



Physical Education

Dodgeball Year 3

Unit Purpose

The unit of work will **explore** how to **apply** the principles of **attack** vs **defence** in dodgeball.

Pupils will **develop** an understanding of when, where and why we need to dodge, throw, catch and change direction during a game.

Inspire Me

Dodgeball originated in Africa where players would throw rocks at each other with the intention of incapacitating their opponents. Thankfully dodgeball is now played with a softball that when it hits you doesn't hurt!



Key Success Criteria

- P** Pupils will develop their dodging, throwing and catching skills to outwit their opponents and win the game.
- C** Pupils will apply an understanding of where, when and why we dodge, throw and catch, in order to beat an opponent.
- S** Pupils will develop life skills such as respect and cooperation as they collaborate with others including their opponents.
- W** Pupils will apply their skills with developing confidence as they grow in their ability to show integrity and take responsibility leading others.

Vocabulary for Learning

Attacker: We are considered an 'attacker' when we are in possession of the ball or when we throw the ball. The aim of the game for the attackers is to throw their ball hitting an opponent.

Defender: We are considered a 'defender' when we are not in possession of the ball or when the ball is not in our control. The aim of the defenders is to avoid being hit by the ball.

Possession: Is when we have physical control of the ball. This could be when working individually or as part of a team. It is when we have 'possession' that we can create the opportunity to throw the ball towards the opposition.



Sport Specific Vocabulary

Dodge: is a method of moving quickly from one side to the other to avoid being hit by a ball.

Throwing: means using your arm/hand to propel a ball with force through the air towards a specific target.

Catching: means successfully holding a ball with our hands that has been thrown towards us.





Physical Education

Dodgeball Year 4

Unit Purpose

The unit of work will develop pupils' ability to apply the principles of **attack** vs **defence** in games.

Pupils will apply their **throwing**, **catching** and **dodging** skills combining these with their understanding of team work to try and win the game.

Inspire Me

Did you know... a record was set for a dodgeball game with the most players on 25 September, 2012 by the University of California. The game consisted of a whopping 6,084 players.



Key Success Criteria

- P** Pupils will be able to apply a secure understanding of dodging, throwing, jumping, ducking and catching skills to outwit their opponents and win the game.
- C** Pupils will demonstrate an understanding of the importance of apply skills at the right time (where, when and why) in order to win a game.
- S** Pupils will develop life skills such as encouragement and cooperation as they collaborate with others and apply the rules of the game.
- W** Pupils will continue to develop and apply life skills such as integrity and self motivation as they strive to improve their own performance and understanding.

Vocabulary for Learning

Attacker: We are considered an 'attacker' when we are in possession of the ball or when we throw the ball. The aim of the game for the attackers is to throw their ball hitting an opponent.

Defender: We are considered a 'defender' when we are not in possession of the ball or when the ball is not in our control. The aim of the defenders is to avoid being hit by the ball.



Sport Specific Vocabulary

Dodge: is a method of moving quickly from one side to the other to avoid being hit by a ball.

Ducking: Is a method of defending to avoid being hit by a ball. It involves a defender lowering their body towards the floor, allowing the ball to travel over them.

Jumping: Is a method of defending to avoid being hit by a ball. It involves a defender raising their body towards the air, allowing the ball to travel under them.

Aiming: is when the attacker in possession of the ball directs their throw towards a specific target.





Physical Education

Dodgeball Year 5

Unit Purpose

The unit of work will consolidate pupils' ability to apply the principles of **attack** vs **defence** in games.

Pupils will consolidate their **throwing**, **catching** and **dodging** skills applying these as they create simple tactics for attacking and defending.

Inspire Me

Did you know... the longest recorded game of dodgeball was played on April 27–29, 2012, at the Castleton State College in Vermont; it lasted a mammoth 41 hours 3 minutes 17 seconds!



Key Success Criteria

- P** Pupils will consolidate their application of dodging, throwing, jumping, ducking and catching. Pupils will begin to explore blocking and apply this in games.
- C** Pupils will create and apply attacking and defending tactics. Pupils will understand how important effective decision making is and begin to evaluate others.
- S** Pupils will develop communication skills as they support their team mates in games and suggesting ways to improve their performances.
- W** Pupils will consolidate their application of life skills such as integrity and responsibility as they strive to improve their own performances.

Vocabulary for Learning

Tactics: Tactics are a carefully planned set of actions that are used by a team or an individual to attain a certain goal.

Transition: is defined as the process of recognising and responding after throwing or regaining possession of the ball.

Accuracy: is the ability to control where we throw the ball.

Power: is the intensity and speed that a ball is thrown towards an opponent.

Dodge: is a method of moving quickly from to one side to the other to avoid being hit by a ball.



Sport Specific Vocabulary

Blocking: When in possession of a ball, a player can hold their ball and use it to deflect a ball that is thrown towards them to avoid being hit.

Eliminated: Is when a pupil is out of the game and waits on the side to re enter. An elimination generally occurs when a player is hit with the ball, they enter the other team's half of the court or their opponent catches the ball that they have thrown.





Physical Education

Dodgeball Year 6

Unit Purpose

Pupils will refine their understanding of **attacking** and **defending**, applying skills and creating **tactics** during a game.

Pupils will take responsibility for officiating and managing their own games.

Inspire Me

There are lots of variations of dodgeball played across the world. In India the variation of Dodgeball is called '**Sekan-tadi**' and in China, a variation of dodgeball is known as '**Diu Sha Bao**'.



Key Success Criteria

- P** Pupils will refine their application of dodging, throwing, jumping, ducking and catching. Pupils will be able to switch fluidly between attacking and defending.
- C** Pupils will demonstrate resourcefulness and reflective skills by creating a range of attacking and defending tactics and adapting these when necessary.
- S** Pupils will refine their communication skills as they support their team mates in games and suggesting ways to improve their performances.
- W** Pupils will consistently apply life skills such as integrity and self discipline by playing by the rules and leading others by example.

Vocabulary for Learning

Tactics: Tactics are a carefully planned set of actions that are used by a team or an individual to attain a certain goal.

Transition: is defined as the process of recognising and responding after losing or regaining possession.

Referee: is an official who watches the game and enforces the rules. The referee is responsible for making sure that the game is played fairly. The referee will resolve any disagreements and their decision is final and should be respected.



Sport Specific Vocabulary

Back/End Line: Is the boundary line at the back of the court. At the beginning of the game players from both teams start on their back/end line and on the referee's command run to the centre line to collect a ball.

Centre Line: Is the line marked across the court at exactly halfway between the back lines. Players are eliminated if they cross the centre line.

Retrievers: Are designated players that are allowed to retrieve balls that go out of play. Active players are not allowed to go out of bounds during a game.

