



Y7 Trampolining Knowledge Organiser

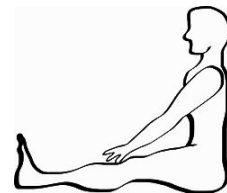
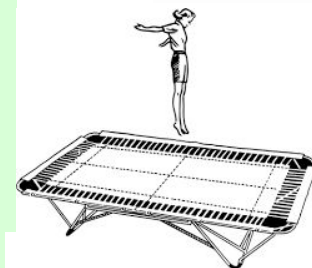


Key vocabulary / skill:

- 1. Straight Bounces:** The ability to bounce straight on the cross of the trampoline bed without losing balance or control in height, using arms to make circular motions and to keep balanced. These are usually performed as a warm up and in between movements.
- 2. Seat Drop:** These are performed on the cross of the trampoline bed in a 'sitting' position. Palms down by your side and toes pointed. If your palms do not land on the trampoline bed there is a chance you may fall backwards.
- 3. Pike Jump:** A pike is performed as a jump in the air. The performer must try to touch their pointed toes.
- 4. Tuck Jump:** A tuck is performed as a jump in the air. The performer must tuck their legs up to their chest and touch their shins.
- 5. Straddle Jump:** A straddle is performed as a jump in the air. The performer must perform a triangular/split shape with their legs, toes pointed and attempt to touch their toes.
- 6. Half Twist:** This is performed as a jump in the air, half twist (with arms over the head) to face the opposite direction-180 degrees, and land back on the cross of the trampoline bed.
- 7. Full Twist:** This is performed as a jump in the air, full twist (with arms over the head) to turn 360 degrees, and land back on the cross of the trampoline bed.
- 8. Swivel Hips:** this is the ability to perform two seated landings back to back without a jump in between. Arms must be used to get the full range of rotation when turning.
- 9. Back Landing:** This is the ability to land on the cross of the trampoline bed with a flat back. Legs bent at a 45 degree angle.
- 10. Front Landing:** This is the ability to land on the cross of the trampoline bed with a flat stomach, arms protecting your face. Legs bent at a 45 degree angle.

Safety in trampolining:

- 11. Spotting:** A number of people stood around the edges of the trampoline in order to ensure the performers safety. If the performer moves off-centre and towards the edge, it's the spotters responsibility to push the performer back into the centre.
- 12.** No hoodies are allowed - This can obstruct the view of the performer.
- 13.** Hair up - Hair down can obstruct the view of the performer.
- 14.** No jewellery (including body piercings).
- 15.** White socks and tight clothing / a leotard to be worn within a competition.



Careers in trampolining:

Performer
Coach
Judge
Technician



Y7 Table Tennis Knowledge Organiser



Key vocabulary / skill:

- 1. Serve:** To strike the ball it must hit your own side of the table before your opponent's side. A 'let' service is called if the ball touches the top of the net and goes over and onto the table
- 2. Grip:** Hold the handle of the bat like you are going to shake its hand.
- 3. Table:** Playing area divided by a net Bat / Paddle
- 4. Equipment:** A paddle is used for hitting the ball,
- 5. Spin:** Making the ball turn in different ways depending on how it is hit.
- 6. Rally:** Continuous shots over the net between 2 or more players.
- 7. Footwork:** Moving your feet early to get in line with the ball
- 8. Ready Position:** The ready position is a key starting point when fielding. It provides you with the best opportunity to catch and/or stop the ball and allows you to move into position quickly. This is done by being on your toes with your body weight slightly towards where the ball is coming from with hands ready
- 9. Forehand Drive:** Hip to lip (start and finish points for the bat) Finish with your index finger pointing towards the target (like a gun)
- 10. Backhand Push:** Making an L shape with your elbow on the backswing and push your arm forwards. This aids the return of short balls, and prevents your opponent from making an attacking return.



Rules of the game:

SCORING:

- 11.** A match is played as the best of 1, 3 or 5 games
- 12.** The first player to reach 11 points wins the game. However a game must be won by at least a 2 point margin
- 13.** A point is scored at the end of each rally
- 14.** The edges of the table (but not the sides) are part of the legal table surface
- 15.** Each player serves 2 points alternately
- 16.** After each game players change ends. In the final game players change ends after the first player reaches 5 points

A POINT IS LOST IF A PLAYER:

- 17.** Fails to make a good serve or hit the ball
- 18.** Fails to hit the ball onto their opponent's side
- 19.** You cannot hit the ball before it bounces (volley)

Careers in table tennis:

- Player
- Coach
- Official
- Analytical adviser
- Merchandising representative
- Volunteer





Y7 Dance Knowledge Organiser



Key Vocabulary:

1. **Choreography** – the art of creating dance
2. **Motif** – a movement or group of movements that are developed throughout a dance
3. **Canon** – when the same movement overlap in time
4. **Unison** – two or more dancers performing the same movement at the same time
5. **Facial expressions** – expressing emotions in the face when dancing
6. **Body language** – the way the dancers use their body during a dance
7. **Timing** – moving to the beat of the music
8. **Formations** – the arrangement of the dancers
9. **Repetition** – performing the same action more than once
10. **Space** – the way in which the dancers use the area around them throughout a dance
11. **Genre** - the style of dance
12. **Travelling** - the way a dancer moves around the area
13. **Speed** - how fast a dancer moves

15. What are the main genres/styles of dance?

- Ballet
- Tap
- Hip hop
- Jazz
- Modern
- Contemporary
- Ballroom
- Swing

Careers in dance:



- Dancer
- Choreographer
- Dance teacher
- Theatre manager
- Dance studio owner
- Competition judge

Where can dance take me?



14. Common dance moves:

Leaps



Balances



Jumps



Spins





Y7 Fitness Knowledge Organiser



Key vocabulary / skill:

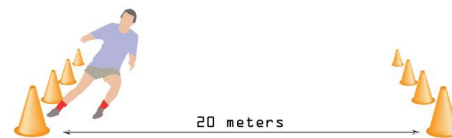
- 1. Cardiovascular Endurance** - The ability to continuously exercise without tiring
- 2. Muscular Endurance** - The ability to contract muscles without tiring repeatedly
- 3. Muscular Strength** - The ability of the muscles to exert a force
- 4. Speed** - The ability of the body to move quickly
- 5. Power** - The combination of strength and speed
- 6. Flexibility** - The range of motion at a joint
- 7. Coordination** - The ability to move two or more body parts at the same time
- 8. Agility** - The ability to change direction at speed
- 9. Balance** - The ability to maintain the bodies centre of mass

Training Methods

- 10. Circuit Training** - A series of exercise stations to work on different muscle groups including rest periods
- 11. Continuous** - A steady, moderate low intensity exercise for a long period of time - no rests.
- 12. Fartlek Training** - A steady continuous exercise with high intensity periods - known as speed play.
- 13. Interval - (HIIT)** periods of exercise at a high intensity followed by periods of rest.
- 14. Plyometric Training** - a series of explosive exercises to improve power, hopping, bounding and jumping

Training Tests:

- 15. Cooper Run** - A fitness test to test your cardiovascular and muscular endurance. Carried out over a 12-minute period.
- 16. Multi-stage fitness tests** - A repetitive run over 20m to the sound of a 'beep'. The beeps get repeatedly fast meaning the athlete has to speed up.



Careers in fitness:

Personal trainer
Athlete
Coach
Official

Sports commentator
Statistical analyster