

NC Subject: PHYSICAL EDUCATION	Yrs: 6	General aims: to improve receiving and passing skills in relation to the invasion game of hockey.
Topic: GAMES - HOCKEY	Weeks: 4	

Weeks	Learning Objectives	P.O.S.	Resources	Activity
1 Revise passing and moving	- to familiarise themselves with a hockey stick and ball. - to pass and receive a ball accurately.	1a, 1b, 1c, Eng (S+L) 1a, 2a, 2b	hockey sticks, hockey balls, cones, coloured bands	Warm-up - follow-my-leader. Stretch muscles. Skill practise - 5 minutes 'play' with balls and sticks. Get into threes and practise passing and receiving ball. 10 good passes and sit. Dribbling around cones for ball control. Basic shooting between small distance. Game - 3v3 game - as many good passes as possible One point per pass. Interception = opposition start.
2 Attack skills	- to develop attacking skills. - to use skills acquired in a small sided game.	1a, 1b, 1c, Eng (S+L) 1a, 2a, 2b	hockey sticks, hockey balls, cones, coloured bands	Warm-up - time bomb. Stretch muscles. Skill practise - in allocated area - hit other balls out on whistle. Winner is one left in. In twos pass between and move to take shots on goal. Move to threes. Add a defender when confidence increases. Game - small sided hockey. Try to include skills developed so far.
3 Defence skills	- to develop defensive skills. - to use skills acquired in a small sided game.	1a, 1b, 1c, Eng (S+L) 1a, 2a, 2b	hockey sticks, hockey balls, cones, coloured bands	Warm-up - chasing shadows. Stretch muscles. Skill practise - in allocated area - when whistle goes, try to take balls off allocated people. In pairs, practise trying to get past each other - emphasise use of stick for defenders. Increase to threes. Game - small sided hockey. Try to include skills developed so far.
4 Mini Tournament	- to participate in a small sided game of hockey.	1a, 1b, 1c, Eng (S+L) 1a, 2a, 2b	hockey sticks, hockey balls, cones, coloured bands	Warm-up - cat and mouse. Stretch muscles. Split class into small teams. Play a tournament of hockey with full rules.  Emphasise importance of including everyone in session/game.