

GETTING SKILFUL FAIBB

Encourage the children to:

Feet

· make small steps when changing direction, pushing off outside foot.

Arms

· use arms to balance when turning and then maintain speed of arm drive when direction has changed.

Body

· lean the body into the turn and then get upright as soon as possible.

o think which foot needs to be the base when making a turn.

CETTING BETTER - SOSS

THINK INCLUSIVE

Divide into mixed ability groups and encourage them to explore and make games based on changing directions. Introduce the notion of fairness and equity.

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Encourage the children to:

o practise turning in all directions and move clockwise and anti-clockwise.

- · create movement circuits making different types of turns around different types of objects
- o mats or spots can be used instead of hoops
- o skittles can replace markers for less agile.

· use different combinations of speeds when turning. For example, in fast out slow, in slow out fast, in fast out even faster!

Strength

o improve power of push off when changing direction and ensure it is from the correct leg.

ALL ROUND DEVELOPMENT, LINKS WITH:

· maintaining balance when changing direction and exploring how fast it can be done while still remaining balanced.

Co-ordination

o making rhythmical patterns with music to help co-ordinate body movement.

Encourage the children to try:

- · movements in activities that require a change in direction, e.g:
 - o running down a line and then coming inside the playing area
 - o getting free form an opponent and gaining space
 - o jumping off and onto a box
 - o doing a cartwheel.
- o making a sequence that requires three changes of direction and one change of level.

AGILITY 3 CHANGING DIRECTION

ZXTERIDING SKILLS







- · Move one ball at a time from own hoop to other players hoops.
- · When own hoop is empty, stand in it with hand up to show you are the winner.