

# PE - Knowledge Organiser

### YEAR 6 - Handball

### Links to the PE National Curriculum

- Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement.
- They should enjoy communicating, collaborating and competing with each other.
- They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success.
- Pupils should be taught to use running, jumping, throwing and catching in isolation and in combination.
- Pupils should be taught to play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending.

## **Key Skills: Physical**

- · Throwing and catching
- Moving with the ball
- Dribbling
- Intercepting
- Shooting

# Key Skills: S.E.T

- · Social: Collaboration
- Social: Communication
- · Emotional: Honesty and Fair Play
- · Emotional: Perseverance
- Thinking: Planning strategies and using tactics
- Thinking: Observing and provide feedback





# **Key Rules**



The rule of three:

- You can hold the ball for three seconds if not moving.
- You can take three steps with the ball then option to pass, shoot or dribble followed by option
  to use an additional three steps.
- . You must be three steps away at a throw in.

#### Other rules:

- . Games start from the centre of the court.
- The conceding team start from the centre of the court after a goal is scored.
- Double dribble dribbling the ball with two hands at the same time and / or dribbling the ball, catching it and then dribbling again is called double dribble.

# **Key Vocabulary:**

•	pressure	•	delay	•	control
•	tactics	•	support	•	release
•	angle	•	reaction	•	principle
•	inclusion	•	create	•	close down

### transfer

### **Powerful Knowledge**

**Interception**: when a player takes possession of the ball away from the opposition as the ball is passed.

Possession: when a team has the ball they are in possession.

Marking: when a player defends an opponent.

**Principle**: these are the attacking and defending foundations that make up a game. Please see principles on the left.

**Close down:** used in defence to deny a space to an opponent or to make an angle smaller making it harder for the attack.

# Key principles of invasion games

Attacking Defending

Score goals Stop goals

Create space Deny space

Maintain Gain possession

Move the ball