

Physical Literacy Through Handball



weaknesses •Communication

Recovery play ◆Anticination

Pressing / high-pressure

Players	7		
Start &	A match begins with both teams in their own half		
Re-Start	A throw off starts the game, the ball must be thrown backwards		
	Minor fouls are taken with a free throw where the infringement		
	occurred		
Rules	 After a goal a game is restarted from a free throw from the 		
	goalkeeper, this throw must not go past mid court		
Scoring	A goal can be scored from any type of throw		
In & Out	 A throw in is awarded when the ball goes out of play, the 		
of Play	thrower must place one foot on the sideline to execute the throw		
	The white line is in		
	Corners		
	Goal Throws		
	All opposing players must stay 3m away from the throw in		
	The dotted line is the free throw line, this is where play resumes		
	from when a player is fouled between the free throw line and the		
	goal line		
	The Cool Access Cody and Henry Street in its conflictions		
	The Goal Area – Only goalkeeper allowed in it, goalkeeper can		
Time	touch the ball with feet in this area only.		
Time	X 3 halves of 30 mins 10 15 min by Main a		
	10-15 min half time Fach team is allowed one timeout in each half (2mins)		
Sport	Each team is allowed one timeout in each half (2mins) A team cannot keep persection without attempting an attack		
Specific	A team cannot keep possession without attempting an attack A player can run with the ball for 3 steps maximum (3 before and		
Rules	3 after a dribble is allowed)		
Mules	A player can hold the ball for 3 seconds maximum		
	A player can note the ball for 5 seconds maximum A player can continuously dribble providing they bounce the ball		
	Players cannot hit the ball out of the hands of an opponent		
	No double dribble		
	A player can jump, shoot and then land in the 6m arc		
	- A project configuration, shoot and their failed in the one are		





Possession	Attacking	Defending
 Planning team positions 		 Defensive positioning for fast breaks
●When to pass	Passing into space	Formations
 Time and Type of Pass. 	Signaling and communication	Being goal side
Triangles	 Angling runs ◆Set penalty plays 	Man-to-man marking
Short passes	Varying dodges	■Double marking ■Circle marking
Balanced play	●Set plays from a ball out of play	Jockeying to slow play Supporting
Patience	 Feeding shooters ◆ Attacking positions 	Cornering
Sideways play	 Formations	 Spotting patterns in attacking play
 Plaving out from the back 	 Awareness of other teams' weaknesses 	 Awareness of other teams'

•Rule awareness •Direct play •Through

Using width ◆Selecting appropriate set

balls . Drawing the defender

Switching play

Shielding the ball

Drawing a foul

Tactics

Half Term Theme	Personal Dev.	Social Dev.	Leadership Dev.
1-Competence	Personal effort, gov. recs,	Team effort, teamwork skills,	Effort a as a leader,
	fundamental movements	gov.recs	developing skills of others
2-Confidence	Self-confidence, self-respect	Team confidence, respect for	Confidence to be aspirational
2		others	and lead, respecting
%			followers
3-Motivation	Intrinsic and extrinsic	Team motivation, short,	Motivation as a leader,
Ĭ	motivation, target setting	medium- and long-term	SMART target setting
		targets	
4-Communication	Verbal and non-verbal,	Active listening, team	Autocratic, democratic,
	internal dialogue	belonging,	clarity
5-Resilience	Personal resilience, growth	Team resilience, positivity,	Leadership resilience,
	mindset, fixed mindset	conflict resolution	challenging negativity,
			purpose
6-My Physical	Lifelong participation, current	Lifelong participation, current	Lifelong participation, current
	personal development,	social development, further	leadership development,
Skils	further opportunities	opportunities	further opportunities

Possession			
 Catching (Uppe 			
lower, mid etc.)			

- Shot in place
- Standing passing
- Running passing
- Jumping passing

- Attacking
- ·Leaning shot
- Jumping shot
- Falling shot
- Feinting a shot/pass

- Slap hit
- Drive hit
- Push dribble
- Tap dribble
- Indian dribble
- Shooting



Defending