

PE - Knowledge Organiser

Summer 2 – Year 5 – Handball (Invasion Games)



Knowledge Organiser Handball Year 5

About this Unit

Handball is an invasion game. An invasion game is a game where two teams. play against each other. You invade (enter) the other team's space to try to score goals

In this unit you will be given the chance to referee. Here are some top tips when umpiring.

Invasion Games

Key Principles



- Be clear and confident
- when making a decision. Have knowledge of the rules.
- Move with the ball up and down the court so that you can see the play
- Be fair and honest.

agin possession

Can you think of any other invasion games that share these principles?

Powerful Knowledge

angle: formed when two lines come together at a shared point e.g. arm to floor

ball carrier: person in possession

close down: to reduce the amount of space for an opponent

defending

stop goals

deny space

create: to make space

attacking

score goals

create space

maintain

possession

move the ball

towards goal

delay to slow on object or player denue to slow an object or player

dominant: most powerful and accurate hand

drive: a fast movement that helps to tell the ball carrier that you want the ball

maintain: to keep

possession: to have pressure: a feeling created by the situation

referee: the person who makes sure the rules are followed.

situation: circumstances that create the environment

sporting behaviour: play fairly, respect others and be gracious in victory and defeat

support: to help

tactics: a plan that helps you to attack or defend

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Sending & receiving:

Not having a defender between you and the ball carrier helps you to send different speeds will help and receive with better control

Dribbling:

Dribbling in different directions and at you to lose a defender.

500 in support, kindness, communication, collaborate

Ernotional empathy honesty determination

Space:

Moving to space even if you do not receive the ball will help to create space for a teammate

Ladder

Knowledge

- · catch * run
- · dribble
- · shoot
- change direction
- change speed

The rule of three:

- If you have the ball in your hands you can take up to three steps.
 Then you either have to pass, shoot or dribble.
- If you choose to dribble, once you stop dribbling your options are to pass, shoot or take up to another three steps.
- If you choose to take another three steps, you have to pass or shoot, you cannot dribble again as this would be double dribble.
- You can only hold the ball for three seconds if standing with the

Double dribble

This unit will also help you to develop other important skills.

Thinking decision making, comprehension, select and apply, identify,

- Cannot dribble, stop, then dribble again.
 Cannot dribble with two hands.

free pass:

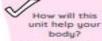
 If a rule is troken or the ball goes out of play, a free pass is awarded to the other team. All players must be three big steps. away from the person taking the free

Using factics will help your team to in both attack and defence. In this unit you will use attacking tactics to create space and maintain possession. You will use defending factics as a team to attempt to delay apponent's and gain possession.



 Make sure any unused equipment is stored in a safe place

If you enjoy this unit why not see if there is a handball club in your local area.



agility, balance, co-ordination, speed stoming

Find more games that develop these skills in the Home Learning Active Families tab on www.getset4education.co.uk

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· Fastiers stokehold the helf. One was stokehold

- With one hand The other hand Changing hand



Head to our youtube channel to watch the skills videos for this unit.



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