

Y5 PE Knowledge Organiser— Invasion Game Principles



Key Knowledge

Learn these key facts—key points in red

Key Vocabulary

Understand these key words

Sports Focus Football

Defending

Cover

When a defender puts pressure on the attacker — the other defenders cover the space the defender left.



Delay

If possession is lost quickly—a defender should try to slow the attacker down so other players can get back in position (goal side).



Players

ilian born forward won 3 d Cups for Brazil—scored goals in 92 games for his ntry. Made international ut at 16.

el Messi

ne Ballons D'Or winner. Argentinian has spent his re career at Barcelona. ds scoring records in La for most hat-tricks and t goals.



Attacking Depth

Sometimes passes need to go away from the goal to draw the defenders away from the goal creating space for a future forward pass.



aguese star has 5 Ballons rs and 5 Champions que winners medals. Has ed for Manchester United. Madrid and Juventus.

ed over 700 Is in his 1000 League games.

Support

To give the player in possession as many options as possible team-mates move into different positions to receive the ball. This could be to the side / behind / in front of the ball.



Word	Definition	
Pressure	Moving closer to the player in possession of the ball.	Pele Brazil World 77 go count debut Lione 6 time the A entire Holds Liga f most
Cover	When one player applies pressure another teammate drops deeper to cover.	
Delay	Slowing the pace of the attack to help the defence.	
Possession	Retain the ball and keep away from the opposition	
Width	In order to create space some players will need to move to wider positions	
Depth	Have support behind the ball (be able to pass backwards)	
Scanning	Players to scan playing environment before sending or receiving the ball	
Ball-see-you	There needs to be a clear path between you and the ball	Cristi Portu D'ors
Support	Movement of team-mates to get into space to receive the ball.	Leagu playe Real I
Decision Making	Is it best to move with the ball, pass or shoot.	Score