

# Knowledge Organiser: Handball Year 3 and Year 4

#### Links to the PE National Curriculum

- Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement.
- They should enjoy communicating, collaborating and competing with each other.
- They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success.
- Pupils should be taught to use running, jumping, throwing and catching in isolation and in combination.
- Pupils should be taught to play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending.

#### **Key Skills: Physical**

- Ball control
- Throwing and catching
- Moving with the ball
- Dribbling
- Shooting

### Key Skills: S.E.T

- Social: Working Safely
- Social: Communication
- Social: Respect
- Emotional: Honesty and Fair Play
- Emotional: Perseverance
- Thinking: Planning strategies
- Thinking: Observing and providing feedback



## **Key Rules**

The rule of three:

- You can hold the ball for three seconds if not moving.
- You can take three steps with the ball then option to pass, shoot or dribble followed by option to use an additional three steps.
- You must be three steps away at a throw in. Other rules:
- Games start from the centre of the court.
- The conceding team start from the centre of the court after a goal is scored.
- Double dribble dribbling the ball with two hands at the same time and / or dribbling the ball, catching it and then dribbling again is called double dribble.

		Key Vocabular	y:	
	dribble	grip	•	defence
	shoot	interception		mark
•	opponent	protect		double dribble
	opposition	fluid		attack
	possession			

# **Teacher Glossary**

**Interception**: when a player takes possession of the ball away from the opposition as the ball is passed

**Possession**: when a team has the ball they are in possession

Marking: when a player defends an opponent

**Principle**: these are the attacking and defending foundations that make up a game. Please see principles on the left.