

Curriculum area	Topic	Year	Session Number	Skill
Invasion Games	Dodgeball	5/6	#3	Decision making

### Equipment

- Dodgeballs
- Cones
- Bibs
- Spots

### Learning Objective

- To be able to make good decisions throughout the session

### Success Criteria

- I can decide when to throw, pass, dodge or hold.
- I can react quickly to changes in the game.
- I can explain why I made a decision.

### Key words

- Decision making
- Timing

### Preparation Ideas/Warm Up

#### Lily Pad Tag

Place spots all around the area. As many as there are pupils in the class. Pick 3-4 people to be taggers. They cannot stand on a spot (lily pad). Everyone starts off the spots. The game is a simple tag game. Every time someone reaches and stands on a spot for at least 3 seconds, they receive one point. When standing on a spot, you cannot be tagged but to gain another point, you need to move to another spot. When you are running in between spots, you can be tagged. If you are tagged, your score returns to 0.

Progression:

>Add more taggers

>Remove spots to make the game more difficult.

### Skill Development

#### Foxes and rabbits

Split the class into groups of 6-7 per group. They will be working in a small area within the playing area. Pick 2-3 people in the group to put a bib on, they will be the rabbits in the game. The aim of the team who has possession of the ball is to tag the rabbits. Once they have been tagged, they are out of the game. The only rule of those who have the ball (foxes), is that if you have the ball in your hand you cannot move.

The aim is for their team mates to work together to get close to those with the bibs on, so that if they

receive the ball, they can tag that person without having to move.

Progression:

>Increase the size of the space in the area.

>We can also increase the number of rabbits throughout. You may want to start with 1-2 but increase that number to make it more difficult

## Game

### Capturing Treasure

Split the class into 5 even teams. Spread 4 cones, around 4-5m apart from one another on one side of the hall and ask 4 of the groups to line up one behind the other behind their cones. These teams be given a ball for their group which they can place on the cone at the front.

The final team will be lined up behind a cone on the opposite side of the area. There will be a cone placed around 10m away from that group on the opposite side of the area to them. This is where they need to run to, to begin the game.

There will be 3 different coloured sets of cones placed in between the dodging team and the throwing teams and each of the cones have different points associated with them e.g.:

>Red cones – closest to the dodging team – 1 point

>Yellow cones – In the middle of the dodging and throwing teams – 2 points

>Green cones – Closest to the throwing teams – 3 points

One at a time, the dodging team will run to the start cone and touch it with their foot, signalling the start of the game. Their job is to then enter the playing area, collect a cone and take it back to their team, without being hit by one of the 4 throwing teams. The throwing teams can only throw their dodgeball once, and only when the dodging team's player had touched the start cone.

Once you have thrown your dodgeball, you need to wait until the end of the round, before retrieving the dodgeball.

If the dodging team's player successfully retrieves a cone and gets it back to their team without being hit, they are awarded the number of points selected for that coloured cone. If they are hit anywhere, including the head, they must return the cone to its spot and will go back to their team with 0 points.

Each player from each team should have a turn either throwing or dodging. Once all team members have been, add up the number of points collected by the dodging team and swap the teams over.

Once all teams have had a turn dodging, the game ends and the teams with the highest points win.

Progression:

>Set a time limit for the dodging team to collect a cone.

>Give the dodging team a dodgeball which they can use as a shield.

## Teaching points

- When playing foxes and rabbits, it is important that the foxes work as a team and use good communication to capture the rabbits. We want to see accurate throws and catches, and for them to make good decisions as to whether to attempt to tag the rabbit, or whether they need to throw the ball to a team mate who is closer.
- When they are a throwing team in capturing treasure, we want the children to be patient. Can they wait for the correct time to throw the ball and strike the dodging team's player. We

want to see good accuracy in their throws, ensuring they are using the correct technique for the overarm throw.

- When they are the dodging team, again we want the children to be patient. Can they tempt the throwing team into throwing their ball, and dodging them, before collecting a cone. Remember when dodging, a moving target is a hard target to hit and a standing target is an easy target to hit. They have to be on the move at all times.

### Key Questions

- When you were in the dodging team, how can we make it more difficult to be hit?
- What decisions did we have to make as the dodging team, and how did it help us to be successful?
- When the throwing team, how can we ensure our throws were accurate?
- What decisions did we have to make as the throwing team, and how did it help us to be successful?

### National curriculum links:

- Use running, throwing and catching in isolation and combination
- Play competitive games against others, applying basic principles for both attacking and defending
- Develop control and technique through playing dodgeball.

### Social and environmental skills:

- Develop team work and collaboration skills
- Develop good communication skills
- Show creativity in their work throughout the session
- Making good decisions throughout the session