

Knowledge Organiser Athletics Year 5

About this Unit

Athletics is made up of events that are classified as either track or field. Running events are classified as track and throwing and jumping events are classified as field events.



You will learn the following athletic activities: long distance running, sprinting, relay, triple jump, shot put and javelin.



Official Athletic Events **Jumping**

Sprinting 100m, 200m, 400m Hurdles

Running

Relay Middle Distance 800m. 1500m **Long Distance** 5.000.10.000

Steeplechase

Long jump Jump for distance Triple jump

Jump for distance High jump Jump for height

Pole vault Jump for height

Throwing

Discus Fling throw Shot Push throw Hammer Fling throw Javelin Pull throw

Have you seen anu of these events before?



Key Vocabulary

approach: a way of dealing with a situation

changeover: what happens when the relay baton is passed from one runner to another

consistent: to repeat something in the same way

dominant: preferred side

drive: a forceful and controlled movement to help move you forward

event: the name of different athletic activities

field: the collective name for jumping and throwing activities

force: create power

javelin: a spear like object used in a throwing event momentum: the direction created by weight and power shot put: a heavy round object used in a throwing event stamina: the ability to move for sustained periods of time

stride: the length of the step

technique: the action used correctly

track: a marked oval path, where various running, hurdling, and relay events take place

Ladder Knowledge

Taking big consistent strides will help you to create a rhythm that allows you to run faster. Keeping a steady breath will help you when running longer distances.

Runnina:

Jumping:

Drive your knees high and fast to build power so that you can jump further.

Throwing:

Transfer uour weight to increase the distance. The transfer of weight will be different depending on the throw. Think back body to front body.

pace

sprint

- relay changeovers
- jump for distance
- push throw
- pull throw

This unit will also help you to develop other important skills.

collaboration, negotiation, communication, supporting others

Emotional perseverance, confidence, concentration, determination

observing and providing feedback, selecting and applying, comprehension

JUMPING EVENTS

- · Performers must take off before the line.
- Jumps are measured from the take-off line to the body part closet to the take-off line that touches the ground.

THROWING EVENTS

- Throws must be taken from behind a throw line.
- Throws are measured from the throw line to where the object first lands.



In throwing activities ensure you:

- · wait for instruction and check the area is clear before throwing.
- · there is adequate space between

If you enjoy this unit whu not see if there is an athletics club in your local area.



agility, balance, co-ordination, speed, stamina, strength

Home Learning

Find more games that develop these skills in the Home Learning Active Families tab on www.getset4education.co.uk

Triple Jump

What you need: 2 x markers and a large space



- · Use one marker as the jumping line.
- · Practise the pattern: hop, step, jump. Think 'same foot, other foot, land both feet'
- · Add a run up. Begin the jump from your jumping line.
- · Practise to build up speed and distance
- . Measure your jump by marking the body part that lands closest to the jumping line with your marker and using a big step to

mark 1 metre Take off and land on



forward and drive



Head to our youtube channel to watch the skills videos for this unit.



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