



Coleman Primary School

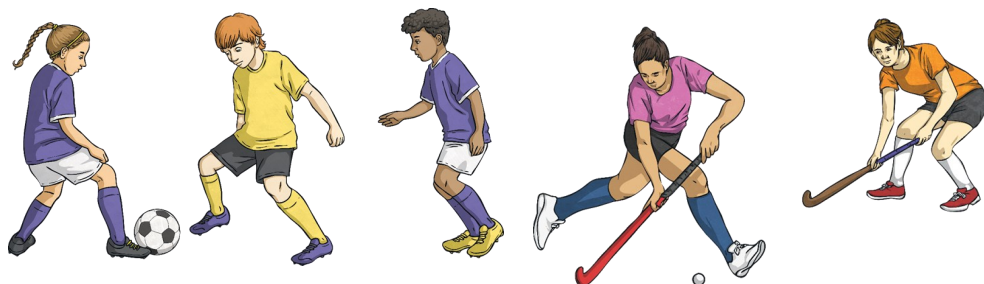
Year 4 Autumn 2 Knowledge Organiser

PE—Invasion Games

You will learn...

- to practise and improve dribbling and passing skills
- to learn to shoot/score at a target
- to play in small-sided competitive games

Football and Hockey



We will practise our skills in two sports, **football** and **hockey**. Both games use a ball and have a **goal** and the same skills of **dribbling**, **passing** and **shooting** can be used in both. The difference is that in **football** we **kick** the ball with our feet but in **hockey** we use a stick to hit the ball.



Key Vocabulary: Invasion Games

pass: kick, hit or throw the ball to a player on your team	goal: an area marked by posts or cones into which the ball must go to score
kick: strike the ball with the foot	shoot: a hit or kick to try and score
dribble: moving the ball forward with repeated slight touches or kicks	rules: the instructions to follow to play a game properly and fairly
control: be able to move the ball where you want it to go	defend: to protect the goal and prevent the other team from scoring
target: where you are aiming to move the ball	attack: make an attempt to score a goal or point
football: a team game involving kicking a ball; also called soccer	hockey: a team game using hooked sticks to drive a small ball into a goal

Dribbling, passing and shooting



To **dribble** the ball, you need to keep it close to you and show good **control**.



To **pass** the ball to another player, you will use more power but still use good **control** to meet your target



If you are near the **goal**, you can **shoot** to try and score. This uses the most power.



PE Skills Progression

In Year Three you were...

- beginning to control, strike, catch a ball whilst moving and keeping possession
- starting to accurately pass to someone else and use space
- beginning to influence the conditioned games with opponents and describe what you do well

In Year Four you will...

- control, strike, catch a ball whilst moving and keep possession with some accuracy
- accurately pass to someone else and be aware of space and how to use it
- begin to influence the conditioned games with opponents and describe what others do well