



Physical Education

Basketball Year 6

Unit Purpose

Pupils will consistently apply effective attacking and defensive skills and be able to apply these in a variety of game-based scenarios.

Pupils will create and apply tactics in games, adapting them as the game situation changes, to beat the opposition.

Inspire Me

James Naismith was a Canadian-American physical educator/physician and the inventor of the game of basketball. Naismith designed the game of basketball while he was teaching at the Springfield College in America.



Key Success Criteria

- P** Pupils will apply a refined understanding of passing and moving and dribbling to score points against another team.
- C** Pupils will demonstrate resourcefulness and problem-solving skills by creating a range of attacking and defending tactics, applying these to their games.
- S** Pupils will effectively apply their tactics, demonstrating a clear understanding of the role each team member will perform and will ensure the team feels motivated.
- W** Pupils will constantly 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.

Counter-Attack: A counter-attack is a tactic employed by the team gaining possession who immediately attack after regaining the ball from defending the opponent's attack.

High Press: A high press is a tactic applied by the defending team that defends high up the court and inside the opposition's half in an attempt to regain possession quickly.



Sport Specific Vocabulary

Backcourt Violation: A foul is called when the team in possession of the ball cross into the opposition's half of the court and then, pass or dribble the ball back into their half of the court. When a team commits a backcourt violation possession changes.

Man-to-Man Marking: is a defensive tactic used where each player is assigned to defend and follow the movements of a particular player on the opposite team.

