

## Welwyn St Mary's Primary School Believe and Achieve

Year 3 4 indoor athletics

| Key Knowledge<br>Learn these key facts—key points in red                      |   | Key Vocabulary<br>Understand these key words |  | Competition<br>Focus   |  |
|---|---|--|--|--|--|
|   | ping  | Word   | Definition   | Elite competitions take place all over the world on  |  |
| Long jump and 5<br>strides—how far can you                                    |   | Speed  | To move quickly  | indoor tracks which are a<br>200m oval with a 60m<br>sprint track in the middle.   |  |
| go in<br>Long jump—1 jump   | go in   |  | To go from still to moving at speed as fast<br>as possible   |  |  |
| 5 strides—5 steps Vertical Vertical   |   | Momentum                                     | Creating speed that is used to transfer into<br>power for a jump, throw or to gain top<br>speed as quickly as possible |  |  |
| jump— how   | ed side to<br>jumps can   | Turning Board<br>(Return board)              | Designed to help you turn at a wall as quickly as possible.  | Events:  |  |
| can   |   | Reaction Time                                | How quickly you react to a stimulus  |  |  |
| you do?   |   | Agility                                      | The ability to speed up / slow down and change direction.  | 60m, 60m hurdles, 400m,<br>800m, 1500m, 3000m. High<br>jump, long jump, triple   |  |
| Throwing<br>Chest push—using a<br>basketball—try to<br>send it as far as pos- | Running<br>Running starts<br>in the middle of<br>the hall goes to<br>one end then<br>the other and<br>back to the<br>middle (1 lap) -<br>sometimes obstacles are on the | Finishing line                               | The point at which the timer stops—You<br>DO NOT STOP HERE!  | jump, pole vault, shot put<br>and Hepthalon (men) /<br>pentathlon (women)<br>British Indoor<br>European Indoors<br>World Indoors |  |
|   |   | Obstacle                                     | An object such as a hurdle, post, tunnel or speed bounce.  |  |  |
| sible.  |   | Consistency                                  | Being able to perform the same skill accurately repetitively.  |  |  |
| Overarm Throw—shuttlecock /   | track too. Individual or as a team  | Accuracy                                     | Using aim to get objects to a target   |  |  |
| foam javelin used.<br>How far can you throw it?                               |   | Power  | Force generated by your body to help move it.  |  |  |
|   |   | Relay  | Working as a team to complete a race with a baton.   |  |  |