Mastering Invasion Games: Skills and Tactics with Max the Monkey

Learning objective: To understand the fundamental skills, tactics, and principles required for successful participation in Year 4 invasion games.

Read each flashcard carefully. Max the Monkey has provided these tips to help you improve your performance in team sports where you must enter the opponent's territory to score.

What is an 'Invasion Game'?

A game where the main goal is to invade an opponent's territory to score points or a goal, such as netball, football, or tag rugby.

Why is 'creating space' important when attacking?

It allows players to move into open areas away from defenders, making it easier to receive a pass and progress towards the goal.

What is 'interception'?

When a defender reads the game and catches or blocks a ball while it is being passed between members of the opposing team.

How does 'communication' help a team?

It helps teammates organise their positions, warn each other of incoming defenders, and signal for passes.

Define 'possession'.

When a team has control of the ball or object and is working together to move it towards the target.

What is the primary role of a defender?

To prevent the opposing team from reaching the target zone and to win the ball back for their own team.

What is 'dribbling'?

Moving the ball or object under control using feet or equipment to bypass an opponent.

Why should you look at your teammates before passing?

To ensure they are in a better position to score or to see if they are being marked by an opponent.

What are 'tactics' in an invasion game?

The planned strategies or patterns of movement that a team uses to outwit their opponents.

Why is 'teamwork' essential?

Invasion games require co-operation; no single player can defend, attack, and score simultaneously without support.

What does 'marking' mean?

Staying close to an opponent to prevent them from receiving the ball or making a play.

What is a 'target zone'?

The specific area of the field or court, such as a goal, hoop, or end zone, where points are scored.