

## Year 3 - Invasion Games 3 - Page 1

We are learning to pass objects accurately to team mates



### Warm-up - Fire and Ice tag

Choose 2 taggers to be the 'ice' taggers and two children to be the 'fire' who need a ball each. These children could wear bibs to distinguish them. Play the 30s or 60s per round, and the children who are ice try to freeze as many children as possible. The rest of the children should use the playing space to run and escape the ice. The ice taggers tag the children, who then freeze. When the fire taggers see frozen children, they approach them and throw their balls at them. If the frozen child catches the ball, this melts them, and they rejoin the game. The aim is to try and survive the round and avoid the ice. Swap the fire and ice teams each game.

L1 - fewer ice taggers, safe zones, use a bean bag

L2 - use a smaller ball to catch

### Activity 1 - Pairs Passing

Children work in pairs to practise passing the ball accurately between them. They could use one or two hands, chest passes or underarm passes. Allow children to explore and practise their techniques. Challenge the children to move and catch the ball in a jump to get to grips with the hand-eye coordination needed to pass and catch accurately in this exploration activity.

### Activity 2 - Through the Gates

Set up cones or marker spots as gates around your playing space. These are for children to pass their objects through. The children will work with their partner, moving close together and safely around the playing area, and when they reach a gate, they will pass their object through the gate to their partner. When their ball or object passes through the gate, it counts as one point. Children should explore and practise with different passes such as chest passes or bounce passes. Give the children the challenge of passing through as many gates as possible within a specific time or increase the challenge to performing several passes at each gate to earn the point.

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### Activity 3 - Around the Clock

Mark out a large square playing area of at least 15m x 15m. Split the larger square into quarters. Children work in teams of roughly 6 or 7. Each team is positioned within one of the quarters. The game aims for each team to pass a ball between them without it travelling into any of the other quarters of the pitch. For this, students must keep control and pass and catch accurately. All the children should be moving at all times, moving in and out of their teammates or shuffling side to side on the balls of their feet, looking for a pass. If any team is seen standing still, then they could be made to pause for 5-10s, within which no one in the team is allowed to make a pass. The teams have a race to see which team can make 10 consecutive passes first. Once 10 passes have been made, the team sits down, and if they are first, they win the game. As a progression, teams could perform 5 passes within their group. Then they move clockwise into another quarter of the playing area. Suppose there is still another team in there. In that case, both teams need to work together to ensure they are not distracted by the other team playing in the same quarter and keep possession of their ball. Once a team has made their way around the other playing areas and is back in their original quarter, they have successfully been 'around the clock'.

### Equipment:

- Balls
- Cones

### Set up:

- An ample playing space.
- A large square split into quarters – this could be done with floor markers or just by ensuring the children all know the boundaries for each quarter of the area.