

Year 6 Handball – Lesson 2: Footwork	
AR Sports Group – Igniting the Sport in Every Child Lesson Objectives	
- ALL: To understand the footwork rules in Handball, including the 3-step rule.	
- MOST: To stop and pivot effectively after receiving the ball.	
- SOME: To execute dynamic footwork while transitioning into attack and maintain balance under pressure.	
Warm-up (10 Mins)	Differentiation
Movement Mastery	- Support: Focus on one movement at a time. Use simplified actions (e.g.,
	walking, side-stepping) with peer demos.
'Follow the Leader' dynamic movement drill:	
- Pupils perform skipping, shuffling, sprint bursts, deceleration, and lateral	- Extension: Add reactive commands (e.g., "GO", "TURN") or use a
bounds.	reaction ball to encourage sharp directional changes.
- On the whistle, freeze in an athletic stance.	
- Award points for best body control and foot placement.	
Main Activities (35~ Mins)	Differentiation
Activity 1 – Catch, Stop, Pivot Drill (5 mins)	- Support: Slow the pace. Allow walking and static catches.
- Pupils work in pairs to pass on the move.	
- Must stop in 3 steps and pivot 180 degrees before returning the pass.	- Extension: Add a passive defender. Pupils must scan before receiving,
	pivot quickly, and pass within 3 seconds.
• Teaching Points: Receive the ball with soft hands and stopping within	- Support: Allow walking pace or a coach/peer to guide pivoting foot.
three steps; maintain a low center of gravity. Keep knees slightly bent;	
heels off the floor, and adjust foot position quickly to pivot in any direction	- Extension: Add a defender shadowing movement at stations 2 and 3.
without dragging the foot.	- Support: Allow one bounce before catching. Pair by ability to ensure
	success.
Activity 2 – Group Rotation Drill (15 mins)	
- Station 1: Pupils jog into space, receive a pass on the move, stop within 3	- Extension: Add a 5-second time limit per possession or increase pitch
steps, pivot, and pass back.	size to test decision-making and spatial awareness.
- Station 2: Pupils receive a pass, then must pivot and fake a pass before	
passing to next player.	
- Station 3: Pupils catch a high ball (thrown from above shoulder height),	
land legally, pivot and pass quickly. Rotate every 2-3 minutes.	
Activity 3 – 4v4 End Zone Game (15 mins)	
- Objective: Pass into the opposition's end zone to score.	
- Rules: Max 3 steps, pivot before passing, no running with the ball.	
- Assign umpires to monitor footwork.	
• Tactical Focus: Movement off the ball, creating space, staying onside.	
Plenary Questions	Assessment

- Why do we stop after receiving the ball?	Observe pupils on:
- What helps you stay balanced while pivoting?	- Compliance with 3-step rule
- How does effective footwork help your team in attack?	- Balance and body control on stopping
	- Quality and timing of pivot
	- Tactical understanding in gameplay