

LESSON PLAN: **FOOTBALL**: YEAR 6: WEEK 6

LESSON OBJECTIVE: To use all skills learnt and put them into a game situation.

WARM UP (10 MINS)

Set up a 30m/30m area. Start off by explaining what the four compass points are. Place different colour cones at each side to represent the compass points. Start in the middle, and shout various compass points. Whoever gets to each point last has to do 2 star jumps. They then start again at the point that they are at.

MAIN LESSON (20 MINS)

Create a pitch and separate the group into three teams of four. Two teams will be playing against each other whilst the other team are spread around the touchline acting as support players to the team with possession. People around the outside are only allowed two touches and not allowed to shoot.

GAME/COMPETITION (15 MINS)

With the same teams and the same format. There will be a normal game with basic rules, with the third team having a rest. Introduce other methods of scoring to ensure skills learnt are being used, for example, they can also score a goal by completing ten passes, they cannot score until someone in a team has completed a turn.

EQUIPMENT

- Cones
- Footballs
- Bibs
- Whistle
- Tape Measure

KEYWORDS

- Support
- Team work
- Control
- Passing
- Dribbling
- Shooting

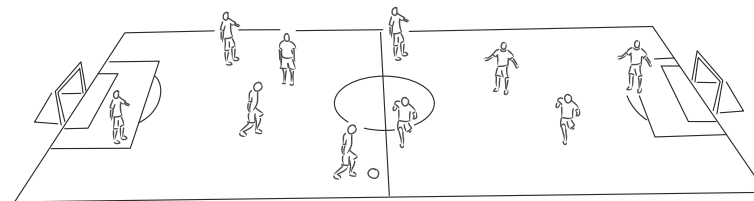
DIFFERENTIATION

LESS ABLE

- Allow an extra touch whilst on the perimeter, in case of poor first touch.

MORE ABLE

- Focus on using the appropriate skills and technique at correct times.



ASSESSMENT FOR LEARNING

CRITERIA		SKILLS
Fundamental Skills & Movement	8	Can they perform all the skills learnt to a high ability?
	7	Can they perform all the skills learnt with a certain degree of control?
	6	Can they perform some of the skills learnt, with very little control?
Tactics, Rules & Teamwork	8	Works with their partner & demonstrates knowledge & understanding of the task.
	7	Can work with a partner & understands the directions.
	6	Starts communicating with a partner.
Show & Link	8	Can they link: all the skills learnt to play a game of football successfully?
	7	Can they show some of the skills learnt to participate in a game of football?
	6	Show they can play a game of football.
Describe Ways to Improve	8	Are able to describe and improve performance.
	7	Are able to describe performance.
	6	Are able to see differences in performance against a simple model.
Fitness & Health	8	Shows a solid understanding of why physical activity has health benefits.
	7	Has some knowledge of why physical activity has health benefits.
	6	Has little knowledge of why physical activity has health benefits.