

UKS2 Defend- Attack- Score Knowledge Organiser

What will I use?



I can

- I can evade a defenders by using speed, agility and spatial awareness.
- I can tag and catch attackers using speed, agility and spatial awareness in isolated and team games.
- I can use movements, throwing and kicking to with increased accuracy to hit still and moving targets with consistency.
- I can pass an object with increased accuracy to evade defenders and keep possession of an object with a view to creating scoring opportunities.
- I can dribble with increased control and speed when using my hands and feet and implements to evade a defenders.
- I can combine passing, shooting and dribbling an object with increased accuracy and control to score.
- I can defend using blocking techniques and body shape to prevent attackers scoring

Key Skills:

Speed



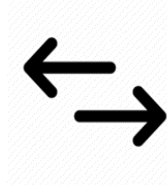
Awareness



Agility



Change direction



Creativity



Catching



Passing



Key Vocabulary

Defend – To be able to prevent the attackers from scoring points. Tackling and tagging are examples of this.

Evade – To be able to avoid being tackled or tagged by defender by moving around them.

Attack – Evade the defenders and score as many points as possible in the game you are playing.

Score – An example of scoring would be to kick a ball into a net (Football), throw a ball into the hoop (Netball and basketball) and score a try (Rugby). There are also other ways of scoring points in modified games in PE such as in a 1v1 game. The attacker scores points by getting past the defender to the other side.

Dribble – To be able to use hands or feet to control and move a ball in an area or around obstacles and defenders.

Spatial awareness – To know and understand what is around you when moving in an area.

Tactical awareness and positioning – In modified games have strategies such as formations, defensive and attacking tactics