

# Knowledge Organiser: Dodgeball Year 3 and Year 4

#### 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.
- Pupils should be taught to:
- use running, jumping, throwing and catching in isolation and in combination.
- play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending

## Key Skills: Physical Key Skills: S.E.T

- Throwing
- Catching
- Dodging
- Blocking



- Social: Communication
- Social: Collaboration
- Social: Respect
- Emotional: Honesty
- Emotional: Perseverance
- Thinking: Decision making
- Thinking: Selecting and applying skills

#### A player is 'out' when:

- A LIVE ball hits their body (shoulders or below) or their clothing.
- An opposition player catches a LIVE ball that they have thrown. So, if a player throws it and their opponent catches it cleanly, then the player who threw it is out and one of their opponents' team is allowed back in.
- Once a player is out, they must leave the court immediately and go to the queue of players already eliminated from their team OUTSIDE and BEHIND the court area.

#### **Key Vocabulary:**

throw	•catch	possession	<ul><li>opposition</li></ul>
<ul><li>dodge</li></ul>	rules	court	
defend	•attack	protect	
• block	cauaht	communicate	9

## **Teacher Glossary**

**Live Ball:** A "LIVE" ball is one that has not bounced or hit a wall/ceiling.

**End Zone:** The areas at the back of the court where players must stand at the start of a game.

Target: Any 'live' player on the opposing team.

**Dead Zone:** The area that runs through the centre of the court.

Only a player's hands are allowed in the dead zone.



# Where this unit sits



#### Year 2

- I am able to select the appropriate skill for the situation.
- I can throw, roll kick or strike a ball to a target with some success.
- I can work co-operatively with a partner and a small group.
- I understand the principles of a target game and can use different scoring systems when playing games.
- I understand what good technique looks like and can use key words in the feedback I provide.

#### Year 3

- I am learning the rules of the game and I am beginning to use them to play fairly.
- I can provide feedback using key words.
- I can throw with some accuracy and I am beginning to catch with some consistency.
- I understand the aim of the game.
- I work co-operatively with my group to self-manage games.

# Assessment Criteria

- Year 4
- I understand the rules of the game and I can use them often and honestly.
- I can catch with increasing consistency.
- I can communicate with my teammates to apply simple tactics.
- I can provide feedback using key terminology and understand what I need to do to improve.
- I can return to the ready position to defend myself.
- I can throw with some accuracy at a target.
  - I share ideas and work with others to manage our game.

#### Year 5

- I am developing a wider range of skills and I am beginning to use these under some pressure.
- I can identify when I was successful and what I need to do to improve.
- I can throw accurately at a target.
- I can work co-operatively with others to manage our game.
- I understand the need for tactics and can identify when to use them in different situations.
- I understand the rules of the game and I can apply them honestly most of the time.
- I understand there are different skills for different situations and I am beginning to use these.

**Striking (Golf)** 

Develop a wider range

of striking techniques and begin

to use them under pressure.

# Progression of Skills Ladder

# Other units that progress into this activity:

Games
Ball Skills
Fundamentals
Target Games
Sending & Receiving

#### **Throwing**

Demonstrate clear technique when throwing under pressure.

Throwing

#### Catching

Demonstrate good
technique and
consistency in catching
skills under pressure.

#### Catching

Throw with increasing Catch with increasing accuracy and success in consistency in game situations. game situations.

#### V

Explore throwing at a moving target.

**Throwing** 

#### Catching

Build the confidence to attempt catching in game situations.

#### Throwing Overarm

Develop co-ordination and technique when throwing overarm at a target.

# Year

5

# Year

4

#### Striking (Golf)

Explore striking techniques appropriate to the situation.

## Year

3

#### Striking (Golf)

Begin to explore striking a ball with sport specific equipment.

## Year

2

#### Throwing Underarm

Develop co-ordination and technique when throwing underarm at a target.