

TACTICS BOARD

Read the pitch, learn the symbols, then plan your plays.



HOME

NAME _____ CLASS _____ TEAM _____

1 Read the pitch



KICK-OFF

LEARNING GOAL

Plan and explain team tactics.

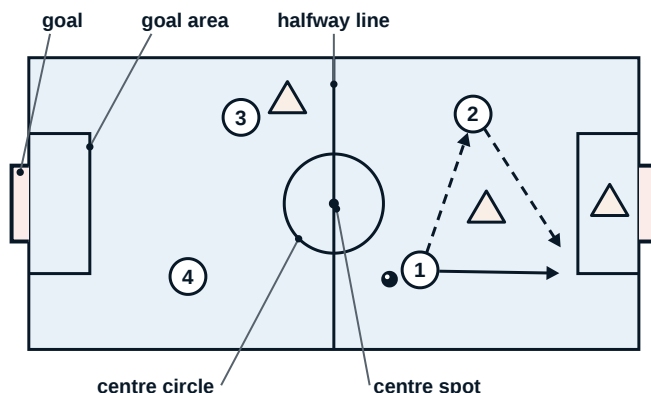
SUCCESS CRITERIA

☐ I can read pitch and court lines.

☐ I can draw plays with the key.

☐ I can explain why a plan works.

Model: a give and go. Pass, run, pass back.



Five-a-side pitch: simplified, not to scale

SYMBOLS KEY



Attacker
numbered circle



Pass
dashed arrow



Defender
triangle



Run
solid, no ball



Ball
solid dot

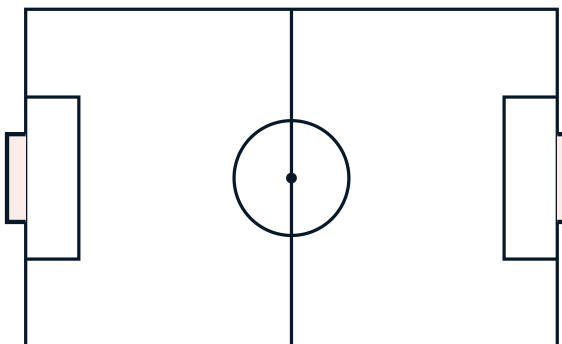


Dribble
wavy, with ball

2 Plan two plays

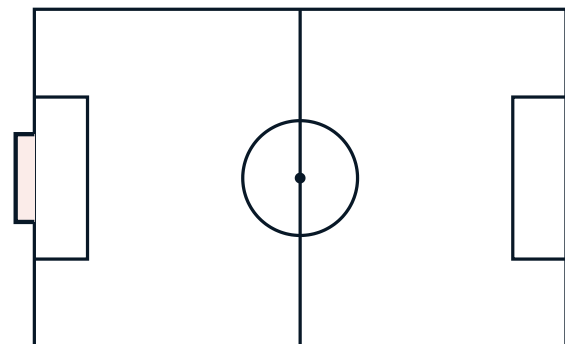
1ST HALF

A Attacking set play Draw a restart play



Who moves first? How does it work?

B Defensive shape They have the ball



Who presses? Who covers? Why?

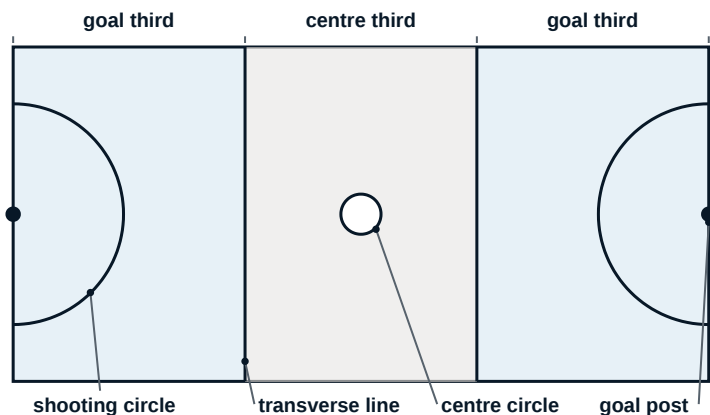
PLAN A CENTRE PASS

Same symbols, new court: map out your team's first move.

3 Read the court

2ND HALF

A netball court has three thirds. Find each marking.



Netball court: simplified, not to scale

THE SEVEN POSITIONS

GS	Goal Shooter	GA	Goal Attack	WA	Wing Attack	C	Centre
WD	Wing Defence	GD	Goal Defence	GK	Goal Keeper		

Where can each position go? Check your league's rules for where each position may go, then mark it on your plan.

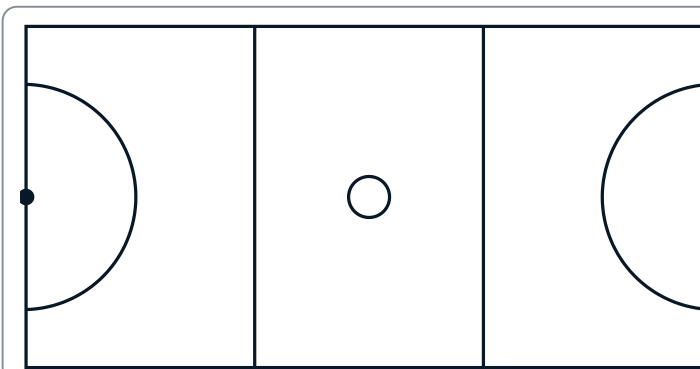


Before you try it: warm up first, work at your own level, stop if anything hurts and tell your teacher.

4 Plan a centre pass

SET PLAY

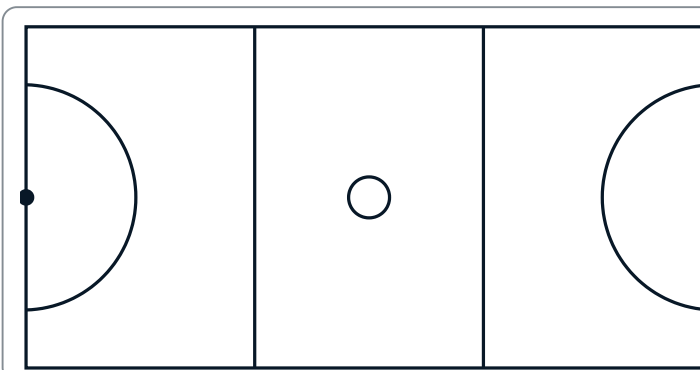
Use the page 1 symbols. Write position letters, such as GA, in your circles.



A Plan A: first choice

Show where players start and move.

Who gets the first pass? Why?



B Plan B: if they are marked

Plan A is blocked. Draw a back-up option.

What changes from Plan A?
