

Knowledge Organiser

Sport focus:

Basketball

Year 4

What? (Key Knowledge)

Teaching Points

How to control (dribbling) and catch a basketball with movement.

How to accurately pass to someone else in a conditioned game.

Move with a ball (dribbling) in opposed situations.

Basic shooting technique

Basic understanding of tactics and rules of basketball.

I can talk about reasons for warming up/why exercise is good for health.

Rules

You cannot walk or run while holding the ball; so in order to move on court you must dribble (travelling rule)

You cannot dribble with two hands at the same time or dribble again after catching the ball (illegal dribble).

You cannot make unfair contact (personal foul).

To restart the game use a pass from out of bounds (near where the violation took place).

2 Points are awarded for each basket scored.

The ball must not leave the playing area or possession is lost.

Questions

Q. What is traveling?

A. Dribbling, stop then dribbling again.

Q. What can you do to shield the ball?

A. Use your body to block the player, body position

Q. What is the difference between defensive and offensive?

A. Defending and attacking

Q. Explain how you pivot?

A. to hold the ball and move keeping one foot in the same spot.

Kahoot Quiz

<https://create.kahoot.it/details/9d5ba28f-6aeb-43ee-aca5-85772921f73e>

What? (Key Vocabulary)

Spelling	Definition/Sentence
Warm up	Preparing our bodies for exercise, pumping blood around our bodies faster, to prevent injuries
Cool down	An easy exercise, done after exercise, to allow the body to transition to a resting
Offensive	Being in possession of the ball, aiming to score a basket
Defensive	Aiming to gain possession of the ball, trying to avoid the other team scoring a basket
Pivot	To hold onto the ball and move around, legally, by keeping one foot in the same spot.
Violation	Committing a foul
Travelling	Illegal progression, such as jumping or walking, while maintaining possession of the ball.

Diagrams and Symbols



Possible Experiences

2v1 quick tricks
Red light, green light
Count them up
Dribble knockout
Directional passing