

Attack! Years 3 – 4 (A learning task to check understanding and progress)

Learning Task

What is the Task being taught

The task involves children trying to score goals using throwing and catching, kicking or striking techniques. Working in groups of five, the children create a playing area up to 25 metres long with two goals at one end and three at the other. They decide whether to use a football, uni-hoc equipment, or a basketball (with hoops as goals). Three of the group play as attackers and two as defenders. The attackers start at the back line and aim to move the ball towards the end with two goals. After at least three passes and once all three attackers have touched the ball, they can attempt to score by shooting the ball through the goal (if using a football or uni-hoc equipment) or by bouncing it in a hoop (if using a basketball). The defenders try to intercept the passes without touching the attackers and if they get the ball can attack towards the three goals. They have to pass the ball at least once before shooting. Once a shot has been taken, the attackers return to the back line and play starts again. The aim is to score as many goals as possible.

- **Make sure all equipment is appropriate and sized correctly for the pupils**



To help the children evaluate and improve their performance, ask them:

- What tactics did you use to outwit your opponents?
- Do you think you could have used other tactics to improve your performance?
- What skills do you need to play this game well?
- What skills do you need to improve? How can you do this?
- Can you explain the rules? How could you change the rules to make the game easier or harder?

How are the Children doing? *Look out for them:*

Make the task easier or harder by changing one or more STEP:

Space Task Equipment People



Select equipment they can all send and receive, travel with



Selecting appropriate techniques to pass the ball



Moving into different positions to receive the ball



When defending, moving to try and intercept the ball limiting space



Showing consistency, control and speed



Having simple plans that they know they can make work



Can explain tactics they have used in both Attack and Defence