

Subject:	Unit:	Term/Duration:		Year Group:
PE	Football	Spring 1		5
<b>Prior Learning</b>		Key Vocabulary:		
U	lower school pupils should have:	Anticipation, rebounds	, aiming, speed, direction, pa	assing, controlling, shooting &
	d used a variety of balls, beanbags and quoits and ingle action skills.	scoring.		
<ul> <li>Observed so others).</li> </ul>	ome basic principles of attack (i.e. use of space to avoid			
➤ Worked in s	small teams in a variety of roles.			
➤ Used and keep	ept basic rules for games activities.			
By the end of	this unit			
most pupils w	vill be able to:			
	and perform basic games skills with control and accuracy.	To experience and follow physi	cal warm ups as an aid to improvi	ng general fitness and pupil's physical
capacity. To develop	understanding of basic rules and keep simple scores during	g a game situation		
	will not have made so much progress.	-		
begin using bas	ic game skills in isolation. They will begin link	king their actions in cond	ditioned game scenarios th	hat allow them to function in non
and semi oppos	ed game situations.			
	will have progressed further. They will			
	g space and develop an understanding about how to outwit	their opponents. They will begin	in creating defensive strategies and	l show marking skills during conditioned
games and matches.				
Learning	Content	Assessment/	Resources	Teaching Points
Objectives		S.C's		
1 Dribbling	Warm up - Of your choice	Continuous formative	Footballs	Any warm up that
To be able to		assessment of	Cones	raises the heart rate
demonstrate c		movement success and		and focusses pupils
and confidence when dribbling		pass selection.		ready for the lesson.
	Children in a suitably sized area.	Bronze - Keep the ball		
	Begin by dribbling around the area keepin	g close and take little		
	the ball under close control at own pace.	touches of the ball.		

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Children to look for "traffic lights" which the	Silver - Keep your head	Use 'little kicks' when
teacher holds up in the air.	up to have focus on play	dribbling to keep the
<ul> <li>Red cone means "Stop"</li> </ul>	around you. Turn using	ball close.
• Yellow cone means "Change	the inside and outside of	
direction"	your feet to avoid	
• Green cone means "Speed up"	opposition.	'Put your foot on top
	opp	to make it stop' if the
Extension/Progression: Introduce a Blue cone	Gold - Combines	ball gets away from
which means "Look and Pass". Children must	effective movement,	you.
use eye contact, voice, body language to find	dribbling and turning to	you.
a partner and pass/ swap balls accurately.	maintain possession of	
a partier and pass/ swap bails accurately.	the ball.	Lice your instant laces
Activity 2. Charte (Custon Activity)	the ball.	Use your instep, laces
Activity 2: Ghosts (Group Activity)		or outstep, not your
		toes.
Choose an appropriate number of "Ghosts".		
Children in the game dribble around the area		
at their own pace. The aim of the game is for		Use your body as a
the non-ghosts to keep possession of their ball		barrier between you
by close control and change of pace and		and the defender to
direction.		keep possession.
The ghosts (in bibs) act as defenders, aiming		
to tackle players, take possession of their ball		
and send it out of the area. Players who have		
been successfully tackled should then sit out		
and observe those players still in possession.		
Extension/Progression: Players who are "out"		
take a bib and become defenders, thus		
developing their skills and increasing the		
challenge for remaining players.		
chancinge for remaining players.		
Activity 3: Relay (Group Activity)		
Organise children into relay groups of 6-8. Set		
children a range of relay activities, e.g.		



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		dribbling to a cone and back, dribbling in and out of cones, etc.			
2	Passing To apply effective passing technique into competitive gameplay	Warm up - Of your choiceActivity 1: Hot potatoes (Group Activity)Organise the children into three or fourgroups (of approx. 6-8 children).There will be a server, an end player and anumber of children on zig-zag cones in-between.The aim of the game is to pass the balls asaccurately and as fast as possible fromserver to end-player through all the playersin the middle. Each team starts with thesame number of balls. A new ball can only besent when the last one reaches the end-player.Change positions within the team andrepeat.Possible Progression: A new ball can be sentas soon as the last one reaches the 2 <sup>nd</sup> teamplayer. This increases speed and complexityas more than one ball is in play.Activity 2: Piggies in the Middle (In fours,3 v 1, in threes, 2v1)In a small square area, players work in fourswith one player acting as a defender	Continuous formative assessment of movement success and pass selection. Bronze - Use your instep when passing, ensure your non-kicking foot points at your target. Silver - Select the correct pass for the situation. Gold - Create space by moving away from defenders and passing quickly.	Footballs Cones	Use your instep when passing, ensure your non-kicking foot points at your target Keep ball in front of body, slow and controlled movements.



(wearing a bib). The aim of the game is for		
the players to complete 5 successful		
passes. The defender aims to intercept		
passes. Change the defender regularly.		
Possible progression: Attempt 2 v 2. Players		
to see how many successful passes they can		
achieve within the area.		
Activity 3: Through the Gates (4 v 4)		
From "Piggies in the Middle", double up the		
playing areas into rectangles and play		
"Through the Gates" approx. 4 v 4 players.		
Introduce two gates into the playing area		
(the children can choose where).		
The aim of the game for the team in		
possession of the ball is to pass and receive		
through the gates to receive a point. The		
other team must mark players and/or		
defend the gates and try to gain possession.		
Differentiation ideas: If one team is		
struggling particularly, make the game 5 v 3		
to challenge the players appropriately.		
Challenge players by introducing a rule that		
the ball must be passed to each player in		
the team before it is passed through the		
gate to achieve the point.		
5		



3       Dribbling and control.       Activity 1: Basic Principles (of attacking and defending) (group)       Continuous formative assessment of movement success and pass selection.       Netballs         To be able to maintain control when dribbling.       On a signal, the attackers attempt to get passed the defenders (to a new line) whils the defender attempts to stop their attacker from getting passed. (NO PHYSICAL CONTACT).       Not a signal, the attackers attempts to stop their attacker and defender.       Not a signal, the attackers attempts to stop their attacker and defender.       Bronze - Dribble using 'dirty figers' and 'clean pain' technique.       Not attacker attacker attempts to be both, control more important than speed.         Silver - Keep the ball close to your body when dribble progression: Discuss tactics for 1 v 1, e.g. body positioning, jackeying, etc.       Silver - Keep the ball close to your body when dribble attackers and to the new line.       Silver - Keep the ball close to your body when dribble gat speed, keep your head up.         Possible Progression: Discuss tactics for 1 v 1, e.g. body positioning, jackeying, etc.       Activity 2: Waves (Group Activity, numbers variable)       Silver - Keep the ball and passing as appropriate.         Players in possession move forward in the playing field and pass and reack the other end of the playing field and pass and reacive over the back line.       Defenders must use skills to gain possession.       Not attacker for gain possession and reach the other end of the balk is to gain possession.



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		Possible Progression: Increase number of defenders to increase challenge for attackers. Activity 3: Game - See it, Do it (approx 5 v 5) Introduce game situation. 2 mini-goals. Discuss "See it, Do it", when players are in possession of the ball they should consider different opportunities, e.g. to pass, dribble, run with the ball, how can they get in good positions or positions of space, etc. The aim is to keep possession and pass the ball to a player standing over the back line. Possible Progressions: 10 v 10 in a larger area. Children not playing at any given time can evaluate performances of other players, etc.		
4	<b>Shooting</b> To generate power and maintain accuracy when shooting	Warm up – Of your choiceActivity 1 - 'using your laces'Pupils work in pairs and stand either side of a gate or goal.Pupils strike the ball using their laces, it must pass through the gate and to their partner.	Goals Cones Bibs Footballs	Check pupils are striking the ball with their laces and keeping their head and knee over the ball to drive it low. Check non kicking foot is parallel to the ball and



As they gain confidence they can begin to move back.	pointing at the intended target.
Pupils can adjust the size of the gate and approach from different angles to adjust level of challenge.	
Activity 2 - 'Beat the keeper'	Pupils can choose to strike the ball from
Set up a goal and a queuing line on the edge of the area (12-18yds out).	standing, take a touch out of their feet, or to take it around the
Pupils must figure out different ways of beating the goalkeeper. Swap attackers and	goalkeeper.
goalkeepers peiodically	Encourage pupils to spot the similarities of al these strategies (moving the goalkeeper out of position, putting the ball across the GK, aiming for the corners, weighing up the GK weakness')
Instant shooting game	
On 10 x 10 grid, a goal at each end. Pupils play 3 v 3 (1 player on each team is a GK). Pupils only have 5 team touches before they must shoot. GK are allowed to shoot too but not from their hands.	



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	For the more able, this can be developed into		
	4 goal 'swedish football' to encourage pupils		
	to hit shots early and on the turn.		
58	Warm - Up King of the ring (or similar game where pupils have to both attack and defend on their own in isolation)		Question pupils on the difficulties of having to both attack and defend? Can they think of solutions to this problem.
	Main- S/S games - pupils must use the formation sheets to decide who will play in which position. Who on their team is most suitable for each role? After each match, pupils should fill in the self evaluation form for their team. Re-adjust positions before facing new opposition.		Ensure pupils are clear on the role of each player, not everyone understands what attacking and defending means.Others will have a clearer understanding if they play for a club; encourage them to play out of their favoured position.