KS2 PE KNOWLEDGE ORGANISER – NETBALL

Ball handling Passing i. Catching whilst Netball Bounce Pass Technique Netball Shoulder Pass Technique Netball Chest Pass Technique stationary Phases of a Shoulder Pass Phases of a Bounce Pass Phases of a Chest Pass ii. Catching on the run Preparation · Hold your favoured hand behind the ball with your fingers · Make sure your elbows are tucked in · Make sure your elbows are tucked in. iii. Catching in the air · On both hands, thumbs are placed behind the ball and fingers are · On both hands, thumbs are placed behind the ball and fingers are \cdot Your elbow should be bent (roughly at a right angle) and the ball spread out. spread out. should be slightly behind your head, at shoulder height and · Place your feet shoulder-width apart. · Place your feet shoulder-width apart. Footwork & to one side. · Make sure your knees are slightly bent · Make sure your knees are slightly bent. · Your feet should be shoulder-width apart, with your opposite · Keep your head up, looking at your target · Keep your head up, looking at your target foot forward. Movement · You can support the ball with your other hand if you feel it slipping) Execution · Start the pass with your wrists (not with your elbows \cdot Start the pass with your wrists (not with your elbows i. Stopping landing sticking out). sticking out). · Remove your supporting hand and extend your throwing arm behind. · Push the ball forwards and down with your fingers · Push the ball forwards and down with your fingers. ii. Pivoting · Using your whole arm, propel the ball in a straight line towards your · Step into the pass to add extra power · Aim to bounce the ball halfway between yourself and the target, iii. Dodging reaching it at waist height. · Using your fingers, direct the path of the ball · Follow through with your arms, wrist and feet in the direction of the Follow-Through Follow-Through · Follow through with your arms, wrist and feet in the direction of · Follow the path of the ball with your throwing hand. Netball Footwork Rule Technique · Look at the target all the way One Foot: · As you throw the ball, transfer your weight forward onto your opposite foot, bringing your trailing foot through. Players who land on one foot or have one foot on the ground when the ball is caught may use their other foot to step in any direction and then pivot on the spot. The foot that was already on the ground should not move anywhere, but it can rotate to allow you to pivot. Two Feet: Players who land on two feet or have two feet on the ground when the ball is caught can either remain still or choose one foot Decision making and tactical awareness, to include: Shooting to step in any direction and then pivot on Once they have moved one foot, the other must remain still (but can be rotated on). Breaking the Rule: Netball Shooting Technique When to pass · a player moves their landing foot (other than rotation) Ball = high on spread fingers in the shape of a W or one hand for support Where to pass ii. · a player hops on their landing foot, removing it from the ground 2. Fibows = high and slightly bent · a player drags their landing foot to move their body. 3. Knees - stand straight and tall. Which pass to make 4. Eyes - Looking at the far side of the ring iii. When to dodge Ì٧. Ball = Get ready to release this by dropping it behind your head. When to shoot ٧. Defence 2. Elbows - Need to bend fully. Knees = Initial power comes from these so bend into the ground. Awareness of the rules and regulations of the game and their application vi.

Attacking positioning on the court

vii.

Eyes - Remain focused on the same point
 Feet - Remain still.

1. Ball = Release from above your head, with

a flick of your wrists towards the ring.

2. Elbows - Straighten your arms from behind to above your head.

 Feet - Release your heels from the ground and onto your toes to gain extra power.

 Knees = As you release the ball, straighten your legs and stretch tall.
 Eyes = Still focusing on the back of the ring

- . Marking the player with and without the ball
- ii. Rebounds
- iii. Interceptions