

Physical Education — Football — Autumn Half term

Section A: Key vocabulary	
Tier 3 Vocabulary	Definition
Passing	Kicking the ball to another player
Receiving	Getting the ball from another player
Dribbling	Running with the ball to evade an opponent
Tackling	To dispossess an opponent
Jockeying	Slowing an attacking player down by keeping between the attacker and the goal
Interception	Preventing a pass between players
Shot	An attempt to score
Offside	Being on the pitch where only one opponent is between the player and goal
Tier 2 Vocabulary	Definition
Identify	Name the key point
Describe	Recall facts, events or process in an accurate way.
Explain	Make something clear, or state the reasons for something happening
Evaluate	Using the information supplied to consider evidence for and against when making a judgement

Section B: Pitch dimensions



Lesson overview

Passing

Ball manipulation

Shooting

Attacking principles

Defensive principle

Conditioned games



Rules of the game

1. Game is started by kicking the ball from the centre spot.
2. The U12 game has 9 or 11 players, depending on age group—goalkeepers, defender, midfielders and attackers.
3. Referee and two assistants will officiate the game.
4. If a ball goes over a touch line a throw in is taken. If an attacker kicks over the goal line it is goal kick and if a defender kicks it over the goal line it is a corner.
5. To score the ball must cross the opposition's goal line.
6. The offside rule also applies where an attacker is in front of all opposing defenders when the ball is kicked.

Team formations



4-3-3

An attacking formation with 4 defenders, 3 midfielders and 3 forwards

5-3-2

A defensive formation, with 5 defender, 3 midfielder and two forwards.

4-4-2

The most traditional formation used in football

2-3-5

This formation was used in the early 1900's

