

Sport - Frisbee

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Stationary crocodile catch.	Two hand stationary catch.	Selecting appropriate catches while moving.	Catch while moving and under pressure from a defender.	Catch while moving and under pressure from a defender in a competitive scenario.	Jumping above defenders to catch in a game scenario.
Backhand throw at a target.	Backhand throw at targets over varying distances.	Backhand throw to a moving target.	Backhand throw to a moving target with increasing accuracy and consistency.	Backhand throw with accuracy over a greater distance.	Explore forehand throws to a stationary target.
	Moving to space in attack as a support player.	Moving into space in attack while evading defenders.	Changing pace and direction to avoid and outwit defenders.	Changing pace and direction to avoid and outwit defenders within a competitive scenario.	Changing pace and direction to avoid and outwit defenders within a competitive scenario with increasing

					g success.
	Staying close to an attacker whilst defending.	Marking the attacker and trying to deny them the catch.	Moving between passer and catcher to make an interception.	Moving between passer and catcher to make an interception to win the frisbee in competitive scenarios.	Develop and explore defensive tactics as a team.
		Selecting the correct pass to advance play.	Coordinating attacking movements as a team.	Coordinating attacking movements as a team towards a defined end zone.	Coordinating attacking movements as a team towards a defined end zone to give passers multiple options.
			Begin to use a dummy pass to outwit defenders.	Effectively use a dummy pass to outwit defenders.	Continue to dummy pass on backhand and forehand sides.