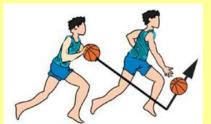
Knowledge Organiser Year 4 – Physical Education - Invasion Games

What I should already know	Key Knowledge	Key Vocabulary
Year 2 – Consolidate and practise throwing a ball under arm Year 2 – Catch a ball or beanbag on a bounce Year 3 – Develop anticipation and reaction when working with beanbags or ball Year 3 – To send and receive an object in a variety of ways. Year 3 - Develop anticipation and reaction when working with beanbags or balls Things I need to know	Hands To have control when catching & receiving a ball. the best way to pass a ball. To move with improving agility & co-ordination during practises and games. To dribble with a ball with some control in different ways using hands, feet and a hockey stick. To play in mini game activities (2 v 1, 2 v 2, 3 v 1) and show I understand how to keep possession of a ball. How to stop a ball from travelling past me. How to strike a ball for distance.	invade – to progress onto a space not belonging to you or your team. turn of pace – sudden change of pace to lose or put manor an opponent. attacking – a team work together to keep possession of a ball to invade and score in their opponents area/goal. defending – a team work together to try to take possession of a ball from their opponents and to prevent them from scoring in their area/goal. dribble – travel whilst moving a ball with hands, feet or a hockey stick. communicate – talking to team mates before during and after a game / practice. Tactics – a plan made with team mates to try to win a game. anticipate – predict where a ball might be
How to send an object from a stationary position then move. How to receive an object from a stationary position then move. Principles of attacking a space Principle sf defending a person. How to move into space with an object. To communicate clearly and effectively	Head To explore getting into a space during a game and to communicate with teammates. To think about 'attacking' & invading a space. How to describe performances & try to use what is seen to try to improve own performance. Heart To be safe at all times and follow instructions.	
This will help me in the future:	To work on my own and with larger groups of peers.	sent or where an opponent might move to
To send and receive an object after traveling. To move and make space for my teammates. To attack/invade space To defend/cover space To travel with purpose and direction To work as part of a team, communicating effectively.	To share ideas with and listen to others. To compare my performance with others. # To explain reasons for a warm up. Why exercise is good for my health & how it effects my body. To show determination when challenged with harder or new skills.	in a game. hand-eye co-ordination — perform skills that require eyes and hands to be used at the same time. evaluate — Receive or give feedback to self / others that makes a judgement on the strengths and weaknesses of a performance. Improve — Use judgements to make execution of skills or the
Chest pass Sender movement	Travel	performance in a game better.
		score goal control







send/receive possession sprint/pivot



