

Topic name – Invasion			
Learning outcome: To ensure that our students experience a wide breadth of study and have, by the end of each key stage, long-term memory of an ambitious body of fundamental movement knowledge and the semantic knowledge of tactics and strategy, leadership, personal and social and vocabulary.			
Oracy <ul style="list-style-type: none">Developing sports commentary and feedback when performing.		Key Vocabulary: Defenders, attacking, warm defence, maintaining possession, feinting, teammate, pathways, territory, sustained and opponent.	
Experiences/Visits/Visitors (Inspiration) Children were exposed to elite athletes in this particular field, highlighting what key characteristics and abilities they have to perform their sport at the highest level.		Key Texts: UNDER REVIEW	
Subjects covered: PE			
PE threshold concepts Develop practical skills in order to participate, compete and lead a healthy lifestyle.			
This scheme of work will be structured all around invasion games, such as football or hockey.			
Lesson title and learning Intention	Threshold concepts (success criteria)	Milestones (success criteria)	Lesson structure
1. Invasion: End zone	Develop practical skills in order to participate, compete and lead a healthy lifestyle.	This activity shows that children can: <ul style="list-style-type: none">Strike a ball with control.Choose appropriate tactics to cause problems for opposition.Follow the rules of the game and play fairly.	<ul style="list-style-type: none">The idea behind this game is for players to work together to get a ball from one end of a pitch to behind a line at the opposite end of the pitch and score a goal. There are three levels of progression within the game. Every goal scores a point.

		<ul style="list-style-type: none">• Act as a respectful team member.• Maintain possession of a ball.• Pass to team mates at appropriate times.	<p>Once a point is scored, play begins again from the start line. The game is played on a pitch which is divided lengthways down the middle with small cones or markers. There are two teams of four working on the pitch at one time, each working on their own side but starting at the opposite end (see diagram). Once players are achieving success at this game, the line of cones can be removed so the pitch area is larger, but there are more people on the pitch moving in different directions. The object of the game does not change. (Players now experience the challenge of working in a space with other people. This makes the game unpredictable as they don't know what the other team is doing.) As the players improve, the game can become 4v4 with two goalkeepers. Initially restrict the defenders to a particular zone, e.g. one-third of the court, so attackers are essentially playing 3v1 in each third. Each team gets three turns at attacking. If the ball goes out of play or is intercepted, the attacking</p>
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			<p>team starts again from its start line. Warm defence is allowed. You can easily change to a different type of invasion game just by changing the equipment. The principles of starting and restarting, maintaining possession of the ball and moving forward to score are the same for football, netball, handball, hockey, etc.</p>
2. Invasion: Too many goals	<p>Develop practical skills in order to participate, compete and lead a healthy lifestyle.</p>	<p>This activity shows that children can:</p> <ul style="list-style-type: none"> • Strike a ball with control. • Choose appropriate tactics to cause problems for opposition. • Follow the rules of the game and play fairly. • Act as a respectful team member. • Pass to team mates at appropriate times. • Maintain possession of a ball. 	<ul style="list-style-type: none"> • For this game, the pitch is set up with six goals (each made with two cones of the same colour) placed randomly in the space. The game is played by two teams of three (one team wearing bibs) and one ball. The object of the game is for players to score a goal by passing the ball through a goal to a teammate. The team without the ball must try to intercept a pass or steal the ball.
3. Invasion: Go to jail	<p>Develop practical skills in order to participate, compete and lead a healthy lifestyle.</p>	<p>This activity shows that children can:</p> <ul style="list-style-type: none"> • Choose appropriate tactics to cause problems for opposition. • Follow the rules of the game and play fairly. • Act as a respectful team member. 	<ul style="list-style-type: none"> • The focus of this game is to invade the other team's territory and steal the treasure, without losing your tail. Teams are made up of five or six players, depending on the size of the area. Each player has a tail (a tag rugby belt or a band tucked in to their shorts). The

			<p>pitch is divided into two halves; each team has their own half (territory). Each team has a jail on their side, made with four cones and a hoop containing treasure (20 pieces of equipment) set inside a large square, which is a safe zone (see diagram). Players run to steal the treasure from the opposite team. Once they enter the other team's half, their tails can be stolen. If they lose their tail they must go to jail until one of their teammates tags (rescues) them. Players in the safe zone around the treasure cannot be tagged. They can only stay in the zone for 30 seconds. Only one piece of treasure may be taken at a time. If a player loses their tail on the way back when carrying treasure, the treasure is returned, and they must go to jail. The game ends when a whole team is in jail or there is no treasure left.</p>
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