



Y9 Problem Solving / Team Building Knowledge Organiser



Key vocabulary / skill:

- 1. Listening:** The ability to listen to other people's Ideas
- 2. Communication:** The ability to work with others and share ideas and thoughts.
- 3. Team Work:** Working in a team structure towards a common goal
- 4. Trust:** Trusting another person to do the right thing to assist you in being successful
- 5. Leadership:** taking control of a group / individual and leading them to success
- 6. Problem solving:** Finding a way to apply knowledge and skills you have to answer unfamiliar types of problems.
- 7. Communication:** Working with a team to share information.
- 8. Teambuilding:** Activities designed to strengthen a bond and resolve conflicts between groups of people.
- 9. Conflict resolution:** working with others who have differing views to come to one common goal
- 10. Time Management:** Completing the challenge / task in the given time.
- 11. Critical Thinking:** Thinking independently on your own thoughts and not following the crowd
- 12. Organisational / planning skills:** The ability to plan routes to solutions out before completing tasks
- 13. Delegation:** The ability to utilise other people's skills and use them to complete a common goal
- 14. Organisation.** Having the ability to organise others in order to complete tasks and goals
- 15. Empathy:** Understanding others and utilising them in a positive way can help improve group cohesion and complete difficult tasks.



Y9 Handball Knowledge Organiser



Tactics within the sport:

- 1. 6-0 Defensive shape:** Teams set up with 6 players around the edge of the 'D' / Goal line and work together to block off space.
- 2. 5-1 Defensive shape:** Players set up with 5 players around the 'D' to block space and one player in front of the 5 to press the ball and break up play.
- 3. Man 2 Man:** Similar to basketball when each player marks a specific opponent at all times. (last resort tactic)
- 4. Fast Break:** when a defender / goalkeeper use one long pass to begin an attack and catch the defensive team off guard.
- 5. No Goalkeeper:** Teams can play with 7 outfield players and no goalkeeper when chasing the game or trying to outnumber the opponent.

Rules of The Game:

1. Penalty Shot (9M): Awarded when a player illegally stops a player from scoring or intentionally enters the 'D'.
2. You cannot shoot inside the D (GK area) unless you jump across the line and shoot prior to landing.
3. Goal Throw: Awarded when ball passes the goal line and is last touched by the attacker or defending goalkeeper
4. You can hold the ball for 3 seconds whilst stationary
5. You must make an attempt to attack
6. Cannot pass back to GK in their area from within your half
7. Players cannot make contact with the ball below the knee.

Key terminology:

- 1. Traveling:** taking more than 3 steps without bouncing the ball
- 2. Passive play:** called when team is not actively trying to score
- 3. Goal Area:** 'D' Shaped area in front of the goal
- 4. Foul:** Any illegal movement or technique used by a defending player to block the attacker while attempting to score a goal is considered to be foul.
- 5. Out of bounds:** This is when the ball bounces outside the lines of the court.
- 6. Unsportsmanlike conduct:** Any physical or verbal conduct that deemed, by the referee, to go against the sportsmanship of the game

Careers in Handball:

Handball player
Coach
Official
Sports commentator
Statistical analyster

Professional teams:

