twinkl

Y6 Invasion Games Glossary

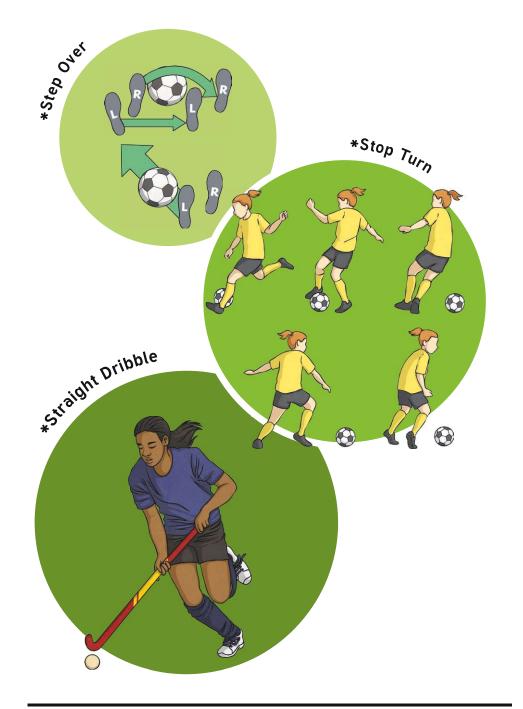




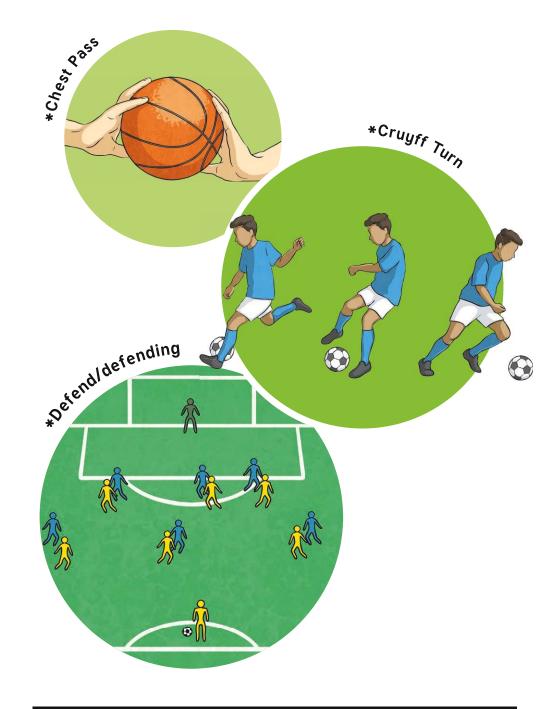
Tt	
Tactics	A tactic is a game plan made before the start of the game to help you try and win. It might involve playing to your opponent's weaknesses and to your own team's strengths.
Two-touch Passing	Two-touch passing involves receiving and passing the ball on in only two touches. The first touch brings the ball under control and the second touch passes it on to a teammate.

Aa	
Attack/ attacking *	The main aims for the attacking team are:
	• to maintain possession of the ball;
	• to score.
	To ensure a team has the best opportunity to score they must:
	pass the ball to someone in a goal scoring position (usually an attacking player) or
	move with the ball into a goal scoring position.
Attacker	The players involved in invasion games are usually given a position on the field or court. This position will require them to do a specific job for their team throughout the game. An attacker's role is to maintain possession and score.
Bb	
Block Tackle*	The block tackle is one of the most common ways to tackle in hockey.
	The left had should be at the top of the stick and the right hand about half way down and the stick must be at a right angle to the direction of the ball and low to the ground.
Bounce Pass*	A type of pass in netball.
	Passing the ball by bouncing it on the ground to another player.
	Used to move the ball over a short distance.
	A great pass to use when defenders are closing in and you need to act quickly or when space is restricted.

Сс	
Chest Pass*	A type of pass in netball.
	It involves passing the ball with two hands from your chest and aiming it for the chest of your teammate.
	It is the most accurate way to get the ball around the court and is used for when you need to move the ball over a middle distance with control and speed.
Cruyff Turn*	A type of football turn. Named after Johan Cruyff, a famous Dutch player. This is a great skill for losing an opponent.
	Look as if you are going to pass or cross but then drag the ball behind your standing leg with the inside of foot.
	Turn your shoulders and your hips so that you are back in line with the ball and then dribble away.
Dd	
Defend/ defending*	The main responsibility of the defending team is to stop the attacking team from scoring and to win back possession of the ball.
Defender	The players involved in invasion games are usually given a position on the field or court. This position will require them to do a specific job for their team throughout the game. A defender's main jobs are marking and tackling.

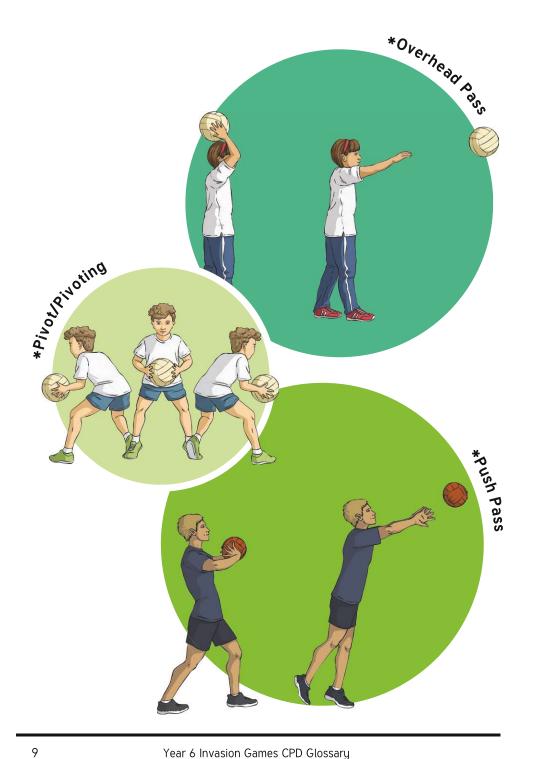


Ss	
03	A decision with the second second second
Shadowing	A defensive skill used in sports such as netball involving shadowing your opponent's moves using small, fast steps.
Step Over*	A move in football to dribble past a player.
	Send an opponent in the opposite direction by using a step over turn.
	Lift your foot over the top of ball to use a 'step over' which should immediately create you time and space.
	Then hook the ball away with the outside of the other foot and dribble away.
Stop Turn*	A type of football turn.
	The stop turn is a great skill to use to try and keep the ball in play before it runs over the sideline or to leave a defender behind.
	Place one foot on top of the ball to stop its path.
	Then stop your run as quickly as possible and turn your body to move away with the ball in a different direction.
Straight Dribble*	A way of dribbling with the ball in hockey.
	The Straight Dribble is the most common type of dribbling used in hockey and allows you to keep control of the ball easily.





Oo	
Overhead Pass*	A type of pass in netball. A long, high pass that goes over the defenders. This pass is most often used when players have a defender closely guarding them, or as a long distance pass. The overhead pass enables players to pass the ball over the top of defenders.
Рр	
Pivot/Pivoting*	You are not allowed to travel with the ball in netball, but players can rotate on one foot in order to get into a different position. Once you have the ball, you can pivot by keeping one foot in the same place and moving the other.
Possession	While a team has possession of the ball it means they have control of the ball and have a greater chance of scoring.
Push Pass*	A type of pass in hockey.
	The ball is pushed by the stick to build momentum rather than being hit.
	The transfer of weight from the back to the front foot is what creates the power in the pass.
	Useful for accurate, middle distance passes.



Dodge/ Dodging*	Dodging is an essential skill for an attacking player in invasion games. It involves a quick change of direction to try and send the defender the wrong way to enable a player to: • get free to receive a pass; • get around an opponent; • avoid being tackled or losing the ball. The technique for dodging: • keep your head up; • keep a low body position (knees bent); • plant one foot and quickly change direction (plant and go).
Drag Back*	The drag back is a great turn to use when you haven't got a lot of space to work. Place one foot on top of the ball and, staying in contact with it throughout, roll it back and move off in a different direction.
Dribble/ Dribbling	Dribbling is a way of moving with the ball and is one of the basic skills needed for many invasion games.

li	
Intercept/ Interception	The act of anticipating the pass made by an opposing player and regaining possession of the ball to set up an attack.
Invasion Game	An invasion game involves attacking an opponent's territory (zone) with the aim to score a goal or point. Examples of invasion games include netball, hockey, football, basketball, rugby, handball and lacrosse. • They usually consist of teams of equal players.
	These fast-paced games focus on teamwork, keeping possession, attacking and defending.
	The players involved in invasion games are usually given a position on the field or court, such as Goal Shooter in netball. This position will require them to do a specific job for their team throughout the game. This job may be as an attacker or as a defender.
Mm	
Man-to-Man Marking	Man-to-man marking is a type of defensive tactic used in team sports such as netball, football, and basketball. It involves each player being given an opposition player to defend and follow the movements of when they are in attack.
Mark/Marking*	Marking a player involves being aware of where the ball is and where your opponent is. When marking, it is important to try to position yourself to give you the best possible chance of getting to the ball first by staying close to the attacker.

