

# Year 4 PE: Dodgeball



**Curriculum Key Question: How can I look after myself and others?**

**Topic: Who were the gorgeous Georgians?**

## What should I already know?

- To learn the rules of a game and begin playing it fairly.
- To throw with some accuracy and begin to catch with some consistency.
- To understand the aim of the game.
- To work co-operatively with my group to self-manage games.

## Skills I will develop:

- To understand the rules of a game and use them often and honestly.
- To catch with increasing consistency.
- To communicate with my teammates to apply simple tactics.
- To return to the ready position to defend myself.
- To throw with some accuracy at a target.
- To share ideas and work with others to manage our game.

## Key Skills: Physical

- Throwing
- Catching
- Dodging
- Blocking



## Key Skills: S.E.T

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



## 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 Vocabulary (including definition)

**Throw:** To send something through the air with force by using the arm and wrist.

**Dodge:** To avoid something by moving quickly aside or changing direction.

**Defend:** To protect from harm or the opposition scoring.

**Block:** The use of the body to stop the movement of another player or ball.

**Catch:** To take hold and control of the ball.

**Possession:** To have the ball.

**Opposition:** the team that you are playing against.

