

## Unit of Work

Title: Football DS

Year: 8

Length of unit: 8 x 60 min lessons

<b>Lesson</b>	<b>Objectives</b>	<b>Possible Activities</b>
1	<ul style="list-style-type: none"> <li>• Develop Ball Control</li> <li>• Develop passing and receiving</li> </ul>	Work in pairs, pass/receive and go elsewhere 4 colours – pass to other Conditioned Game
2	<ul style="list-style-type: none"> <li>• Develop passing; selection, consistency and accuracy</li> </ul>	3 surfaces through guided discovery in x $\longleftrightarrow$ x $\longleftrightarrow$ x Conditioned Games
3	<ul style="list-style-type: none"> <li>• Develop control and passing</li> <li>• Identify and apply PoP</li> </ul>	4 colours – pass to other. No verbal communication – use other forms. Apply skills from previous lesson Conditioned games – non verbal
4	<ul style="list-style-type: none"> <li>• Principles of attack and defence</li> </ul>	3 v 1 – angles of support Conditioned games (4 corners – T target)
5	<ul style="list-style-type: none"> <li>• Application of principles of play</li> </ul>	Conditioned games (4 corners – T target) Bench in 4 corners
6	<ul style="list-style-type: none"> <li>• Running with the ball as a principle of attack</li> </ul>	4 v 4 games (6 teams) xx $\longleftrightarrow$ xx Passive defender
7	<ul style="list-style-type: none"> <li>• Develop turning to protect the ball in attack / defender touch tight</li> </ul>	Keep ball 1v1 – use of different turns Conditioned games
8	<ul style="list-style-type: none"> <li>• Application of the principles of play</li> <li>• Evaluation of strengths and weaknesses</li> </ul>	Conditioned Games Pupils as coach / referee / performer.