

Skill

Dribbling

Shooting

**Tackling** 

Defending and

**Small Sided games** 

Attacking shape

Defensive shape

Competitive

game rules

situation with

# Key Skills:

**Description** 

under control.

opponents.

intercept passes.

Players may dribble the ball as in basketball but are allowed three steps before and after the dribble. You need to keep the ball close to your body to help keep it

Shooting is the primary method of scoring in handball.

as jump shots, sidearm shots, or spin shots to outwit

Players must possess good positioning, timing, and

anticipation to block shots, tackle opponents, and

teams use this as a tactic to slow a counter-attack.

to develop specific skills learnt in lessons, improve

decision-making, and increase their overall fitness.

In Handball you can make contact (tackle) with a player

while you are front onto the attacker. You must only make contact above elbow height, otherwise this a foul. Some

Small sided competitive games are used allowing players

Handball has specific positions like more game's sports,

to success. These positions are; Left-wing, Right-wing,

Much like in attack there is a defensive shape which

teams adopt to be successful. Team will often drop back

to the edge of their 9m line to for a line. The positions in this line are; Right and Left outside defenders, line

defender, 2x High defender and a Forward defender. This

create a 3-2-1 formation, which is tough to break down.

Left-back, Right-back, Centre & Pivot.

therefore being able to play in this attacking shape is vital

Players must develop accurate shooting techniques, such

# KS4 Handball

#### SMSC and British Values

- Understanding the need for rules and regulations
- Ensuring fair play at all times



## Example of a Handball Game

Scan me

## When watching the game look out for the following:

- Look out for the movement off the ball. How do they try and manipulate the defence to enable a shot?

## Components of fitness used in:

- Agility
- Coordination
  - Speed
  - Power

#### Transferable Skills

- Passing and Catching (Basketball/Netball)
  - Spatial Awareness
  - Marking and defending
  - Change of direct and pace (agility)

# Tactics and Rules

- 7 players per team with 1 nominated goalkeeper
- Substitutes may enter the game at any time through own substitution area if the player they are replacing has left the court.
- It is illegal to keep the ball in a team's possession without making a recognisable attempt to attack and to try to score. In other words, a team cannot slow down (free-throw awarded to the other team).
- No player except the GK is allowed in the goal area (unless both feet are off the floor)

### A player is allowed

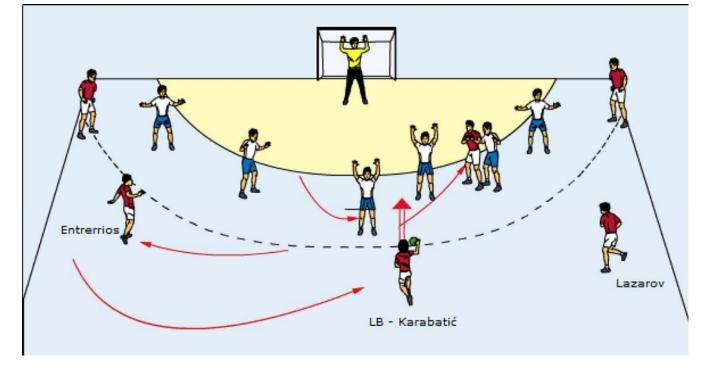
- To run 3 steps with the ball
- To hold the ball for 3 seconds
- Perform unlimited dribble with 3 steps before and after dribbling (NO DOUBLE DRIBBLE)

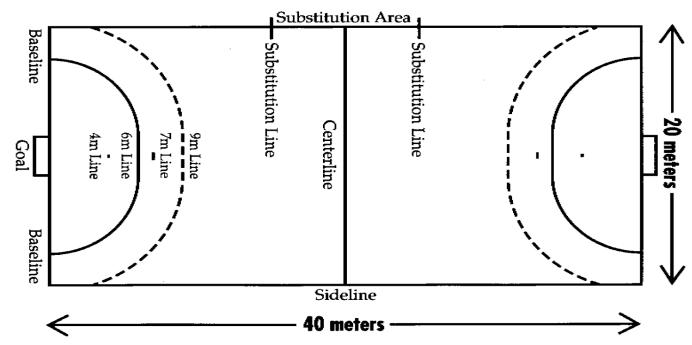
## A player is not allowed

- To endanger an opponent with the ball
- To pull, hit or punch the ball out of the hands of an opponent
- To go inside the goal area penalty throw awarded
- To dive on the floor for a rolling or stationary ball.

Competitive situations would be used to further

develop, and practice skills learnt. Players will get a better understanding of attacking and defensive shape in a competitive environment. During KS4 Handball pupils should be able to design and perform attacking strategies to outwit opponents. (see ideas on reverse)





Attacking strategies to outwit

opponent

