



## Unit Purpose

The unit of work will **explore** the different ways of **throwing, rolling** and **stopping** a ball.

Pupils will start to learn why we need to aim when we are throwing and understand how to be ready to catch too.

## Inspire Me

**Did you know...** sports such as cricket and rounders require you to catch the ball to stop the batter from scoring points. The most catches taken by a cricketer is **532** by Mark Boucher a South African wicket keeper.



## Key Success Criteria

- P** Pupils will develop their ability to throw, roll and stop a ball with control. Pupils will explore catching and will be ready to receive a ball.
- C** Pupils will develop life skills such as concentration by focusing on the ball and the target. Pupils will listen carefully and follow the instructions.
- S** Pupils will develop life skills such as fairness and empathy as they encourage and support each other.
- W** Pupils will apply their skills with developing success as they demonstrate courage and self belief to keep working as hard as possible.

## Vocabulary for Learning

**Control:** means keeping the ball close to us when we are dribbling, preventing the defenders from gaining possession.

**Accuracy:** is the ability to control where we throw or roll and object.

**Aiming:** is the ability to use our bodies to direct an object towards a target.

**Distance:** is defined as the length of space between two points. This usually means how far an object has been thrown.

**Power:** is the intensity and speed that an object is thrown or rolled.



## Sport Specific Vocabulary

**Throwing:** means using your arm/hand to propel a ball with force through the air to a specific target or area.

**Catching:** means holding the ball with our hands when it is hit or thrown to us, usually before it touches the ground.

**Rolling:** is a method of sending the ball along the floor. A ball can be rolled using our hands towards a target or our partner.

**Stopping:** is a fielding method used by a fielder to prevent the ball going past them.

