## Year 7 - PE: Basketball

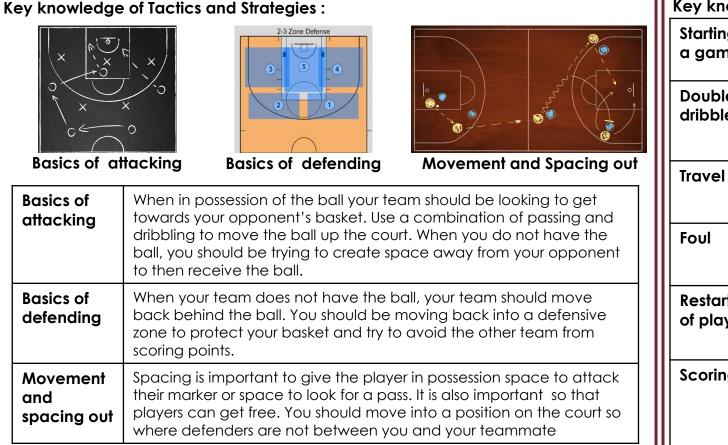
Key Vocabulary:						
Passing	Moving the ball to a teammate.					
Dribbling	<b>g</b> Allows you to move the ball around the court, alternating hands to get closer to the basket.					
Attacking	The team moving up the court together when in possession of the ball.					
Defending	efending The team tracking back as soon as possible to defend their basket when possession is lost.					
Pivoting	Rotating on your pivot foot to see different areas of the court					
Shooting	Scoring points using unopposed set shots, lay ups and opposed shooting in basketball.					
<b>Unopposed</b> Not under any pressure from the opposition. Introduction to the rules/ techniques.						
<b>Movement</b> Getting into positions on the court to support your teammates in possession.						



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Key knowledge	of Technical Skills:						
Dribbling	<ul> <li>Keep your head up and keep the ball close to your body for control, use your fingers rather than your palm.</li> <li>Try and use alternating hands, dribble with the right hand and then try it with your left hand.</li> <li>Dribble with the ball at waist height for more consistency.</li> </ul>						
Set Shot Shooting (B.E.E.F Principle)	<ul> <li>Balance and bend your knees, shoulder width apart.</li> <li>Eyes focused on the target (Basket).</li> <li>Elbow at 90*, dominant hand holding the ball up and non- dominant hand on the side of the ball for support.</li> <li>Follow through by flicking your wrist and pushing the ball up so It loops, rather than flying straight out.</li> </ul>						
Short passing	<ul> <li>Hands make a W shape, thumbs together at the centre.</li> <li>Step forwards with one foot, keeping elbows close to your body.</li> <li>As you release the ball, straighten your arms and push your fingers out, always keeping your eyes on the receiver.</li> </ul>						
Pivot	<ul> <li>Pivot foot to stay still on the floor.</li> <li>Lift heel off floor on pivot foot and rotate on the ball of your foot.</li> </ul>						

## Year 7 - PE: Basketball





#### Learning Checklist:

- $\hfill\square$  I can pass the ball to a teammate using a chest, bounce and overhead pass.
- □ I can control the ball dribbling using my dominant and non-dominant hand.
- $\hfill\square$  I can dribble the ball with control.
- □ I can shoot at the basket using a set shot and following the BEEF principle, Balance, Eyes, Elbow, Follow through.

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	Key knowl	edge of Rules and Regulations:						
	Starting a game	The game starts when the referee throws a jump ball. This is when a player from either team has the chance to jump and gain possession for their team.						
	<b>Double</b> dribble In basketball, an illegal dribble occurs when a player end their dribble by catching or causing the ball to come to in one or both hands, then dribbles again. In this case, th ball will then be given to the other team.							
	TravelIn basketball, traveling is a violation that occurs when a player takes too many steps without dribbling the ball. Max 2 steps, if you stop you should pass or shoot.							
	Foul A foul is a breach of the rules more serious than a violation. Most fouls occur because of illegal personal contact with an opponent and/or unsportsmanlike behaviour.							
	Restart of playAn attacking team has 24 seconds from gaining possess of the ball to shoot at the basket. After a team scores a basket, the ball is returned to the opposition to start ago							
	awarded a technical foul, then they will rece		2 points inside the D, 3 points from outside the D. If a team is awarded a technical foul, then they will receive between one and three free shots. Each shot scored will be awarded with one point.					

#### Learning Checklist:

- I can move into space in a game to support my team when in possession of the ball.
- I can apply the key character values of respect, self-management and teamwork in Basketball.
- □ I can play a small sided basketball match, following the basic rules.

## Year 7 - PE: Dance

Key Vocabulary:					
Choreography The art of creating a dance					
Relationships	The way in which dancers interact				
Actions	What the dancer does				
Dynamics	How the dancer moves				
Space	The where of movement including levels, direction and pathways				
Formation	Shapes and patterns created by positioning dancers				
Choreographic Devices	Methods used to develop choreography				
Rehearsal	Practice choreography to improve movement memory				



#### Key knowledge of Technical Skills:



#### **Street Dance**

- Knowledge of the origins and key features of Street Dance
- Implementing the 5 key actions of dance – Gesture, Jump, Turn, Travel and Stillness



#### **Bollywood Dance**

- Knowledge of the origins and key features of Bollywood Dance
- Creating different formations
- Exploring choreographic devices



#### The Haka

- Knowledge of the origins and key features of Haka Dance
- Demonstrating variation in dynamics



Capoeira

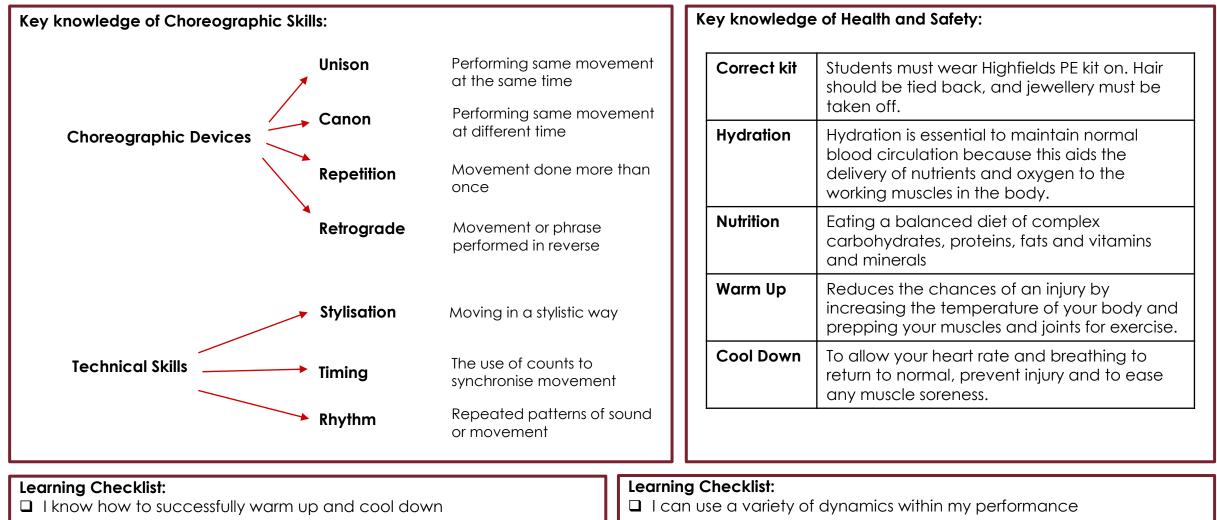
- Knowledge of the origins and key features of Capoeira Dance
- Developing the use of action and reaction



4Rs: Reduce

## Year 7 - PE: Dance





- I know different choreographic devices and can implement them into choreography
- □ I can create choreography in a variety of styles
- $\hfill\square$  I can describe and perform the 5 actions of dance

- $\hfill\square$  I can demonstrate action and reaction within a duet
- I can create choreography with different formations
- I can apply the key character values of respect, self-management and teamwork in dance

## Year 7 - PE: Football

Key Vocabulary:				
Short PassingMoving the ball over a short distance to a teammate.				
Dribbling	Allows you to move the ball around the field with your feet.			
AttackingThe team moving up field together when in possession of the ball.				
Defending	The team moving back behind the ball to defend their goal when possession is lost			
Mid-range passing	Passing over a medium distance to a teammate.			
Shooting	Striking the ball in order to score a goal.			
Unopposed	Not under any pressure from the opposition.			
Movement	Getting in to positions on the pitch to support your teammates in possession.			



#### Key knowledge of Technical Skills: **4Rs: Reduce** Ball Dribbling Short Shooting **Familiarisation** Passing Control Mid-Range Passing Dribbling • Keep your head up and keep the ball close to your feet for control • Use the inside/outside of your foot to dribble for control • Use the laces of your foot to dribble for speed Shooting • Place non-kicking foot at the side of the ball • Use the side of the foot for placement and accuracy • Use the laces for power • Place the non-kicking foot at the side of the ball Short passing Turn your knee out and kick through the ball towards your teammate Mid-range Place the non-kicking foot at the side of the ball • Kick through the ball using instep of foot Passing Control (foot) Move your body in line with the ball. • Use the inside of the foot to stop the ball

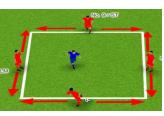
## Year 7 - PE: Football



Key knowledge of Tactics and Strategies :







**Basics of attacking** 

Basics of defending

Movement and Spacing ou

Basics of attacking	When in possession of the ball your team should be looking to get towards your opponent's goal. Use a combination of passing and dribbling to move the ball up the field. When you do not have the ball you should be moving into space to support your teammate			
Basics of defending	When your team does not have the ball your team should move back behind the ball. You should be 'goal side' of the player, which means you are in a position closer to your own goal.			
Movement and spacing out	Spacing is important in order to give the player in possession space to attack their marker or space to look for a pass. It is also important so that players are able to get free. You should move into a position so that defenders are not between you and your teammate			

	K	ey knowledge of Rules and Regulations:					
		Starting a game	• A game is started with a kick-off. This involves a player passing the ball to a team-mate from the centre.				
		Hand- ball	<ul> <li>An outfield player cannot use their hands (or arm) to touch the ball. A free-kick or penalty would be awarded</li> </ul>				
ut		Free- kick	<ul> <li>A non-contested pass or shot that is give when an offence is committed. Opposing players need to stand 10 yards from the ball</li> </ul>				
		Penalty	<ul> <li>An uncontested shot at the goal against the goalkeeper from the penalty spot. Awarded for an offence in the penalty area.</li> </ul>				
>		Goal kick	<ul> <li>Is awarded when a ball passes wholly over the goal line, to either side of the goal, having last touched an attacking team player. The ball is kicked from a stationary position from the 6 yard box.</li> </ul>				
		Corner	<ul> <li>Is awarded when a ball passes wholly over the goal line, to either side of the goal, having last touched a defending team player. The ball is kicked in from the</li> </ul>				

corner spot by the attacking team.

# Learning Checklist: I can pass the ball to a teammate using the inside of my foot I can control the ball using my foot I can dribble the ball with control I can shoot at the goal using the inside of my foot and my laces

# Year 7 - PE: Netball

Key Vocabulary:					
Pivot	Swivel or turn on your landing foot to change direction.				
Catch	Use your eyes to follow a ball so it lands in your hands.				
Throw/passPropel a ball through the air by a forward motion of the hand and arm for a team mate to catch					
Jump stop	Jumping and landing on both feet at the same time.				
Footwork	On receiving the ball, a player lands on one foot and can then pivot using the other foot.				
Shooting	From the semi-circle, GS or GA propels the ball up towards the net aiming for a goal.				
Defend	Stop the attacking team by marking your player or making it difficult to execute a pass.				
MovementGetting into positions on the court to support yo teammates in possession.					



#### Key knowledge of Technical Skills:



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Shooting



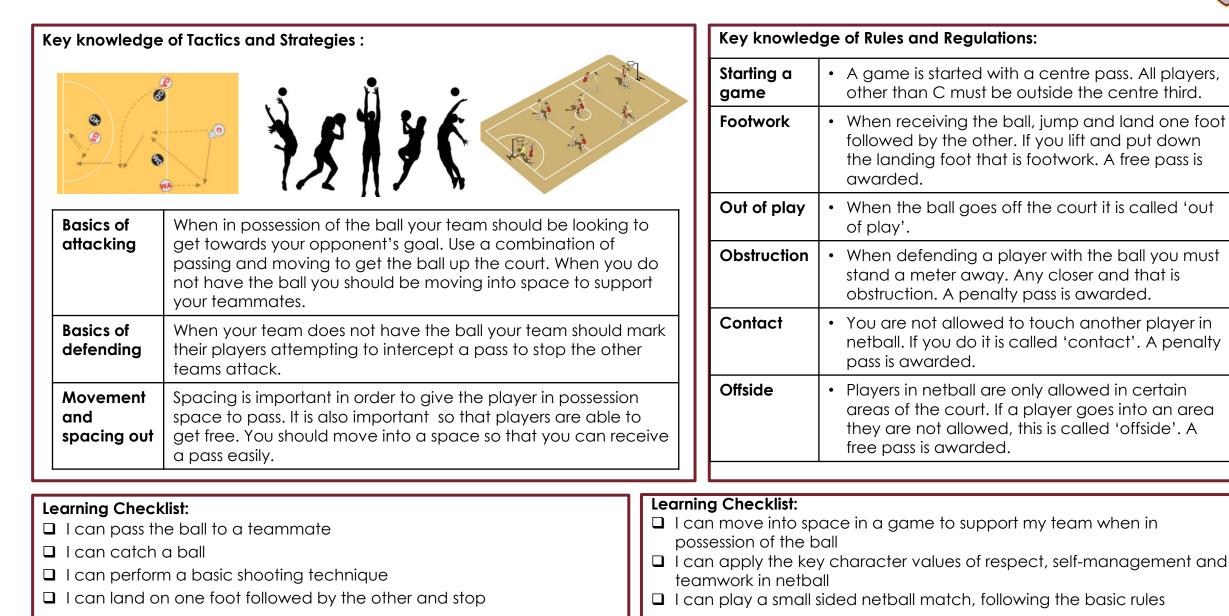




Defenç	Throwing Catching				
Pivoting	<ul> <li>Jump and land on the ball of one foot.</li> <li>Pivot by rotating yourself on the ball of your landing foot.</li> <li>Use your non landing foot to move you round.</li> </ul>				
Catching	<ul> <li>Keep your head up and focus on the ball.</li> <li>Extend your arms towards the ball with hands spread.</li> <li>Watch the ball all the way into your hands.</li> </ul>				
Throwing	Hold the ball in one or two hands with fingers spread. Propel or push the ball towards your receiver/player.				
Jump stop	• Land on both feet together. Bend/flex knees on landing.				
<ul> <li>Shooting</li> <li>Feet are shoulder width apart, facing the post.</li> <li>Place your shooting hand underneath the ball and your shooting hand to the side.</li> <li>Bend your knees and arms. Extend both towards the god</li> </ul>					
Footwork	Jump and land one foot followed by the other.				

## Year 7 - PE: Netball

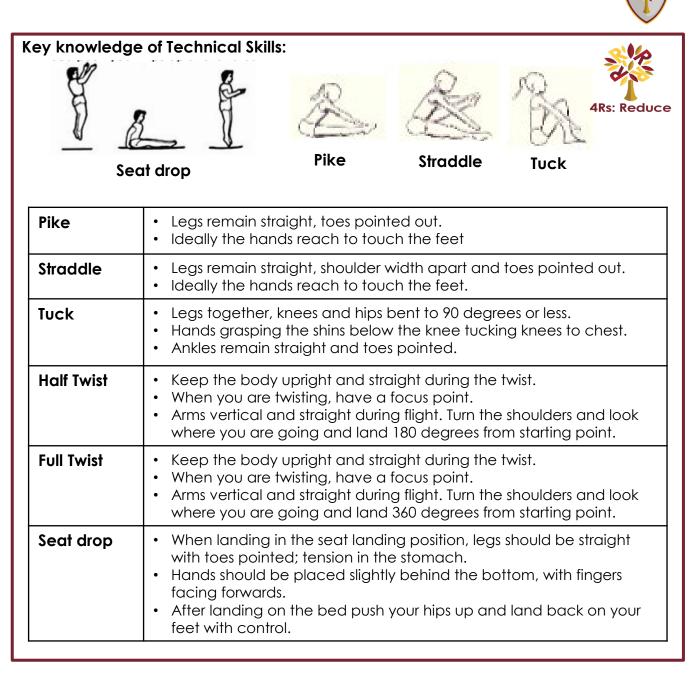




# Year 7 - PE: Trampolining

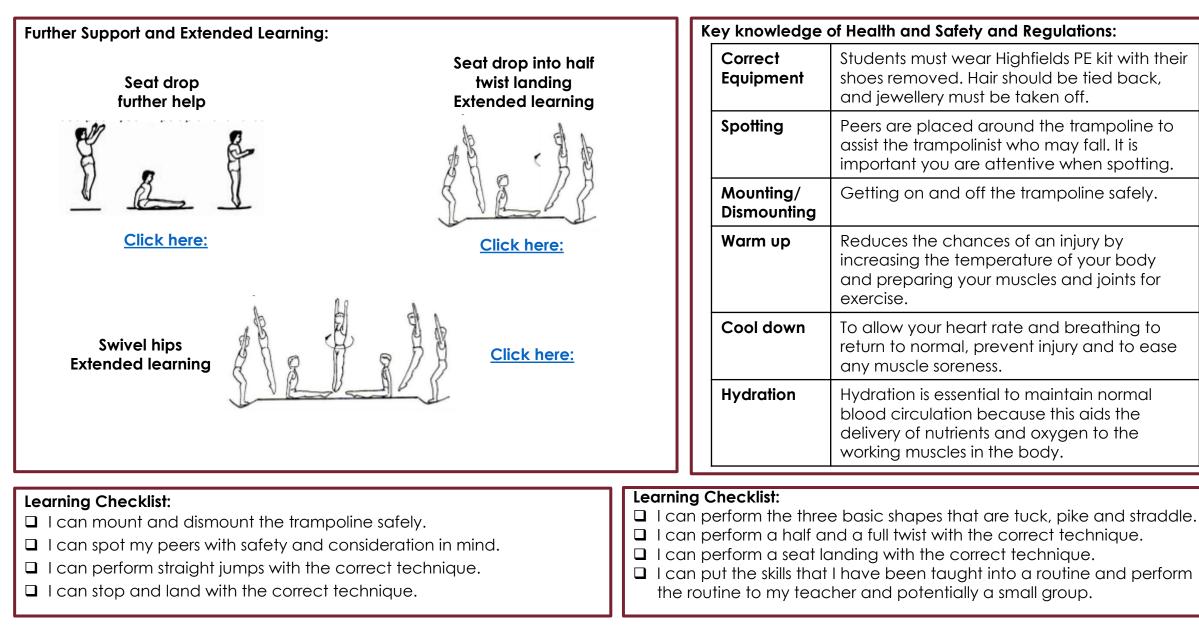
Mount/dismount	Getting on and off the trampoline safely.				
Straight jumps	Bouncing straight up in the air. You must bend your knees and straighten them whilst in the air. Toes must be pointed; legs must be together.				
Stops/landing	Bend knees and get into a squat position, with your arms out in front for support to stop to stop your bounce dead on the trampoline.				
Spotting	Positioning yourself around the trampoline to assist the trampolinist who may fall.				
Trampoline bed	The fabric part of the trampoline that is stretched by springs. The thickness and width of the material affect the rebound power of the trampoline.				
Routine	Putting together skills taught in a sequence.				





## Year 7 - PE: Trampolining





### Year 7 - PE: Table Tennis

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	Key Vocabulary:			Equi	pment:	
Rally	Rally in table tennis is a point during which both players keep the ball in play.					
Serve	The beginning of a point where one player strikes the ball to hit both sides of the table after tossing it.	- AND				
Shakehand grip	A grip where the bat is held exactly as it sounds but with the middle, ring, and little fingers wrapped around the handle	Indoo	r Trainers	Indooi		Bats, balls and tables (in school)
Forehand				ey knowledge	of Technical Skills	
BackhandA stroke done directly in front of the body, with the bat turned so that the back of the hand faces the opponent		Backhand	shot Eoreband	Push shot	Forehand serve	
Heart Charac		Forehand Push shot	Control the b     and hitting fo	all back over th rward		g the ball at its highest point
Year 7 Values: 'Social belonging'         Very Part 1         Very Part 2         Very Part 2 <th>Forehand serve</th> <td colspan="3"><ul> <li>Toss the ball upwards and strike the ball with palm facing your opponent.</li> <li>Ball must bounce in your own half of the table before bouncing over the net.</li> </ul></td> <td><b>e</b>, 11</td>		Forehand serve	<ul> <li>Toss the ball upwards and strike the ball with palm facing your opponent.</li> <li>Ball must bounce in your own half of the table before bouncing over the net.</li> </ul>			<b>e</b> , 11
		Stance	<ul> <li>Feet shoulder width apart with a slight bend in the knee.</li> <li>Angled stance. Don't position yourself too close to the table.</li> </ul>			
		Backhand shot	<ul> <li>Stand facing 'square' to the table.</li> <li>Hit ball in front of the body using the backhand side of the bat.</li> <li>Bat movement from stomach upwards and forwards.</li> </ul>			

## Year 7 - PE: Table Tennis



Key knowledge of Tactics and Strategies :





Variety of serve



Keeping the ball in play

Winning a point

Keeping the ball in play	As a starting point, being able to control a shot to maintain a rally and return shots with few unforced errors.	
Variety of serve	Understanding and applying a variety of serving techniques to deceive and outwit opponents.	
Winning a point	Varying shot selection with length and direction to open up spaces around the table and force opponents into mistakes.	

#### Key knowledge of Rules and Regulations:

Starting a point	<ul> <li>The server has to hold the ball with an open palm, toss it up and strike it in a manner that the ball bounces first on the server's side of the table before bouncing over the net to the other side.</li> </ul>
Winning a point	<ul> <li>Hitting a legal shot that is unreturned</li> <li>Ball bouncing twice on the opponents half</li> <li>Opponent hits the ball in the net</li> <li>Opponent hits the ball without allowing a bounce first</li> <li>Opponent hits the ball and it misses the table</li> </ul>
Scoring	<ul> <li>Each player serves 2 points in a row</li> <li>First to 11 points wins a game</li> <li>If the score is tied at 10-10, the game ends when one player leads by 2 points (e.g. 15-13).</li> </ul>



#### Learning Checklist:

- I understand and can apply serving technique in correspondence with regulations
- □ I can apply rules to competitive games
- □ I can score correctly and adhere to scoring regulations

Learning	Checklist:
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- $\hfill\square$  I can assume the correct ready position to receive a shot
- $\hfill\square$  I can perform a controlled forehand push shot
- $\hfill\square$  I can perform a controlled backhand push shot
- $\hfill\square$  I can start a rally by performing a serve