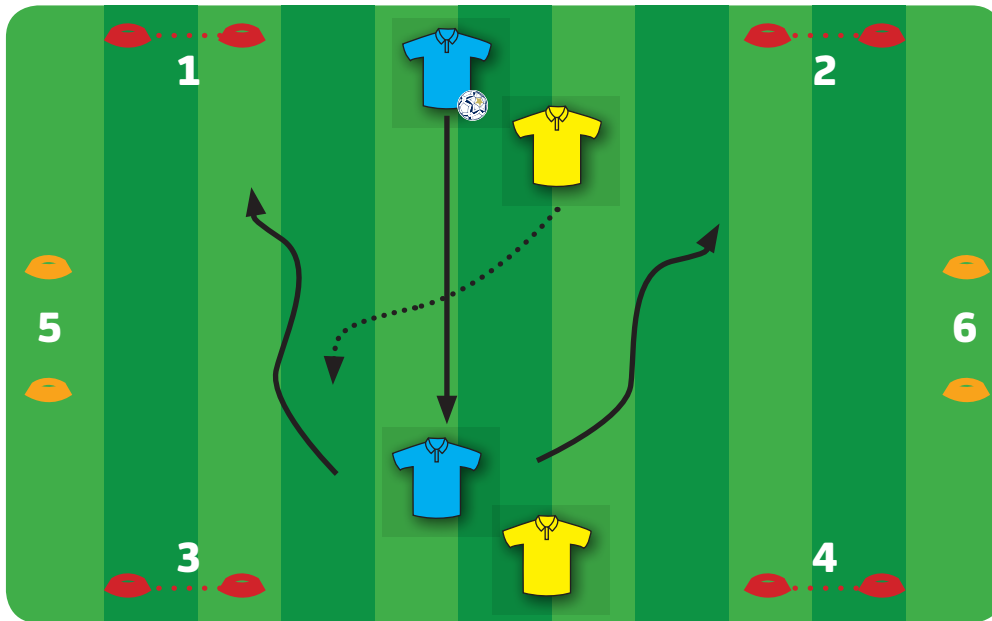


Defending KS2



Organisation:



Ideas on what to do next:

Making changes:

- Progress to 2 v 2, then let the players decide how many attackers and defenders they want to use (see scoring system).

Easier for some:

- Smaller goals to defend.
- Reduce the number of goals they have to defend.
- Smaller playing area.
- Tag not tackle.

Harder for some:

- Bigger goals to defend.
- Increase the number of goals they have to defend.
- Larger playing area.

How to get started:

- You will need an area approx 20 x 40 yards (as shown above) for each group - make sure you organise the areas safely with sufficient space between each.
- Players are in groups of 4.
- The players plays the ball across to their team mate (attacker) on the other side of the area and as the ball passes the yellow player (defender) they can start to move.
- The attacking player has to try and score in the goals at the opposite end (1 & 2), if the defender wins the ball they can either score in the goals at the opposite end (3 and 4) or the goals in the middle (5 and 6).
- If the ball goes out of play the game restarts.

2 Attackers v 1 defender = attackers 2pts, defenders 10pts.

1 Attacker v 1 defender = attackers 5pts, defenders 5pts.

1 Attacker v 2 defenders = attackers 10pts, defenders 2pts.

Your ideas:

Questions/Challenges:

- What might you do differently when you are defending on your own and then with others?
- How will you know when to tackle the player?
- Does where you are on the pitch affect how you defend?
- Try to get close to the ball as quickly as you can.