

## Medium Term Plan: Supporting Implementation of

**Subject:** Year 4 Autumn 1 – Football:

Football is an invasion game. In this unit pupils develop their understanding of the attacking and defending principles of invasion games. In all games activities, pupils have to think about how they use skills, strategies and tactics to outwit the opposition. In football pupils do this by maintaining possession and moving the ball towards goal to score. Pupils develop their understanding of the importance of fair play and honesty while self-managing games and learning and abiding by key rules.

N/C links:

- 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: dribble, pass, receive, track, balance, jump, run
- Social: co-operation, respect, communication
- Emotional: determination, honesty, persevere, independence
- Thinking: decision making, comprehension, select and apply, use tactics

### **Prior Learning (what pupils already know and can do)**

- I am beginning to use simple tactics.
- I am learning the rules of the game and I am beginning to use them to play honestly and fairly.
- I can dribble, pass, receive and shoot the ball with some control.
- I can find space away from others and near to my goal.
- I can provide feedback using key words.
- I can track an opponent to slow them down.
- I understand my role as an attacker and as a defender.
- I work co-operatively with my group to self-manage games.

### **Long-term Learning (what pupils MUST know and remember) End Goals**

- I can delay an opponent and help to prevent the other team from scoring.
- I can dribble, pass, receive and shoot the ball with increasing control.
- I can move to space to help my team to keep possession and score goals.
- I can provide feedback using key terminology and understand what I need to do to improve.
- I can use simple tactics to help my team score or gain possession.
- I share ideas and work with others to manage our game.
- I understand the rules of the game and I can use them often and honestly

### **Key Vocabulary**

Accelerate, communicate, control, cushion, decision, delay, deny, invasion, opposition, option, pitch, possession, referee, tournament, track.

## **Medium Term Plan: Supporting Implementation of**

Session 1 – To develop attacking skills to maintain possession.

### **Success Criteria**

- Send the ball ahead of you whilst dribbling so that you can run with it.
- Use all parts of your feet to control the ball.

### **Whole Child Objectives**

- Social: To play co-operatively with others to manage our own game.
- Emotional: To try my best.
- Thinking: To make decisions about when to pass and when to dribble.

Session 2 – To develop changing direction and speed when attacking.

### **Success Criteria**

- Accelerate out of the change of direction into space.

### **Whole Child Objectives**

- Social: To show respect towards others.
- Emotional: To play games honestly and fairly keeping to the rules of the game.
- Thinking: To make decisions about what type of turn to use.

Session 3 – To begin to recognise when to use different attacking skills.

### **Success Criteria:**

- Finish with the inside of your kicking foot pointing towards your target.
- The ball should start slightly in front of you.
- Use your arms to balance your body when trying to kick.

### **Whole Child Objectives:**

- Social: To make quick decisions by communicating with my partner.
- Emotional: To persevere when learning a new skill.
- Thinking: To understand the teaching points and apply them to my learning.

Session 4 – To apply attacking skills to move towards a goal.

### **Success Criteria:**

- Look to see your target before passing.
- Move quickly into a new space after passing.

### **Whole Child Objectives:**

- Social: To communicate with others to maintain possession.
- Emotional: To make independent decisions.
- Thinking: To begin to select and apply the appropriate skill.

## **Medium Term Plan: Supporting Implementation of**

Session 5 –To use defending skills to delay an opponent and gain possession.

### **Success Criteria:**

- Try to slow down your opponent down by moving slowly backwards in the direction that they are moving.

### **Whole Child Objectives:**

- Social: To show respect towards others.
- Emotional: To try my best.
- Thinking: To understand why it is important to shut down an attacker's space.

Session 6 – To apply skills and knowledge to compete in a tournament.

### **Success Criteria:**

- Encourage others in your team and congratulate your opponents.
- In between matches discuss with your team how to improve for your next match.

### **Whole Child Objectives:**

- Social: To be respectful and congratulate others.
- Emotional: To show determination and perseverance in the games I play.
- Thinking: To select and apply tactics to the games I play.

**Future learning this content supports:**