

Mastering Invasion Games with Max the Monkey

Learning objective: To understand the tactical positions and movement skills required in invasion games, such as attacking, defending, and creating space.

Max the Monkey is designing a strategy for his school's invasion game match! Follow the drawing steps below to illustrate a pitch layout and label the key components needed to play effectively.

Draw: Create a top-down view of a rectangular sports pitch. Use a clear, bold style similar to a sports playbook. Include two semi-circular goal areas at each end. Show one player (the attacker) trying to move away from two opponents (the defenders) to receive a ball. Use solid lines for players and dashed arrows to show the path of the ball or movement.



Label words: Attacker · Defender · Goal Area · Space · Passing Lane · Dribbling

Steps:

1. Step 1: Draw a large rectangle to represent the pitch. Divide it into two halves with a centre line.
2. Step 2: Draw two goal areas at opposite ends. Label these 'Goal Area' using the word bank.
3. Step 3: Sketch three stick figures in the middle of the pitch. Label one 'Attacker' and two 'Defenders'.
4. Step 4: Draw a dotted arrow showing a 'Passing Lane' from the Attacker to a teammate in a wide, open space.
5. Explain why it is important for an attacker to move into 'space' rather than staying near a defender.