

PE Long Term Plan:

PE Curriculum Overview							
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
Reception							
P.E. Teacher	Dance	Multi-skills (Ball skills-hands)	Gymnastics	Ball skills and games (Feet)	Athletics	Multi-sports (Games for understanding)	
Year 1							
Class Teacher/LB	Multi-skills (Ball skills-feet)	Athletics: Sportshall	Multi skills (Ball skills-hands)	Athletics	Athletics	Ball skills (Rackets, bats and balls)	
P.E. Teacher	Multi skills (Ball skills-hands)	Gymnastics-pathways	Dance	Gymnastics	Multi skills (Ball skills-hands)	Ball skills games (Rackets, bats and balls)	
Year 2							
Class Teacher/LB	Multi-skills (Ball skills-hands 1)	Athletics: Sportshall	Multi-sports (football)	Athletics	Multi-sports (ball skills-hands)	Ball Skills (Rackets Bats and Balls)	
P.E. Teacher	Multi-skills (Ball skills-hands 2)	Pathways: Gymnastics	Gymnastics	Dance	Athletics	Games for understanding (attack v defence)	
Year 3							
Class Teacher/LB	Game Sense Invasion	Gymnastics	Invasion: Tag rugby	OAA	Basketball	Net/Wall 1 Tennis	
P.E. Teacher	Invasion: Hockey	Athletics: Sportshall	Invasion: Netball	Dance	Athletics: Town Sports	Striking/Fielding (cricket)	
Year 4							
Class Teacher/LB	Invasion: Hockey	Athletics: Sportshall	Net/Wall 1 Badminton	OAA	Swimming 4A/Basketball	Swimming 4B/Basketball	
P.E. Teacher	Invasion: Tag rugby	Gymnastics	Invasion: Netball	Dance	Athletics: Town Sports	Striking/Fielding (cricket)	
Year 5							
Class Teacher/LB	Invasion: Tag rugby	Athletics: Sportshall	Swimming 5A Cricket	Swimming 5B OAA	Striking/Fielding Rounders	Net/Wall: Tennis	
P.E. Teacher	Invasion: Hockey	Basketball	Invasion: Netball	Dance	Athletics: Town Sports	Cricket	
Year 6							
Class Teacher/LB	Swimming 6A Basketball 6B	Swimming 6B Basketball 6A	Invasion: Netball	Dance	Athletics: Town Sports	Net/Wall: Tennis	
P.E. Teacher	Invasion: Tag Rugby	Athletics: Sportshall	Net/Wall: Badminton	OAA	Striking/Fielding (cricket)	Striking/Fielding Rounders	

Vocabulary Overview for PE:

Reception

Unit name Multi skills	Unit name Dance	Unit name Gymnastics	Unit name Games	Unit name Athletics	Unit name Multi sports
Key concepts	Key concepts	Key concepts	Key concepts	Key concepts	Key concepts
Jumping, skipping, hopping, balancing	Movement, freeze, control	Balance, shapes, travelling Movement, balance, apparatus	Rules, teams Fairness, self-belief, concentration	Running, skipping, jumping, throwing space, change in direction, height and distance	Basketball, football, cricket Fairness, concentration, courage
Key vocabulary	Key vocabulary	Key vocabulary	Key vocabulary	Key vocabulary	Key vocabulary
Space, around, up, down, forward, backward, dribbling, power, ,	Champion dance, control, expression, marching, rhythm, sequence, tempo, timing, beat	Champion gymnast, over, sequence, small, apparatus, balancing, under, high, low, transition, wide, narrow, curled, linking, jump, roll, sequence	Partner, opposite, team work, defender, opponent, possession, stopping, attacker	Fast, slow, up, down, Push, pull, height, high, speed, distance, jumping,	Bouncing, catching, control, space, , accuracy, aiming, catching, dribbling, power,pushing

Year 1/2

Unit name Multi skills	Unit name Dance	Unit name Gymnastics	Unit name Multi sports	Unit name Athletics	Unit name Forest School
Key concepts	Key concepts	Key concepts	Key concepts	Key concepts	Key concepts
Throwing, catching, rolling, bouncing	Theme, pattern, movement, beat, sequence, mirror Theme, expression, motif, flow	Travelling, shapes, balance, sequence, performance Wide, narrow, circled, transition, linking, flow	Passing, dribbling, receiving	Sprinting, throwing, jumping, competing Landing, changing speed, accuracy, collaboration, team work	Teamwork, instructions

Key vocabulary	Key vocabulary	Key vocabulary	Key vocabulary	Key vocabulary	Key vocabulary
Target, kick, accuracy, aim, dribble, balance, strike, obstacle, hit, pass, hand eye coordination, accuracy, aiming, catching, dribbling, passing, skipping	Move, copy, perform, create, rhythm, control, coordination, linking mood or feeling, beat, champion dancer, interesting, choreography, control, emotion, expression, flow, linking, moving, rhythm, unison, transition, sequence	Tuck, pike, straddle, crawl, slide, leap, climb, star, pencil, action apparatus, feedback, balance, big, champion gymnast, courage, flow, jump, landing, narrow, zig zag	Opponent, control, rules, team, cooperate, control, accuracy, team Work, fairness, aim, attacker, defender, possession, power, strategy, tactics, team, rules	Accuracy, overarm, distance, power, strength, stretch, muscles, pumping, Acceleration, agility, jumping, landing, power,	Follow, challenge, climb, safety, danger, copy
Hands : bouncing, rolling,					
pushing, dribbling, accuracy, power, chest pass, Feet: dribble, control, space, attacker, defender,					

Year 3/4

Unit name: Invasion Games	Unit name: Gymnastics	Unit name: Dance	Unit name: Net and wall games	Unit name: Athletics	Unit name: Striking and fielding games	Unit name: OAA
Key concepts	Key concepts	Key concepts	Key concepts	Key concepts	Key concepts	Key concepts
Passing, attacking, defending, spatial awareness, footwork, shooting, rules Decision making, communication, self-discipline	Travel, shapes, balancing, sequences, performance Symmetry, asymmetry, peer and self-assessment, bridges, sequences	Changing speed and direction, share and create, performance Excellent dancers, peer and selfassessment, emotion and relationship,	Serve, forehand, backhand, scoring Outwit, court, return, accuracy,	Running, throwing, jumping distance, acceleration, pace, power, speed, tactics	Batting, fielding, scoring	Orienteering, symbol, map route, out of bounds
Key vocabulary	Key vocabulary	Key vocabulary	Key vocabulary	Key vocabulary	Key vocabulary	Key vocabulary
Attacker, defender, space, possession, passing control,	Movement, combinations, tension, full turn, half	Create, perform, expression, dance phase, speed,	Racket, shuttlecock, net, grip, strike,	Speed, pace, stamina, distance, power, fitness	Strike, bowler, fielder, backstop, spin, catch, half	Navigate, teamwork, strategy, tactics, communication,

shooting, dribbling, marking	turn, forward roll, backward Roll Control, coordination, feedback Extension, asymmetrical, bridge, control, excellent gymnasts, flow, levels, linking, symmetrical,	direction, level, coordination, symmetry Chorography, control, creativity, emotion, excellent dancer, expression, motif, rhythm, timing,	backhand, serve, net, racket	acceleration, accuracy, aiming, stride pattern, relay,	rounder, rounder, long barrier, wicket, over Catch, bat, bowler	
Sport specific	Sport specific	Sport specific	Sport specific	Sport specific	Sport specific	
Hockey- push pass, hit out, barrier, block, dribbling, free hit, tackling, intercept Tag rugby- tag, try, off side, tagging, Basketball- triple-threat, chest pass, bounce pass pivot, Netball: chest pass footwork, transition, tatics, marking,			Tennis- out, return, recover, baseline, forehand, rally,		Cricket- batting, fielder, out, bowling, strike, the long barrier	

Year 5/6

Unit name Invasion Games	Unit name Gymnastics	Unit name Dance	Unit name Net and wall games	Unit name Athletics	Unit name Striking and fielding games	Unit name: OAA
Key concepts	Key concepts	Key concepts	Key concepts	Key concepts	Key concepts	Key concepts
Passing, attacking, defending, spatial awareness, footwork, shooting, rules, self and peer assessment	Body tension, partner balances, counter balances, partner/group performance, self and peer assessment Counter balance, counter tension, matching, mirroring	Compose, creative, perform, Unison, cannon, chorography, fluidity	Singles, doubles, tactics, scoring	Running, throwing, jumping, officiating change over, personal best, competition, evaluation, tactics, evalution, team work	Batting, fielding, scoring, tactics	Control, scale, leadership, responsibility, cooperation
Key vocabulary	Key vocabulary	Key vocabulary	Key vocabulary	Key vocabulary	Key vocabulary	Key vocabulary

Zoning, possession, fluency, tactics, switching defence, across court attacking, techniques, decision making, implement, rules, umpire, strategy possession, marking, tactics, umpire, formations, offside, transitions,	Precision, complex extended sequences, combine, perform, consistency, audience, link, vault, spring, fluency, positive and constructive feedback counter balance, counter tension, excellent gymnast, flexibility, flow, interconnecting, interesting, levels, matching, mirroring,	Dynamics, precision, control, fluency, evaluate, improve, develop, transition, compose, compare, adapt, refine, symmetry, style, interpret, posture Breakdance, cannon, character, chorography, compositional, creativity, emotion, expression, flow, improvisation, matching, mirroring, motif, rhythm, top rock, unison,	Smash, volley, lob, teamwork, love, deuce, match point tactics, outwit, space, accuracy,	Endurance, resistance control, accuracy, techniques, combine, compete, improve personal best speed, distance, change over, personal best lap, false start, events	Placing shot, covering bases, co-ordination, precision Tactics, bowling, run out, umpire, boundary, fielder	Teamwork, strategy, tactics, communication, navigate,
Sports Specific	Sports Specific	Sports Specific	Sports Specific	Sports Specific	Sports Specific vocab	
vocab	vocab	vocab	vocab	vocab		
Tag rugby- loop pass, miss pass, knock on, advantage Netball- shoulder pass, bounce pass, netball positions, marking Basketball — high press, backcourt violation, man to man marking, counter attack, double dribble, travelling Hockey- tactics, marking, attack, counter attack, man to man marking, goal side, free hit Netball: shoulder pass, bounce pass, netball positions			Tennis- forehand, backhand, volley, serve, doubles.		Cricket- wicket keeper, wide, bye, four runs, six runs, over Rounders- batting/bowling square, no ball, out, run out, outfielder, Badminton: space, return, recover, outwit, forehand, backhand, lob, drop, clear	

PE Long Term Plan and Progression of Skills and Knowledge

The PE curriculum at Wistaston Academy is based upon the Primary National Curriculum which provides a clear framework and outlines the knowledge and skills taught at each key stage. The curriculum is led and overseen by the PE Specialist, who supports class teachers in the planning and delivery of high-quality PE lessons. All pupils take part in two PE lessons each week.

The national curriculum for physical education aims to ensure that all pupils:

- develop competence to excel in a broad range of physical activities
- are physically active for sustained periods of time
- engage in competitive sports and activities
- lead healthy, active lives

Early Years Foundation Stage Framework

Physical Development

Physical activity is vital in children's all-round development, enabling them to pursue happy, healthy and active lives. Gross and fine motor experiences develop incrementally throughout early childhood, starting with sensory explorations and the development of a child's strength, co-ordination and positional awareness through tummy time, crawling and play movement with both objects and adults. By creating games and providing opportunities for play both indoors and outdoors, adults can support children to develop their core strength, stability, balance, spatial awareness, co-ordination and agility. Gross motor skills provide the foundation for developing healthy bodies and social and emotional well-being.

EYFS Skills

Children can roll, crawl, walk, jump, run, hop, skip and climb confidently.

Children begin to move in a fluent style, with grace and control.

Children have the overall body strength, co-ordination, balance and agility needed to engage successfully in a range of disciplines

Children can use their core muscle strength to achieve a good posture when sitting.

Children can combine different movements with ease and fluency.

Children can confidently and safely use a range of large and small apparatus indoors and outside, alone and in a group.

Children can develop and refine a range of ball skills including: throwing, catching, kicking, passing, batting and aiming.

ELG: Children can negotiate space and obstacles safely, with consideration for themselves and others.

ELG: Children demonstrate strength, balance and coordination when playing.

ELG: Children can move energetically when running, jumping, dancing, hopping, skipping and climbing.

Multiskills	Explore static balancing
	Aim a variety of large balls at equipment accurately
	Travel in different directions (side to side, up and down)
	To be able to work others effectively
	Understand rules
Dance	Movement, freeze, control
	How to move our bodies in different ways linked to the theme.
	How to listen to the music and move the body in relation to the music.
	Why it is important to move with control. 'Control' means moving our bodies in time with the music, beat or sound.
	Why it is so important to move like a 'Champion Dancer'. Champion dancers can move with control, respond to the rhythm, move in relation to the music.
	How to create a variety of 'freeze' positions linked to the theme.
	How to move our bodies with big clear actions.
Gymnastics	Movement, balance, apparatus
	How we can move our bodies in 'low' ways; slides, rolls (long, curled) hands and feet.
	Why it is important to use the apparatus safely.
	How to be creative on the apparatus, moving through, along, across, over and under a variety of apparatus.
	Why it is so important to move and balance like a 'Champion'. 'Champion' refers to when we are being silent, pointing their fingers and toes and are still when we make a shape/balance.
	How to create high and low balances 'shapes'.
	How we can move our bodies in 'high' ways; jumps, hops, skips, side steps and backwards.

Ball skills and games	To be able to throw and catch a large ball with a partner.						
	Explore ways of throwing and catching a large ball						
	Explore ways of bouncing and catching a ball						
	To be able to take part in paired/small group team tasks where a learned skill is applied.						
Athletics	Learn skills of running, jumping and throwing with a range of equipment.						
	Vary speed of running based on commands given.						
	Use comparative language i.e. faster, longer, and be able to physically demonstrate this.						
Multisports	Show good control over the body when exploring different skills.						
	Start showing an ability to use their dominate hand to work with a partner in different activities.						
	Explore and use skills effectively for particular sports						

KS1

Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations.

Pupils should be taught to:

- master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities
- participate in team games, developing simple tactics for attacking and defending
- perform dances using simple movement patterns.

	Year 1	Year 2
Multiskills	Develop different ways of moving, along different pathways.	To be able to balance, run and skip fluently and with control
	To be able to changing direction & stop quickly.	

	To be able to carry & stop a ball in different ways. Understand how to roll a ball to a partner aiming and tracking the ball in its journey To be able to aim and control an underarm throw To be able to throw and catch whilst moving Explore ways of Bouncing and catching a ball Explore ways of moving and stopping a ball with control	To be able to carrying & control a ball whilst moving, avoiding obstacles, dodging & stopping. Explore ways of passing and moving with the ball in game situations To be able to throw a ball and get in line to receive the ball To be able to kick a ball and get in line to receive the ball Understand that distance can effect a selection of thows used (underarm or overarm) Develop ways of tracking a ball within small game situations
Athletics	Develop basic movement techniques Explore different speeds of running Develop different ways of jumping Explore ways of moving around/over obstacles Understand the difference between running fast and running slow. Explore ways of throwing for distance (not height). Be able to follow simple instructions-on your marks, get set, go	Explore movement techniques Know he difference between sprinting and jogging and be able to apply them to specific races To be able to throw for distance with control Understand the difference between jumping for height and jumping for distance Develop ways of moving around/over obstacles at speed Develop an understanding of pace To be able to apply different skills to different events

Dance	Expression, Theme	Motif, Flow
	To create a variety of 'small' body movements linked to the	To apply 'flow' to our movements, understanding that 'flow' means
	theme.	moving from one action to another without stopping.
	To create a variety of 'big' body movements linked to the theme	To understand what a 'Motif' is and how to successful create a mini
	To move in relation to the music and respond with appropriate	sequence and repeat it.
	To move in relation to the music and respond with appropriate	How to respond to a variety of stimuli or themes with appropriate
	movements and actions.	How to respond to a variety of stimuli or themes with appropriate
	To add movements together to create simple movement	movements.
	sequences.	How to use movements to tell a story.
	Understanding what we mean by 'expression' and begin to show	
	this in our movements.	

Gymnastic

Transition, wide, curled, narrow

To create 'Wide', 'Narrow' and 'Curled' balances (shapes) on the floor and on apparatus, using a variety of body parts.

Understand why it is important to perform each movement and balance like a 'champion' and understand the difference between 'wide', 'narrow' and 'curled'.

To 'transition' between movements, adding movements together and transitioning between them.

To understand how and where to use more than one piece of apparatus at the same time to create movements and balances. 'interesting' gymnastics.

To create 'Wide', 'Narrow' and 'Curled' movements on the floor and on apparatus, using a variety of body parts.

Linking, flow

To apply 'flow' to our movements, understanding that 'flow' means moving from one action to another without stopping.

To understand why applying 'flow' as we link our movements together is so important

To use a variety of apparatus when we are creating movement sequences.

To link movements and balances together, applying champion gymnastics criteria, on the floor and on apparatus.

Multisports	Explore different ways of using a ball.	Recognise the best ways to score points and stop points being scored.
	Explore ways to send a ball or other equipment.	Recognise how they work best with their partner.
	Retrieve and stop a ball using different parts of the body.	Understand key rules.
	Play a variety of running and avoiding games.	Make it difficult for opponents.
	Talk about what our bodies do during exercise e.g. breathing Participate in team games.	Keep possession of the ball and find best places to score.
	Develop simple attacking and defending techniques.	Describe what they see and ask to copy others' ideas and skills
	Pass and receive a ball in different ways with increased control	Participate in team games.
		Understand and develop tactics for attacking and defending
		Pass and receive a ball in different ways with control and increased accuracy
Football	Kicking the ball to a partner Stop ball with feet Travel with ball	To be able to dribble and stop he ball with control
	close to their body (maintain some control)	To be able to get in line to receive a pass
	Explore ways of moving and stopping a football	To be able to dribble and pass on the move
	Develop ways of passing the ball with control	To develop ways of keeping possession of the ball in game situations.
	Understand basic football rules	Develop awareness of space and use it to support team-mates
	To be able to work in a team to move the ball from one target to another	Understand and develop tactics for attacking and defending
		Know and use some rules in small game situations

Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement. They should enjoy communicating, collaborating and competing with each other. They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success.

Pupils should be taught to:

- use running, jumping, throwing and catching in isolation and in combination
- play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending
- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- perform dances using a range of movement patterns
- take part in outdoor and adventurous activity challenges both individually and within a team
- compare their performances with previous ones and demonstrate improvement to achieve their personal best.

Invasion games	Year 3	Year 4	Year 5	Year 6
Tag rugby	Practise passing backwards	Practise passing backwards on	Show ways to keep ball away	Understand the roles of an
	using a number of sending and	the move	from players.	attacker and defender
	Improve accuracy of passes and use space to keep	Choose and adapt techniques to keep possession	Know and demonstrate how to shield the ball. Change speed, direction with	(tagging and marking) Understand different ways to attack (outwitting an
	possession better.	Know what rules are needed to make games fair. E.g. pass	ball to get away from defender.	opponent) and defend
	Remain in control of ball while moving.	backwards, tag Understand simple	Be able to score trys in a variety of ways.	Choose right formations and tactics for attack and defence.
	Use communication skills to	patterns of play.	Mark an opponent.	
	work effectively with team			Know how they support other
	members	Evaluate how successful their decision making has been and	Watch and evaluate the success of the games they play	players in attack and defence.
	Play conditioned games that	use appropriate language to	in.	Understand how to lead a
	focus on keeping possession	analyse performance.		team
	and scoring.	Know how to improve their own	Identify parts of the game that are going well and parts that	Know how to lead a warm up
	Know how to keep possession.	performance	need improving WWW/EBI	

	Find space to receive and support.		Explain how confident they feel in different positions.	Know the 3 stages of a warm up.
	Use defending techniques to regain possession of the ball-tagging		Suggest what they need to practice to enjoy game more.	Know how tag rugby helps improve your fitness
	Understand patterns of play- if ball is in a certain position where should players be			
Hockey	Practise passing to a partner using a number of sending and receiving techniques. (Push	Select pass to use in different situations (push or hit)	Show ways to keep ball away from defenders using body and/or stick	Understand the roles of an attacker and defender
	pass and hit) Improve accuracy of passes	Choose and adapt their techniques to keep possession-creating space	Know and demonstrate how to shield the ball.	Understand different ways to attack (outwitting an opponent) and defend
	and use space to keep possession better.	Know what rules are needed to make games fair. E.g. 1v1	Change speed, direction with ball to get away from defender.	(tackling, 1v1) Choose right formations and
	Remain in control of ball, keeping it close to the stick	tackle, only use the flat side of the stick, keep the ball low	Shoot accurately in a variety of ways.	tactics for attack and defence.
	while travelling. Use communication skills to	Understand simple patterns of play.	Mark an opponent 1-1	Know how they support other players in attack and defence.
	work effectively with team members	Evaluate how successful their decision making has been and	Watch and evaluate the success of the games they play in.	Understand how to lead a team
	Play conditioned games that focus on keeping possession and scoring.	use appropriate language to analyse performance.	Identify parts of the game that are going well and parts that	Yo be able to lead a warm up
	Select the best type of pass to keep possession.	Know how to improve their own performance	need improving. Explain how confident they	Know the 3 stages of a warm up.
	Find space to receive and support.		feel in different positions.	Know how hockey helps improve your fitness
	Use defending techniques to regain possession of the ball		Suggest what they need to practice to enjoy game more.	

	Understand patterns of play- if ball is in a certain position where should players be			
Netball	Practise passing to a partner using a number of sending and receiving techniques. (Chest, shoulder and bounce pass) Improve accuracy of passes and use space to keep possession better. Use communication skills to work effectively with team members Play conditioned games that focus on keeping possession and scoring. Select the best type of pass to keep possession. Find space to receive and support. Use defending techniques to regain possession of the ballmarking a player, marking the ball, intercepting. Understand patterns of play- if ball is in a certain position where should	Choose and adapt their techniques to keep possession (dodging-double, fake and sprint) Know what rules are needed to make games fair. E.g. 3 seconds with the ball, 1m rule, non contact, footwork Understand simple patterns of play. Evaluate how successful their decision making has been and use appropriate language to analyse performance. Know how to improve their own performance	Show ways to keep ball away from defenders. Know and demonstrate how to shield the ball. Change speed, direction to make space away from defender (dodging) Shoot accurately in a variety of ways. Mark an opponent and/or the ball Watch and evaluate the success of the games they play in. Identify parts of the game that are going well and parts that need improving. Explain how confident they feel in different positions. Suggest what they need to practice to enjoy game more.	Understand the roles each position has Understand different ways to attack (dodging) and defend (marking the player/the ball) Choose right formations and tactics for attack and defence. Know how they support other players in attack and defence e.g. switching. Understand how to lead a team Know how to lead a warm up Know the 3 stages of a warm up. Know how netball helps improve your fitness
Football	players be Practise passing to a partner using a number of sending and receiving techniques.	Practice passing on the move	Show ways to keep ball away from defenders.	Understand the roles of an attacker and defender (defence, midfield, striker)

	Improve accuracy of passes and use space to keep possession better. Remain in control of ball, keeping the ball close while dribbling. Use communication skills to work effectively with team members Play conditioned games that focus on keeping possession and scoring. Select the best type of pass to keep possession. Find space to receive and support. Use defending techniques to regain possession of the ball-tackling Understand patterns of play- if ball is in a certain position where should players be	Choose and adapt their techniques to keep possession-creating space Know what rules are needed to make games fair. Understand simple patterns of play. Evaluate how successful their decision making has been and use appropriate language to analyse performance. Know how to improve their own performance	Know and demonstrate how to shield the ball. Change speed, direction with ball to get away from defender. Shoot accurately in a variety of ways. Mark an opponent. Watch and evaluate the success of the games they play in. Identify parts of the game that are going well and parts that need improving. Explain how confident they feel in different positions. Suggest what they need to practice to enjoy game more.	Understand different ways to attack and defend (tackling) Choose right formations and tactics for attack and defence. Know how they support other players in attack and defence. Understand how to lead a team Know how to lead a warm up Know the 3 stages of a warm up. Know how football helps improve your fitness
Basketball	Practise passing to a partner using a number of sending and receiving techniques. (Chest, bounce and javelin pass) Improve accuracy of passes and use space to keep possession better.	Practice passing on the move, linking dribbling Choose and adapt their techniques to keep possession and give their team chance to shoot.	Show ways to keep ball away from defenders. Know and demonstrate how to shield the ball. Change speed, direction with ball to get away from defender.	Understand the roles of an attacker and defender (making and blocking) Understand different ways to attack (outwitting an opponent) and defend

Remain in control of ball while travelling, ensuring the ball bounces no higher than hip height. Use communication skills to work effectively with team members Play conditioned games that focus on keeping possession and scoring. Select the best type of pass to keep possession. Find space to receive and support	Know what rules are needed to make games fair. E.g. travelling, double dribble, none contact Understand simple patterns of play. Evaluate how successful their decision making has been and use appropriate language to analyse performance. Know how to improve their own performance	Shoot accurately in a variety of ways (hook shot, jump shot) Mark an opponent (blocking) Watch and evaluate the success of the games they play in. Identify parts of the game that are going well and parts that need improving. Explain how confident they feel in different positions. Suggest what they need to practice to enjoy game more.	Choose right formations and tactics for attack and defence. Know how they support other players in attack and defence. Understand how to lead a team Know how to lead a warm up Know the 3 stages of a warm up. Know how basketball helps improve your fitness
Play conditioned games that	use appropriate language to analyse performance.	are going well and parts that	Know how to lead a warm up
	·	1 -	
keep possession.		,	•
Find space to receive and support.			
Use defending techniques to regain possession of the ball			
Understand patterns of play- if ball is in a certain position where should players be			

	Year 3	Year 4	Year 5	Year 6
Athletics	Run at fast, medium and slow speeds, changing speed and direction Link running and jumping activities with some fluency, control and consistency	Show greater difference between slow and fast speeds; start at a medium pace for a longer distance; Make up and teach others a short sequence of linked jumps	Understand pace and be able to select the best pace for a running event, so that they can sustain their running and improve on a personal best Show control at take-off in jumping activities	Show good control, speed, strength and stamina when running, jumping and throwing Adapt skills and techniques to different challenges and equipment

	Make up and repeat a short	Throw more accurately and	Show accuracy and good	Use good technique when
	sequence of linked jumps	greater distances;	technique when throwing for distance	running, throwing and jumping
	Take part in a relay,	Show consistency, control and		, , ,
	remembering when to run and what to do	accuracy when throwing	Organise and manage an athletic event well	To be able to use pace well
	Throw a variety of objects, changing their action for accuracy and distance; Recognise when their heart rate, temperature and breathing rate have changed	Identify the changes that take place after exercise, and describe how their bodies will react when running, jumping and throwing	Understand how stamina and power help people to perform well in different athletic activities Identify good athletic performance and explain why it is good	Know the rules of events and be able to organise and judge events well Know and be able to lead the 3 stages of an effective warm up. Pick out the important features of a performance; make good suggestions about what could be improved Know how to improve their
OAA	Identify where they are by using simple plans and	Use more detailed plans and diagrams that take them from	Choose and perform skills and strategies effectively	personal best Work confidently in familiar and changing environments
	diagrams of familiar environments	familiar to less familiar areas Find their way and recognise	Find solutions to problems and challenges	Adapt quickly to new situations
	Use simple plans and diagrams to help follow a short trail and go from one place to another	where they are on a plan or diagram Solve problems using a range of	Plan, implement and refine strategies used, adapting strategies as necessary	Devise and put into practice a range of solutions to problems and challenges
	Respond to a challenge or problem set Work increasingly cooperatively with others,	approaches Use ideas learned in one problem or task to help solve another	Work effectively in a group or in a team where roles and responsibilities are understood	Understand clearly the nature of a challenge or problem and what is achievable Take a leading role when
	discussing how to follow trails and solve problems	3.13.13.1	Prepare physically and organisationally for challenges	working with others Prepare efficiently and safely

	Work and behave safely, when working individually and in	they are set, taking into account the group's safety	Identify and respond to events as they happen
	To be able to explain reasons	Identify what they do well, as individuals and as a group; suggest ways to improve	Identify effective performances and solutions
	for choosing the approach used to solve a problem	Suggest ways to improve	Take the lead in planning to improve weaknesses

	Year 3	Year 4	Year 5	Year 6
Gymnastics	Peer and self-assess,	Bridges, sequence	Counter tension, counter	Matching, mirroring
	symmetry and asymmetry		balance	
		To create a 'bridge balance'		
	To understand what	with a partner using different	To understand What 'Counter	To understand What
	Symmetry and Asymmetry	levels and different connection	Balance' and 'Counter	'Matching' movements
	means.	points	Tension' means,	mean; Matching is where
			understanding the difference	pupils perform exactly the
	To execute balances and	To create sequences combining	between them.	same movements at the
	movements in both	movements and bridge balances		same time.
	symmetrical and asymmetrical	in pairs, applying flow and	To create and execute	
	ways.	challenging their creativity	'Counter Balances' and	What 'Mirroring' means;
			'Counter Tension Balances'	Mirroring is where pupils
	To understand why it is so	To understand why it is	with a partner using a variety	perform their movements
	important to create 'excellent'	important to explore bridge	of levels and connection	creating a mirror image of
	movements and balances.	balances and the ways we can	points.	each other.
	Pupils will be understanding	move in and out of them over		
	that 'excellent' refers to when	and under them, on the floor	To create a sequence, by	To create a sequence of
	we control our bodies so they	and on the apparatus.	accurately combining	movements, bringing
	are silent, extending our		movements and balances,	together a combination of
	fingers and toes and are able	To reflect and evaluate using	with flow and accurate timings	both matching and mirroring
	to hold our balances still for at	their observations to make	within the Counter Balance	movements, executed with
	least four seconds.	accurate improvements to our	and Counter Tension theme.	accuracy and fluidity using a
		own and others performances.		range of apparatus.
	To peer and self-assess,		To include a change of speed	
	identifying strengths and		in our movements	To understand why
				performing at and 'excellent'

	weaknesses in our own and others' performances. To understand why it is essential to explore a variety of movements to ascertain the best moves to allow for flow and interesting gymnastics for the sequence.			standard, with accurate timings and fluidity is so important.
Dance	Peer and self-assess, Excellent To create and develop a character in order to tell a story through movements. To understand how to develop characterisation, exploring characters that are opposites. To understand why it is so important to perform like an 'excellent dancer' Excellent dancers interpret the music, perform with good timing and musicality, show expression and creativity and are able to choreograph. Introduce these throughout the unit as appropriate. To peer and self-assess, identifying strengths and weaknesses in our own and others' performances.	Emotion, Relationship To develop sequences with our partner in character that show relationships and interlinking dance moves. To create sequences in pairs, applying flow and challenging their creativity. To understand what we mean by emotion and include this chorographical element in our performances. Emotion refers to the feelings a dancer's character is feeling depending on their circumstances, mood, or relationships with others.	Unison, Canon To include a change of speed in our movements To understand what canon and unison are and be able to include these chorographical elements in our performances. To create a sequence, by accurately combining movements with flow and accurate timings.	Choreography, Fluidity To make effective evaluations of an individuals or pairs' strengths and weaknesses. To understand why performing at and 'excellent' standard, with accurate timings and fluidity is so important. To include a change of speed and dynamic in our movements.

To understand why it is		
essential to explore a variety		
of movements to ascertain the		
best moves to tell the story		
and improve the performance.		

Net and wall	Year 3	Year 4	Year 5	Year 6
games				
Badminton and	Practise throwing and catching	Play games using controlled	To be able to perform the	Play the full game of short
Tennis	with a variety of different balls	throwing and catching skills.	forehand, backhand and	tennis
	and using different types of		overhead shots increasingly	
	throwing	Vary strength, length and	well in the games	Use a wide range of shots in
		direction of throw.		games with a good degree of
	Hit the ball with a racket using	Hit the ball with a racket using a	Explore using the volley in	consistency and accuracy
	basic shots	variety of shots	games situations	Start a game or point with a
	Play games using throwing	Turnety or smees	Use skills with competence	serve of their choice
	and catching skills.	To be able to demonstrate how	and consistency	Serve or anem enous
		to make it difficult for an	and consistency	Work collaboratively with a
	Vary strength, length and	opponent to receive ball.	Choose and use some tactics	partner
	direction of throw.		effectively	
		Understand where to stand		Organise themselves well in a
	Know how to make it difficult	when receiving the ball.	Play cooperatively with a	team
	for opponent to receive the	Understand attack and defence	partner	Understand the need for
	ball.	tactics. Understand rules about	Apply rules consistently and	different tactics
	Understand rules about the	the games.	fairly	different tactics
		the games.	laniy	Choose and use tactics
	games	To be able to comment on their	Identify appropriate exercises	effectively
		own performance and what	and activities for warming up	
		they do well.		Lead others in short warm-up
		,	Be able to comment on what	routines, selecting safe and
			they and others do well and	

Explore ways of changing the court to make it easier/harder.	suggest ideas for improvement	appropriate activities and exercises
		Identify strengths and weaknesses in their own and others' play, and suggest practices that will lead to improvement

Striking and	Year 3	Year 4	Year 5	Year 6
fielding				
Rounders and	To combine and develop a	To develop and investigate	To develop skills in batting and	To be able throw and catch
Rounders and Cricket	range of skills in striking and fielding. To develop and investigate different ways of throwing and to know when it is appropriate to use them. To be able to catch consistently. Develop the correct batting technique and use it in a game	different ways of throwing, and to know when each is appropriate. To use agility, balance, coordination to field a ball well. To use agility, balance, coordination to move into good positions for catching and apply it in a game situation.	fielding. To be able to select fielding techniques. To run with control between the wickets/around the rounders pitch. To develop a powerful and accurate overarm throw.	To be able throw and catch under pressure. To use fielding skills to stop the ball effectively (long barrier). Adapt ways of placing the ball. Explore playing in different roles. To be able to lead and work within a team using tactics to gain success in a game situation. To be able to act on advice to improve own performance
	situation. Explore fielding techniques and use them in game situations.		To be able to comment on own and others performances	

To combine throwing,			
catching and batting s	kills		
already learned.			
To be able to strike the distance.	e ball for		
To know how to play a and fielding game competitively and fair			