



PE	Year 5/6
Focus: Dodgeball	
Age related PE vocabulary	

Opposition– The team you are playing against	Consecutive– One after the other	Concede- To lose a goal to the opposing team	Technique– The manner or method used to play the game successfully
Attack– To attempt to score a goal against the opponent	Defend– To attempt to prevent the opposing team from scoring a goal	Opponent– The team players you are playing against	Dead zone- only your hands are allowed in the dead zone.
End zone– The opposing ends of the court	Dead ball– has hit the walls, ceilings or ground	Target– Where you are aiming your ball	Block– To prevent another player from hitting their target

PE Y5	Carlton Assessment Grid		
Dodgeball	Embedded	Progressing	Beginning
Success Criteria	Pupil Reflection		Teacher Assessment
I am developing a wider range of skills and I am beginning to use these under some pressure.	Before	After	
I can identify when I was successful and what I need to do to improve.	Before	After	
I can throw accurately at a target.	Before	After	
I can work co-operatively with others to manage our game.	Before	After	
I understand the need for tactics and can identify when to use them in different situations.	Before	After	
I understand the rules of the game and I can apply them honestly most of the time.	Before	After	
I understand there are different skills for different situations and I am beginning to use these.	Before	After	

PE Y6	Carlton Assessment Grid		
Dodgeball	Embedded	Progressing	Beginning
Success Criteria	Pupil Reflection		Teacher Assessment
I can officiate and help to manage a game by refereeing	Before	After	
I can select the appropriate action for the situation and make this decision quickly	Before	After	
I can use a wider range of skills with increasing control under pressure	Before	After	
I can use the rules of the game consistently to play honestly and fairly	Before	After	
I can work collaboratively to create tactics with my team and evaluate the effectiveness of these	Before	After	
I can work in collaboration with others so that games run smoothly	Before	After	
I recognise my own and others strengths and areas for development and can suggest ways to improve	Before	After	