

DEVELOP



SCHOOL GAMES

SUFFOLK
SCHOOL GAMES

2021/22

Y6 Quicksticks

DATES 29th September 2021

TARGET AUDIENCE

These events are for students who like friendly competition but don't solely focus on winning, instead they include a School Games Value focus, giving students the opportunity for personal development.

YEAR GROUPS

Year 6

Intent

To Develop sports specific skills
(*Passing and Shooting*)

Reframing

Skill Challenges – Schools will be given 2 Pre-event challenges to practise before the event, see details below.

SCHOOL GAMES VALUES

During each of the competitions pupils are challenged to demonstrate the School Games values



DETERMINATION - Determination is about the journey you go on to push yourself and achieve your dreams.



PASSION - Giving it 100 percent. Putting your heart and soul into the game and never giving up.



RESPECT - Respect for the referee, for the opposition, for your team mates, for yourself and for the game.



HONESTY - Honesty with others and with yourself. Having the courage to do the right thing and what you know is right.



SELF BELIEF - You've got to believe to achieve. Have the self-belief and confidence to succeed and reach your personal best.

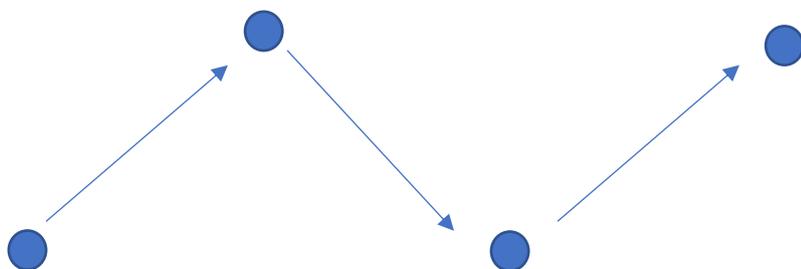


TEAMWORK - Treating everybody equally, supporting each other and working together to achieve at your very best level.

Challenges

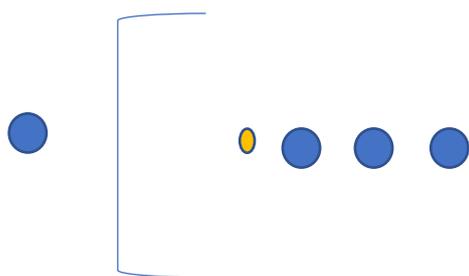
Team Passing – Total number of passes in 1min

In 4's pupils must pass the ball to each other across a channel diagonally, the passes must be 6m apart. When the last player gets the ball team will then repeat the activity in reverse.



Team Shooting – Total number of goals in 1 Min

In 4's pupils must score as many goals as possible 4 meters out from the goal, they are only allowed 1 ball and must use 1 player as a collector, ensuring roles are rotated after each shot.



If teams have 5 or 6 players then they can rotate players as schools will be allowed 2 chances to complete each challenge. If schools have 8 players then they can create 2 teams and their best score will count. We will then combine schools shooting and passing score to create an overall score.

Format

- School will Complete their Team Challenges during the first phase of the event.
- The schools who achieve the top scores in this section will be rewarded at the end of the event.
- Based on these results, schools will be put to groups to best reflect their ability.

Matches

- Teams will then play fixtures against each other in their groups, focusing on implementing their sports specific skill (Passing) rather than the outcome of the game.
- Finally, the schools who show the highest levels of using their sport specific skills in the game will be rewarded.



Rules

Starting and re-starting – start with a centre pass which can be passed in any direction

- Teams start alternately for each half
- Teams change ends for each half
- All players in their own half at each centre pass

Penalty Goal – awarded where a player deliberately uses feet or body to stop the ball crossing the goal line.

Free Pass – given when an offence occurs

- Taken from where offence occurred
- All opposing players stand 3m back

Free Pass awarded when: - ball passes over sideline

- Ball crosses back line off attacker – taken from front of shooting circle
- Ball crosses back line off defender – taken from corner

And where a player - kicks, picks up, carries ball

- Attempts to play at a high ball (above knee height)
- Uses the round side of their stick
- Obstructs by running between the ball and an opponent thereby preventing opponent from playing the ball
- Plays the ball dangerously high
- Rough or dangerous play – could also incur a 2 min sin binning.

Team Size

- Squads can be made up of 4-8 players
- Schools can bring 2 teams each, more maybe allowed if numbers are low.
- Team should be 2 boys and 2 girls

Equipment

Schools must bring their own

- Quicksticks ball – 1 per team
- Quicksticks
- Bids – A different colour to their kit

