

Background

Students will have a basic understanding of the game and an experience of the skills required

Why we teach it Sport that is played competitively in local, County and National competitions. Popular within our school community (student voice); aspirations of Academy.

Values

- Learn transferable skills
- BEST: Teamwork
- BEST: Bravery: Understanding their strengths and weaknesses and show resilience

Lesson	Title	Activities	Independent Learning	SMSC Links (Personal Development)	Transferable skills
1	Movement with the ball – Dribbling, Receiving & Turning To be able to perform the basic dribbling movements with control. To be able to outwit opponents with the use of these techniques. To be able to perform skills in a small sided game making decisions about how best to advance on opposition territory.	Pulse raiser – football movements in a small 10m grid. Dynamic stretches (i.e. lunge, touch instep of foot) 1 ball each or 1 between 2. Dribbling relays. Progress to in and out of cones. Move into small 5m grids – Pairs with 1 ball - Teaching points: Take weight out of ball. Use side of foot, get ball out of feet. Always turn into space (Scan and check shoulder). Conditioned competitive games (See Small Sided Games QR Code) – 2 goals at each end to encourage decision making based on defenders position.	Students to officiate their own game. Give feedback to other students Think about their own performance and how it can be improved	Cooperation Integrity Resilience	Maths - Biomechanics, angles.
2	Passing and movement off the ball. To be able to replicate passes in a space with changing environment. To understand the importance of width and playing into space in order to attack and outwit opponents. To identify the type of information you might provide team mates when off the ball.	In 25 x 25m grid, pupils to pass and move as a pair. Move as a 'unit' to the empty corners or space. Introduce cone gates in the working area. Pass must go through it. Highlight communication skills (use prior learning shoulder checks) Conditioned Game – 3 passes before you can score. Teaching points: Use of space to keep possession. Show movement to support player with the ball (not always forward!).	Students to officiate their own game. Give feedback to other students Think about their own performance and how it can be improved	Cooperation Integrity Resilience	Maths – angles, keeping score
3	Passing Variations To be able to accurately replicate the core skills of passing and receiving. To understand and develop the knowledge of the type of pass needed and when. To be able to outwit opponents with a variety of passes in a competitive small sided game.	Split group into 2. One with ball + other without (10 x 20m grid) Dribbling and move with ball or jog around in area. Add football movements both with and without ball. 3's – Pass and move around 30mx30m grid. Avoid other 3's (Spatial awareness) – use side Foot, outside, dominant, non-dominant.	Students to officiate their own game. Give feedback to other students Think about their own performance and how it can be improved	Cooperation Integrity Resilience	Other invasion games – passing and moving

Key Stage 3 PE			Background		Why we teach it	Values	
Lesson	Title		Students will have a basic understanding of the game		Sport that is played competitively in local, County and National competitions.	SMSC Links (Personal Development)	
5	To develop a knowle an opponent using the rootball skills. To understand and appreciate the need to make decisions about skill choice. To begin to refine ideas as a team when unsuccessful.	follower only (see	passing and angles QK code) to 4v2 attack end line of a channel. Change	. A	Give feedback to other students Integrity a Independent	Cooperationheir strengths and weaknesses Integrity and show resilience Independence Communication	
		Teaching width, M game.	er 4 attempts. Encourage overload of o encourage success. points; Always at pace, with support, Use ove the ball quickly. 4 vs 4 conditioned st come from within a specific area.	- 1			
6	Attack/outwitting an opponents To demonstrate the ability to outwit an opponent in a game situation using the appropriate skills and techniques. To be able to perform basic defensive skills to stop opponents from advancing. To identify strengths and weaknesses when playing small sided games and adapt strategies where necessary.	channel Move or Conditio only 1 pl a multi-f Teaching the game	se and dynamic stretches. Set up 1 v 1 – pairs to beat opposition. nto 'dribbling QR Code' outline above. ned 5 vs 5 competitive game – Mark ayer (man to man) track ball and man is functional skill. Why is it important? g points – Scan and 'read' the flow of e. Defending position sideways on, low, arm's length without committing until ight.	G A E iii	Students to officiate their own event. Give feedback to other students Analyse their own performance and explain ways in which they can mprove.	Cooperation Integrity Independence Communication	
7	Formations + roles in a team To develop their understanding and knowledge of how to stop attack effectively using different formations. To develop basic strategic and tactical play	group att defending the other	f 9 – 3 Team Attack (See QR code) – first cack one end and once goal is scored or g team intercept they attack the other 3 at end. (see QR code)	<i>A</i>	Students to officiate their own event. Give feedback to other students Analyse their own performance and explain ways in which they can mprove.	Cooperation Integrity Independence Communication	

Key Stage 3 History		Benefits	Why we teach it	Values
.esson	Titl/@	Sense of air play: This applies specifically to values such as honesty, self-control, bravery, and persistence. It's also associated with how players should treat people equally, so we self-control while communicating with others (e.g. staying calm under pressure) and display respect for both referees and opponents. Team work: Invasion games are played as teams who all have a shared purpose or goal - to sore the most points and win the game. This type of learning experience is fantastic for children. These team work skills can be applied in lots of other areas of	Home Learning	Learning Points
1	Movement with the ball	their education, and into their adult life. Overall filess: Invasion games require players to play a game of a set amount of time or are usually fast-paced. This type of sport will be especially useful for children to get plenty of physical activity in their week, and improve their fitness.	activities; and •lead healthy, active lives.	Testerwropk weight and timing of pass. - look at target before making the pass (communication) - eyes on the ball at the moment of contact. good first touch to control and prepare ball. - keep your toes up and the ankle locked of your kicking foot.
2	Attack/outwitting an opponents	football task cards 1.docx (sharepoint.com)		Teaching Points – balance, coordination, weight of pass dependant on distance. 4 v 4 Competitive Game - Condition - 4 Passes then can shoot on goal.
3	Passing Variations	football task cards 1.docx (sharepoint.com)		Teaching points – Scan and 'read' the flow of the game. Defending position sideways on, low, keep at arm's length without committing until time is right.
4	Shooting	football task cards 1.docx (sharepoint.com)		Teaching Points - Strike through ball, lock ankle, balanced body, concentrate on accuracy not power. Low and into the corners = harder for opponents to stop. Progression – feeder becomes defender to create 1 vs 1.
5	Attack/outwitting an opponents	football task cards 1.docx (sharepoint.com)		Teaching points; Always at pace, with support, Use width, Move the ball quickly. 4 vs 4 conditioned game.
6	Formations + roles in a team	football task cards 1.docx (sharepoint.com)		Positional sense Team organisation and shape.
	Assessment	Implement football skills into a match effectively.	Conceptual Focus	Key concepts Basdic passing technique – instep and laces for longer ranges. Competency when in possession of the ball Defensive stance and tackling technique Tactical awareness