

**Curriculum Objectives****Strand Unit: Sending, Receiving and Travelling**

- Practise handling skills using an oval ball.

Strand Unit: Creating and Playing Games

- Learning to follow more detailed instructions.

Strand Unit: Understanding and Appreciation of Games

- Develop an increased understanding of use of space:
 - moving to receive a ball.
- Discuss and improve control of movement skills relevant to games.

Move up a level**Venue**

- Yard/field.

PSSI Homepage**Equipment**

- Cones, footballs.

Reference

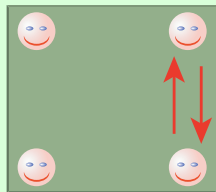
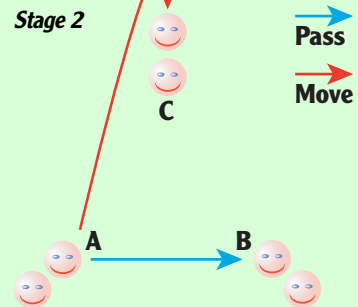
- Primary School Curriculum (1999) Physical Education, page 43.
- Teacher Guidelines, pages 86, 87.



ORGANISATION

Place the children in groups of six with one ball. Identify two children in each group by asking them to wear bibs. The children line up, two at each point of the triangle.

Stage 1 



The children, wearing the bibs, now leave their group and form groups of four – with one ball per group. Mark out six or seven grids approximately 6m x 6m. Place one group at each grid.

ACTIVITY

Warm up and stretching: Visit your warm up bank.

1 Three-headed monster (group activity)

Stage 1

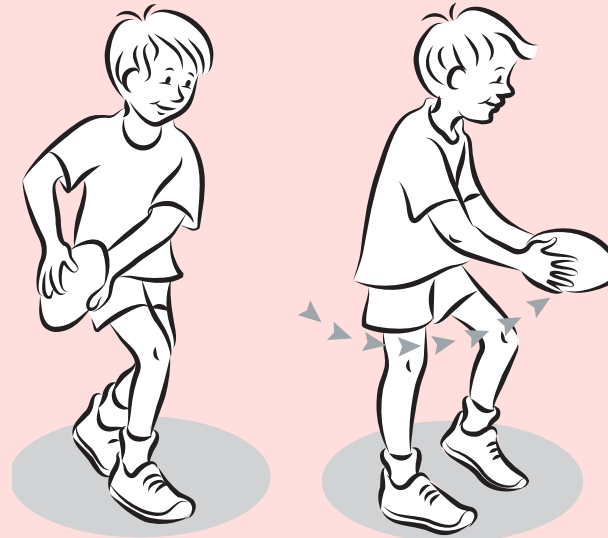
Initially ask the children to pass and follow the ball

Stage 2 – progression of this activity

A passes **right** to **B** and moves **left** behind line **C**.

B passes **right** to **C** and moves **left** behind line **A**.

C passes **right** to **A** and moves **left** behind line **B**.



2 Pass and move (group activity)

The children step in two paces from the edge of the grid.

The ball is passed parallel to the sides of the grid.

After making the pass each child follows the pass to the corner and returns to their own place ready to receive the ball again as it completes the square.

Reverse the direction of the pass regularly.

TEACHING POINTS

- The passer's hands should be along the sides of the ball with fingers apart.
- The arms are swung across the body towards the receiver.
- Push the ball using the fingers and wrists towards the receiver.
- The receiver should catch the ball in his/her hands (not on the chest) with the hands outstretched towards the passer.

- Remind the children that passes should not be too hard

ORGANISATION

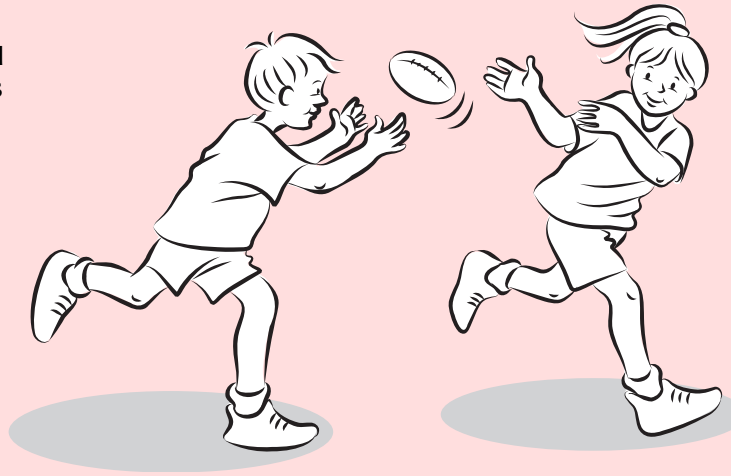
The children line up in pairs at one end of the grid with one ball per pair.

In turn they move along the area, passing and catching.

ACTIVITY

3 Moving Pairs

The pairs pass the ball between each other as they move forward.



4 2 v 2 – Keep the Ball (Group Activity)

To Start a Game

Possession is given to one team. They start the game with a pass

Playing the Game

When in possession each pair try to make five or six clean passes.

If successful in making the agreed number of passes, one point is scored and possession is given to the other pair.

Rules

No pulling or dragging allowed

Hand the ball to the other team if:

- the ball goes outside the grid;
- a player goes outside the grid with the ball;
- an interception is made;
- a point is scored;
- there is a **foul**, e.g. someone is pulled or pushed or hit on the arm, etc.

5 Cool down

Visit your cool down bank.

TEACHING POINTS

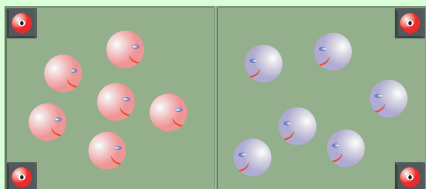
- Remind the children to keep the distance between them as they move.
- Pass the ball sideways or slightly back to your partner.
- The receiver should give a target i.e. hand outstretched.

- The children must stay inside the grid.
- Passes can be made in any direction.
- Discuss with the children changes which could be made to this exercise to make it more challenging.

DEVELOPMENT

ORGANISATION

Place three grids and three groups together.



ACTIVITY

Game: 6 v 6 Tag Game, (i.e. placing the ball on the ground over a designated line)

This game is played by all players wearing tag bands around the waist or if not available tucking a bib or braid in to the waist band. The children pass or run with the ball to the target line.

To Start a Game with an oval ball (Tag Game)

Possession is given to one team.

The teams line up on either side of the pitch.

The tap and pass should be used i.e. the player holding the ball kick taps it to him/herself and then passes.

Playing the Game

A passing game where players place the ball on the ground between the cones to score.

Defenders try to stop the attacker by removing the tag band.

Players may run with the ball.

A defender who removes a tag holds the tag above his/her head and shouts *tag*.

Once tagged the player in possession is allowed to pass the ball

S/he then receives the tag back from the defender.

The defender can take no further part in the game until the tag has been returned.

The attacking player can take no further part in the game until the tag has been reattached.

Rules

- The ball may be passed sideways or backwards.
- No contact, no pulling pushing or dragging

Hand the ball to the other team if:

- the ball goes outside the grid;
- a player goes outside the grid with the ball;
- the opposition is tagged i.e. tipped;
- an interception is made;
- a point is scored – the game restarts in the middle of the pitch with a tap and pass;
- there is a **foul**, e.g. someone is pulled or pushed.



TEACHING POINTS

Attacking advice for Tag games

- This is a passing game only – sideways or behind.
- Always remain on your feet.
- Run into space.
- Use space, footwork (dodge sidestep) and speed to evade.
- Support the ball carrier at all times.
- Place the ball firmly on the ground for the touch down.

Defensive advice for Tag games.

- Try to force the attacking player to the side.
- Go forward towards the attacking player rather than backing off.
- Remind the children that no form of physical contact is allowed.
- There should be no tags on the ground at any time.