication and cooperative skills, as they play against others, applying the rules of the game.
- W** Pupils will be challenged to always try their best, even when they are losing, showing integrity and self discipline.

Vocabulary for Learning

Outwit: means using your skills and intelligence to trick, or out smart your opponent to win a point.

Accuracy: is the ability to aim and control where we throw/hit a ball.

Forehand: A forehand is a shot in which the palm of our hand/racket faces the direction in which we are hitting the ball.

Backhand: A backhand is a shot in which you hit the ball with your arm across your body and the back of your hand facing the ball.

Dominant Hand: Is a shot where we play the ball with our stronger hand in which the palm of our hand faces the direction in which we are hitting the ball.

Weaker Hand: Is a shot played with our non-dominate hand, where the palm of our hand faces the direction we are hitting the ball.

Volley: Is a shot hit by a player, before the ball bounces on their own side of the court. This shot is usually applied when a player is close to the net/wall.

Serve: Is the method of starting a game.





Physical Education

Game Sense Year 6

Unit Purpose

Pupils will learn to consistently apply effective **shot techniques**, applying decision making as to which shot to make, and where to aim to score a point.

Pupils will create, apply and evaluate **tactics** in singles and doubles games.

Inspire Me

Did you know... in December of 2016, the record for the world's longest squash rally was made. Simon Boughton and Mark James rallied for one hour, four minutes, and 28 seconds, completing 2536 shots.



Key Success Criteria

- P** Pupils will apply a refined understanding of playing forehand/stronger hand, backhand/weaker hand, serves and volleys into space to win points.
- C** Pupils will demonstrate resourcefulness and problem solving skills by creating a range of tactics, applying these to their games
- S** Pupils will collaborate effectively with their partner, communicating and supporting each other.
- W** Pupils will constantly apply life skills such as integrity and responsibility by playing by the rules and leading others by example.

Vocabulary for Learning

Outwit: means using your skills and intelligence to trick, or out smart your opponent to win a point.

Accuracy: is the ability to aim and control where we throw/hit a ball.

Forehand: A forehand is a shot in which the palm of our hand/racket faces the direction in which we are hitting the ball.

Backhand: A backhand is a shot in which you hit the ball with your arm across your body and the back of your hand facing the ball.

Dominant Hand: Is a shot where we play the ball with our stronger hand in which the palm of our hand faces the direction in which we are hitting the ball.

Weaker Hand: Is a shot played with our non-dominant hand, where the palm of our hand faces the direction we are hitting the ball.

Volley: Is a shot hit by a player before the ball bounces on their own side of the court. This shot is usually applied when a player is close to the net/wall.

Serve: Is the method of starting a game.

Doubles: is a match played by four players. 2 players on each side of the net.

