

Unit 5: Invasion games

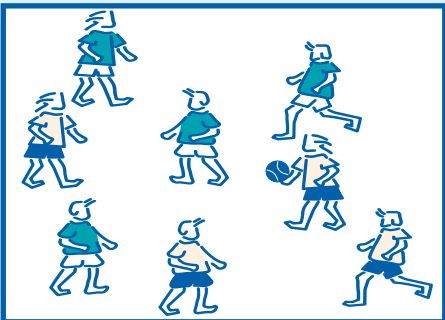
**LEARNING
OUTCOMES**

The student will:

- demonstrate an ability to make appropriate decisions regarding what to do and how to do it
a) being an effective team member and b) scoring.

EQUIPMENT
Balls, bats, cones

CLASS ORGANISATION
Groups of four.

STAGE	CONCEPT	CONTENT / ACTIVITY	TEACHING POINTS
<p><i>Introductory activity</i></p>	<p>Denying space.</p> <p>Ability to read the game and identify appropriate tactics.</p> <p>Creating and using space by evasion and deception.</p>	<p>4 v 4 Tag Game. <i>The same rules as above (3 v 1) but four players attempt to get another team of four out by touching them with the ball.</i> <i>Possible variation:</i> <i>Touched players may be released by team mate going under their legs.</i></p> 	<p>DECISIONS FOR TEAM IN POSSESSION How do you get the other team out? <i>By working as a team in order to deny space.</i> What tactics do the team use? Is it better to concentrate on getting one player out at a time or to mark one opponent each? How can you get your team to work well together? <i>By communicating to each other, discussing ways of getting the other team out, identifying weaknesses.</i></p> <p>DECISIONS FOR TEAM WITHOUT THE BALL How do you avoid being touched? <i>– By using and creating space effectively.</i> <i>– By use of evasive tactics and deception.</i> <i>– By anticipating the moves of the opposition.</i> <i>– If you are out you can still help your team by communicating.</i></p>