

Maybury Primary School PE Curriculum

Being Physically Active

The PE Curriculum

Our aim is for children to develop physical competence and knowledge of movement and safety, and their ability to use these to perform in a wide range of activities associated with the development of an active and healthy lifestyle.

Our curriculum is designed so that children become more expert as they progress through the curriculum. As they do this, they accumulate and connect both substantive and disciplinary PE knowledge.

Substantive knowledge: This is based on deliberate practice and development of specific skills used that can be used in a variety of disciplines, sports and games. For example:

- Running, jumping, throwing and catching
- Tactics within a team game e.g. strategies for attacking and de fending
- Being able to perform specific actions, balances and movements in line with year group expectations
- Being able to swim confidently and competently over 25 metres

In this school, we have chosen to teach this subject knowledge and explicit vocabulary through games, athletics, dance, gymnastics, outdoor & adventurous activities and swimming.

Disciplinary knowledge: This comes through opportunities for the children to choose and apply their own actions, balances, movements and skills. Once they have mastered the specific skills, they have the opportunities to apply these within sports and games. In this way, they have to choose different strategies and the best way to approach different challenges. As they move through school, their skills and knowledge around tactics become more complex and they have to work collaboratively to make decisions. There are many opportunities for the children to evaluate their performance and reflect on how they will improve next time.

We have identified three conceptually distinctive, but functionally connected, pillars of progression that develop competence to participate, that PE can be realistically accountable for to meet the aims of the national curriculum. These are:

- Motor competence (Hands)
- Rules, strategies and tactics (Head)
- Healthy participation (Heart)

Our PE curriculum is about developing key physical skills, cognitive development for decision making and developing a child's social and emotional wellbeing. Our PE curriculum is designed to ensure that children develop into thinking physical beings and doing physical beings, which impact on the behavioural change to equip them for lifelong participation. The core values of passion, self-belief, respect, honesty, determination and teamwork are developed and embedded across the PE curriculum.

HEAD: The THINKING physical being	HANDS: The DOING physical being	HEART: The BEHAVIOURAL CHANGE physical being
 Decision maker Devises strategies and tactics Gains a deep understanding Gains knowledge of how exercise and balanced diet positively affects the body 	 Physically competent by gaining and building upon fundamental motor skills Grows and develops Physically active Competitive 	 Positively involved and engaged Grows socially and emotionally Seeks extra-curricular activities Builds character and develops values Leads a healthy and active lifestyle

Planning: Our PE curriculum is based on Complete PE, schemes of work developed with Tigers Trust and school game and is supplemented with a range of extra-curricular clubs including girls' and boys' football and netball.

Inclusion: Our curriculum is ambitious for all and strives to address inclusion and disadvantage in its intent and implementation. The curriculum at our school is planned, organised and taught in ways that are compatible with the Equality Act 2012 and the school's Equal Opportunities Policy. As a school, we take reasonable and necessary steps to ensure that all children can access a broad and balanced curriculum. This includes ensuring that the environment is accessible as well as lesson content. In some cases, we may consult with our SENDCo or external agencies for advice to meet the needs of some children to ensure that they are able to participate in all lessons across the curriculum. Wide varieties of strategies are used to ensure that teaching meets the needs of different groups of children, including those that are identified with special educational needs. These include:

- Using a range of resources appropriate to need
- Ensuring that tasks set are accessible to all and include scaffolding as appropriate
- 'Pre-loading' with identified children
- Using a range of groupings within the class to teach children and support them
- Recognising the dangers of stereotyping
- Targeted adult support which is adapted as necessary

Assessment: Curricular goals have been carefully constructed so that children's learning is progressive as they move through the school. Each unit of work builds on children's prior learning. The school has developed a progression adapted around Complete PE as well as schemes of work developed with Tigers Trust and school games. This responds to the national requirements for physical education. Within each unit of learning, children revisit existing knowledge and skills, then build upon, and extend them incrementally. In this manner, learning is consolidated and augmented, allowing for increasing physical confidence, while constantly being challenged to go further. If children are 'keeping up' with the programme of lessons, then they are achieving. Assessment for learning is used to address misconceptions and identify children who need support.



Maybury Primary School

Long Term Plan: Teaching Unit Plan Overview

Long Term Plan: Teaching Unit Plan Overview

EYFS – F1 and F2

movement and team games Dance Gymnastics	Balloons/plates Bubbles Ball skills Musical statues with balloons Yoga-Animal poses Firework dance - flags/streamers Diwali dance Yoga- Mike and Muttnik on The Moon A Cosmic Kids Yoga Adventure	Basic movement and team games Dance	Ball skills Beanbags Ball team games Yoga-Animal poses Firework dance - flags/streamers Diwali dance Yoga- Mike and Muttnik on The Moon A
	Ball skills Musical statues with balloons Yoga-Animal poses Firework dance - flags/streamers Diwali dance Yoga- Mike and Muttnik on The Moon A	Dance	Ball team games Yoga-Animal poses Firework dance - flags/streamers Diwali dance
	Musical statues with balloons Yoga-Animal poses Firework dance - flags/streamers Diwali dance Yoga- Mike and Muttnik on The Moon A	Dance	Yoga-Animal poses Firework dance - flags/streamers Diwali dance
	Yoga-Animal poses Firework dance - flags/streamers Diwali dance Yoga- Mike and Muttnik on The Moon A	Dance	Firework dance - flags/streamers Diwali dance
	Firework dance - flags/streamers Diwali dance Yoga - Mike and Muttnik on The Moon A	Dance	Firework dance - flags/streamers Diwali dance
	Diwali dance Yoga - Mike and Muttnik on The Moon A	Dance	Diwali dance
Gymnastics	Yoga - Mike and Muttnik on The Moon A		
Gumnastics	_		Yoga - Mike and Muttnik on The Moon A
Gumnastics	Cosmic Kids Yoga Adventure		
Gumnastics			Cosmic Kids Yoga Adventure
Cymnus rics	Bear Hunt	Gymnastics	Bear Hunt
	Travelling under		Travelling under
	Travelling over Ways of moving		Travelling over Travelling through
	Yoga-We are going on a bear Hunt (Cosmic		Direction/ways of moving
	Kids)		Balancing Yoga-We are going on a bear Hunt
Gymnastics	Travelling under	Gymnastics	Climbing up, down and along
Large apparatus	Travelling over	·	Jumping
	Climbing up and down Yoga- Jack and the Beanstalk (Ironstone)	Large apparatus	Sequencing movements
Dance	Animal movement	Dance	Animal movement
			Old Macdonald
	yoga- animai smile and learn		Yoga- animal smile and learn
movement and team games	Balloons	Basic movement and team games	Ball skills kicking
	Bubbles		Team games Yoga- Hungry Caterpillar
			70ga- Hungry Caterpillar
	Ball skills Yoga-hungry Caterpillar		
	Dance	Large apparatus Travelling over Climbing up and down Yoga- Jack and the Beanstalk (Ironstone) Dance Animal movement Old Macdonald Yoga- animal smile and learn movement and team games Balloons Bubbles Ball skills	Large apparatus Travelling over Climbing up and down Yoga- Jack and the Beanstalk (Ironstone) Dance Animal movement Old Macdonald Yoga- animal smile and learn movement and team games Balloons Bubbles Ball skills

Key Stage 1 and Key Stage 2

	Auto	umn	Spring		Summer		
Y1	Health and Fitness: Can they describe how their body feels before, during and after an activity? Evaluating: Can they talk about what they have done? Can they describe what other people did? Acquiring and Developing skills: Can they copy actions? Can they repeat actions and skills? Can they move with control and care?						
	Ball Skills: Feet and Hands		Ball Skills: Bat and Ball		Athletics		
	Locomotion: Running		Gymnastics		Attack and Defence		
	Dance		Locomotion: Jumping Dance		Team Building		
Y2	Health and Fitness: Can they show	how to exercise safely? Can they desc		rent activities? Can they explain what	their body needs to keep healthy?		
	•		and what someone else did? Can they	, .	their body needs to neep nearthy.		
	Acquiring and Developing skills: Ca	n they copy and remember actions? (an they repeat and explore actions w	ith control and coordination?			
	Ball Skills: Feet and Hands		Ball Skills: Bat and Ball		Athletics		
	Locomotion: Running		Gymnastics		Attack and Defence		
	Dance		Locomotion: Jumping Dance		Team Building		
	Aut	umn	Spi	ring	Sum	nmer	
Y3	1	, ,	, ,	nuscle groups used in gymnastic activit			
				y move and use actions with co-ordina			
	Football	Game Sense	Running	Netball	Tennis	Cricket	
	Gymnastics	Dance	OAA: Communication & Tactics	Dance	OAA: Problem Solving	Athletics	
Y4	I		they explain why keeping fit is good for that of others? Can they use their cor				
	, , ,			y move and use actions with co-ordina	tion and control? Can they make u	o their own small-sided game?	
	Football	Game Sense	Throwing/jumping	Rugby	Tennis	Cricket	
	Gymnastics	Dance	OAA: Communication & Tactics	Dance	OAA: Orienteering	Athletics	
	Λut-	<u>l</u> umn	Sni	l ring	Sum	l nmer	
	Aut	uiiii	Эрі	····g	Juli	iiiici	
Y5	, ,		, , ,	xplain what effect exercise has on the		ise is important?	
				an they use their observations to impr			
	Football	Game Sense	s and apply them accurately and appro	opriately? Do they show good control Netball	Tennis	Cricket	
	Gymnastics	Dance	OAA: Communication & Tactics	Dance	OAA: Problem Solving	Athletics	
Y6				opriate warm ups and cool downs? Ca			
			Ils or techniques? Can they modify use d ideas consistently? Do they show pr	e of skills or techniques to improve the ecision, control and fluency?	ir work? Can they create their own	success criteria for evaluating?	
	Football	Game Sense	Running	Netball	Tennis	Cricket	
	Gymnastics	Dance	OAA: Leadership	Dance	OAA: Orienteering	Athletics	
				l	l	l	



Maybury Primary School

Progression in PE Knowledge, Understanding and Skills

Maybury Primary School: Being physically active

Progression in PE Knowledge and Skills				
EYFS Skills	Children at the expected level of development will: -Negotiate space and obstacles safely, with consideration for themselves and others -Demonstrate strength, balance and coordination when playing -Move energetically, such as running, jumping, dancing, hopping, skipping and climbing			
KS1 National Curriculum Skills	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			
KS2 National Curriculum Skills	-perform dances using simple movement patterns. 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.			
	All schools must provide swimming instruction either in key stage 1 or key stage 2. In particular, pupils should be taught to: -swim competently, confidently and proficiently over a distance of at least 25 metres -use a range of strokes effectively [for example, front crawl, backstroke and breaststroke] -perform safe self-rescue in different water-based situations.			

		🐑 EYFS: PE Knowledg	ge and Skills Progression				
Gross Motor Skills	Basic movement & team games	 3 to 4 Continue to develop their movement, balancing, riding (scooters, bikes and trikes) and ball skills. Go up steps and stairs, or climb up apparatus, using alternate feet. Skip, hop, stand on one leg and hold a pose for a game like musical statues. Use large-muscle movements to wave flags and streamers, paint and make marks. Start taking part in some group activities which they make up for themselves, or in teams. 		ELG Negotiate space and obstacles safely, with consideration for themselves and others; Demonstrate strength, balance and coordination; Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.			
	Key Vocab Gymnastics	3 to 4 -Match their developing physical skills to tasks and activities in the setting. For example, they decide whether to crawl, walk or run across a plank, depending on its length and the width.	Children in Reception Revise and refine the fundamental movement skills they have already acquired: rolling, crawling, walking, jumping, hopping, skipping, and climbing. Progress towards a more fluent style of moving, with developing control and grace. Develop the overall body strength, co-ordination, balance and agility needed to engage successfully with physical education sessions and other physical disciplines including gymnastics.	● ELG Negotiate space and obstacles safely, with consideration for themselves and others; Demonstrate strength, balance and coordination; Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.			
	Key Vocab	Under, over, travel, climbing, balance, jump, bent knees, steady, egg roll, pencil roll, sequence, combine, movement, balance					
	Dance	• 3 to 4	Children in Reception	• ELG			
		-Are increasingly able to use and remember sequences and patterns of movements which are related to music and rhythmMovement to music - The Wiggles, Steady Beat, Sticky Kids	-Develop the overall body strength, co-ordination, balance and agility needed to engage successfully with physical education sessions and other physical disciplines including danceInitiates combination to music -Representing own ideas through dance	Negotiate space and obstacles safely, with consideration for themselves and others; Demonstrate strength, balance and coordination; Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.			
	Key Vocab	Up, down, side, sway, skip, side-step, movement, dance, move	ement, time, pace, sequence				
Fine Motor Skills		• 3 to 4	Children in Reception	• ELG			
	Key Vocab	 Use one-handed tools and equipment, for example, making snips in paper with scissors. Use a comfortable grip with good control when holding pens and pencils. Start to eat independently and learning how to use a knife and fork. Show a preference for a dominant hand. Be increasingly independent as they get dressed and undressed, for example, putting coats on and doing up zips. Grip, control, snips, left, right, pencil, scissors, paintbrush, kni 	tools competently, safely and confidently. Suggested tools: pencils, for drawing and writing, paintbrushes, scissors, knives, forks and spoons. -Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. -Develop the foundations of a handwriting style which is fast, accurate and efficient.	Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases; use a range of small tools, including scissors, paint brushes and cutlery; begin to show accuracy and care when drawing.			

KS1: PE Knowledge and Skills Progression Games for Understanding					
Hands: Motor Competence	 Be able to run and stay in a space Be able to change direction and speed to avoid defenders 	 Be able to move between attack and defence as a game changes Be able to move into a space when attacking Be able to tag the opposition when defending 			
Head: Rules, Strategies and Tactics	 Create and apply simple tactics for attacking and defending Begin to understand why rules are important in a game 	 Understand the consequences of breaking the rules Understand the consequences of not applying tactics successfully Understand the difference between attack and defence 			
Heart: Healthy Participation	 Collaborate with team members in a game Ensure that they play games fairly Play by the rules and keep the score honestly 	 Work with own team effectively Play by the rules and keep the score honestly Develop understanding of self-discipline 			
Vocabulary	Attacker, defender, space, rules, tactics, team	Attacker, defender, space, tactics, transition, team			
Curricular Goal	Know how, where and why to attack and defend in a game	Create simple defending and attacking tactics while continuing to develop an understanding of the transition from defence to attack			
Ball Skills: Feet, F	lands				
	Year 1	Year 2			
Hands: Motor Competence	Feet: Move a ball with feet (dribble) using control Keep the ball close to them when dribbling Dibble with a ball using the inside and outsides of feet Kick (pass) a ball towards a target using the inside of the foot Hands: Send a ball towards a target (partners hands) Dibble (bounce) a ball with control with one hand and with two hands Bounce a ball keeping it away from defenders Roll (pass) a ball towards a target using their hands Stop a rolling ball with their hands Swing a bean bag (or ball) from low to high, stepping forwards as they release Throw a bean bag (or ball) with control Throw a bean bag towards a target using an underarm throw	Feet and Hands Dribble a ball with control (hands and feet) Keep a ball away from defenders (using hands and feet) Pass a ball towards a target (using their hands and feet) Pass the ball with control (using hands and feet) Hands only: Throw a ball towards a target (partner) using control Throw a ball towards a target using an underarm throw Throw a ball towards a target using an overarm throw			

Look at team members when passing a ball in a game

Understand the consequences when mistakes are made in a game

apply in a game

Know the difference between underarm and over arm throwing and know when to

Be able to concentrate as they focus on their partner, the target and the ball

Head: Rules,

Tactics

Strategies and

Heart: Healthy	Work well with others and play by the rules	Listen to partner and team members and work collaboratively together
Participation	Improve their own performance	Strive to improve their own performance whilst playing fairly
	Keep the score playing fairly	
Vocabulary	Attacker, defender, space, dribbling, passing, control, possession, dribbling, accuracy,	Attacker, defender, opponent, team, possession, space, dribbling, passing, chest pass
,	power, batter, fielder, opponent, throwing, catching, rolling	
Curricular Goal	Feet:	Feet:
	Pass a ball by kicking to a partner with accuracy	Be able to use dibbling, passing and receiving skills in order to keep possession and score a
	Hands:	point
	Send a ball (rolling/throwing) towards a target, applying the correct technique and aiming	Hands:
	carefully	Throw accurately underarm and begin to develop overarm throwing in order to beat an
		opponent
Rackets, Bats and	d Balls	
Hands: Motor	Push/dribble ball around a space using a variety of rackets and balls	Use a bat to hit a ball with accuracy
Competence	Push/hit ball towards a target	Use a bat to hit a ball towards a target
	Push/hit ball using a variety of rackets and balls	Apply greater power to their batting shots when the target is further away
	Use more/less power to hit/push the ball further/nearer	Hit a ball with a bat as it rebounds from the target
		Throw/hit a ball into space
Head: Rules,	Know how to use aim and power in a game to be successful	Understand why it is so important to hit the ball into space
Strategies and		Identify space and hit ball accurately into it in a game
Tactics		Use rackets safely
Heart: Healthy	Listen to others and work collaboratively together	Work together to ensure everyone in the team or group is involved
Participation	Improve own performance even if they find it challenging	Strive to improve and show a positive attitude in their learning
Vocabulary	Possession, control, attacker, defender, dribbling, accuracy, hitting, power	Attacker, defender, opponent, accuracy, power, batting, fielder
Curricular Goal	Be able to push/hit a ball towards a target, varying the power they apply based on the distance of the target	Use a bat safely to strike/hit their ball into a space, directing the ball away from fielders
Locomotion: Jum	nping and Running	
	Year 1	Year 2
Hands: Motor	apply the correct technique for jumping:	• run on the balls of feet
Competence	o jump into a space	keep head up when running
	o jump using arms	dodge with effective technique:
	o jump bending knees	o head up with a low body position
	o keep head up when jumping	o bending knees
	explore the correct technique for skipping : explore the correct technique for skipping :	o planting one foot on the floor
	o skip and stay in a space	o leaning body to one side and then moving quickly the other way
	o skip using arms	consistently apply the correct technique for jumping
	o skip bending knees	jump using different combinations
	o keep head up when skipping	jump for distance and speed
	o skip with a step-hop action	
	be able to run applying the correct technique: "" and the correct technique: Correct technique: C	
	o run and stay in a space	

Head: Rules, Strategies and	 run using pumping arms run on the balls of feet keep head up when running jump into spaces to avoid defenders understand why, when and where they need to jump in a game 	 understand how, where and why to dodge and apply to game situations understand how, when and where to jump in a game
Tactics Heart: Healthy Participation	 understand where to run and why to run there in a game start to give and receive feedback concerning jumping technique listen and play by the rules of the game apply courage and honesty as play within the rules of the game Jumping, distance, space, speed, attack, defender, skipping, landing, acceleration, tagging 	 Apply imagination and creativity to jumping support team mates using gratitude and fairness play by the rules and congratulate others develop ability to give and receive feedback concerning jumping techniques apply self-belief and honesty as play within the rules of the game Jumping, space, dodge, distance, attacker, defender, speed, landing
Vocabulary Curricular Goal	Understand how and why we jump, using our head, arms and feet applying the correct jumping technique Know how to run using different parts of the body	Develop ability to apply jumping in games. Know the roles of attacking and defending and start to understand when we defend while using dodging skills
Gymnastics	Year 1	Year 2
Hands: Motor Competence	 Champion Gymnastics: Champion refers to when pupils are being silent, pointing their finger develop balance, agility and co-ordination, and begin to apply these in a range of activities move and balance using big and small body parts make body curled, tense, stretched and relaxed control body when travelling/ balancing roll, curl, travel, balance in different ways 	Develop balance, agility and co-ordination, and begin to apply these in a range of activities. Link movements and balances together on the floor and on apparatus
Head: Rules, Strategies and Tactics	 Apply 'champion' gymnastics and start to link movements begin to link a range of movements to develop a short routine travel with confidence on floor and apparatus 	 apply champion gymnastics criteria on the floor and on apparatus plan and perform a sequence of movements think of more than one way to create a sequence which follows some 'rules' improve sequence based on feedback
Heart: Healthy Participation	 start to work as part of a team talk about what happens to their bodies during exercise explore what 'healthy' means 	 understand the importance of passion, self-belief, respect, honesty, determination and teamwork in PE support each other and share apparatus challenge themselves to try a range of movements and balances
Vocabulary Curricular Goal	'Champion' gymnastics, wide, narrow, curled, big, small, interesting, linking Link movements together to develop a simple sequence Apply 'champion'	'Champion' gymnastics, linking, flow, transition, jump, roll, sequence Perform a sequence on apparatus focused on: jumps, rolls and balances Perform a sequence on apparatus while travelling along a chosen pathway

Dance			
	Year 1	Year 2	
	Champion Dancers: Champion dancers can move with control, respond to the rhythres.	n and move in relation to the music	
Hands: Motor Competence	 Listen to the music and respond with actions Make big, clear actions and movements Add a series of actions together – including balances Move in relation to the music 	 Make actions big and clear Use whole bodies in movements Make movements flow Movements show a range of action, level and speed 	
Head: Rules, Strategies and Tactics	Develop curiosity and imagination as demonstrate appropriate ideas for moving	 Create a range of movements linked to a variety of characters Make decisions about how to move in response to music Respond to different motifs in the music 	
Heart: Healthy Participation	 Work well with others and ensure everyone is included Develop honesty when giving feedback to others describing their performances 	 Work well with others and enjoy creating movements and sequences Develop courage and try their best when creating sequences Use honesty when giving feedback to others following their performances 	
Vocabulary	Beat, moving, control, rhythm, timing, sequence, opposite	Control, rhythm, expression, emotion, choreography, unison, motif	
Curricular Goal	Respond to rhythm and patterns through movements	Create and develop characters adding movements expression and emotion to their performance	
Team Building			
	Year 1	Year 2	
Hands: Motor Competence	Use teamwork skills in pairs and in small teams to complete a small challenge	Apply teamwork skills in pars and small teams to complete challenges successfully	
Head: Rules, Strategies and Tactics	 Begin to understand what makes an effective team Understand why everyone must be included in a team Start to create simple tactics 	 Have a strong understanding of what makes an effective team Create and apply simple tactics 	
Heart: Healthy Participation	 Work together with empathy and fairness to complete a challenge Try their hardest to complete a challenge 	 Demonstrate fairness and respect when working together to complete a challenge Strive to complete a different challenges, adapting strategies and never giving up 	
Vocabulary	Teamwork, inclusion, communication, cooperation, trust, team member, fairness	Teamwork, inclusion, communication, cooperation, strategy, courage, motivation	
Curricular Goal	Use simple strategies to solve problems as part of a team	Develop and apply simple strategies, ensuring that everyone is included and understands their role, to solve problems as part of a team	

KS2: PE Knowledge and Skills Progression

Game Sense: Invasion Games Football, Netball, Tag Rugby

	Year 3	Year 4	Year 5	Year 6
Hands: Motor Competence	Develop passing and moving skills to outwit opponents and keep possession of the ball	 Apply a secure understanding of effective passing, moving and shooting Develop effective dribbling skills 	 Pass, move, dribble and shoot accurately and consistently Switch fluidly between attack and defence as possession changes 	 Use a refined understanding of attacking skills to score points against another team Use defensive skills to regain possession in a game
Head: Rules, Strategies and Tactics	 Understand where, when and why we pass and move in order to score points against another team 	 Demonstrate a growing understanding of attack and defence Know where and when to attack and when to defend 	 Apply a refined understanding of passing and moving Understand basic defensive strategies and tactics 	 Create a range of attacking and defending tactics Effectively apply a range of attacking and defending tactics to games
Heart: Healthy Participation	 Collaborate with others – including opponents – in order to develop respect and cooperation Apply skills showing with integrity developing confidence and selfmotivation 	 Collaborate with others and apply the rules of the game Strive to improve own performance and understanding 	 Develop team work skills to encourage and support each other Develop understanding of basic defensive strategies and tactics 	 Demonstrate a clear understanding of the role each team member will perform Ensure each team member is motivated Play by the rules and lead others by example
Vocabulary	Attacker, defender, space, possession, passing, control, shooting Football: free kick, penalty Netball: chest pass, footwork Tag Rugby: Try, Tag, ball carrier	Attacker, defender, dribbling, space, marking, control Football: Drag back, goalkeeper Netball: chest pass, footwork Tag Rugby: Forward pass, offside	Tactics, transition, counter attack, pressure, marking, tackle, referee, umpire Football: Shadowing, Tracking back Netball: Shoulder pass, bounce pass Tag Rugby: Offside, outwit, loop pass, miss pass	Tactics, transition, counter attack, pressure, marking, tackle, referee, umpire Football: Through ball Netball: Positions: Goal Keeper (GK), Goal Defence (GD), Centre (C), Goal Attack (GA), Goal Shooter (GS) Tag Rugby: Knock on, advantage
Curricular Goal	Games Sense: Be able to keep possession and eventually score in order to win a modified game Football: Be able to keep possession and eventually score in order to win a modified game of football Netball: Be able to keep possession and eventually score in order to win a modified game of netball Tag Rugby: Understand where, when and why they need to create space when they are attacking in ruby	Games Sense: Effectively use passing, moving and dribbling skills to create an attack that results in a shooting opportunity Football: Effectively use passing, moving and dribbling skills in order to move the ball up the pitch, creating an attack that results in a shooting opportunity Netball: Effectively use passing and moving skills in order to move the ball up the pitch, creating an attack that results in a shooting opportunity Tag Rugby: Combine passing and moving to develop ways of creating space to beat an opponent to score a try.	Game Sense: Develop tactics for both attacking and defending and switch fluidly between these as possession changes Football: Develop tactics for both attacking and defending and switch fluidly between these as possession changes within a game of football Netball: Develop tactics for both attacking and defending and apply these successfully within their team in a game of netball Tag Rugby: Develop tactics for both attacking and defending and apply these successfully within their team in a game of rugby	Game Sense: Consistently apply effective attacking & defensive skills; create and apply tactics in games, adapting them as the situation changes in order to beat the opposition Football: Consistently apply effective attacking and defending skills, applying decision making in order to keep possession or regain possession and score Netball: Consistently apply a range of effective passes in order to keep possession and score; apply pressure when defending in order to regain possession quickly Tag Rugby: As Game Sense

	Year 3	Year 4	Year 5	Year 6
Hands: Motor Competence	 Throw/hit the ball into space on opponents side of court Adopt a ready position in order to return the ball 	Hit the ball into space on opponents side of the court Create space for the next shot which will win them the point	Execute a wide range of shots and play the ball into space Serve the ball accurately to start the game	Apply a refined understanding of playing forehand, backhand, serves and volleys into space in order to win points
Head: Rules, Strategies and Tactics	Develop understanding of where/when and why we throw/hit the ball into spaces on opponents side of the court	Apply an accurate understanding of where, when and why we hit the ball into spaces on opponents side of the court	Understand where to serve and why Create, understand and apply tactics in games of tennis	Be resourceful and apply problem solving skills by developing a range of tactics to apply to tennis games
Heart: Healthy Participation	 Play fairly against others while keeping the score Show resilience and determination to enable growth in confidence and ability in the game 	 Collaborate with others applying the rules of the game Strive to improve own performance and understanding 	Use effective cooperation and communication skills when working with partner in a doubles game Always try their best even when losing	 Communicate, collaborate and support a partner in a tennis game Play by the rules and lead others by example
Vocabulary	Outwit, space, return, recover Baseline, forehand, rally, out	Outwit, space, accuracy, power Baseline, forehand, backhand, rally, out	Tactics, space, outwit. accuracy Forehand, backhand, volley, doubles, serve	Tactics, space, outwit Forehand, backhand, volley, doubles, serve
Curricular Goal	Understand where and why we throw/hit the ball on the court and be able to play a basic forehand shot accurately	Create space to win points and apply developing racket skills using forehand and backhand techniques	Be able to serve accurately and to play a volley shot	Consistently apply effective shot techniques, applying decision making as to which shot to make and where to aim in
				order to score a point
Striking/Field	ling Games: Cricket			,
Striking/Field	ling Games: Cricket Year 3	Year 4	Year 5	order to score a point Year 6
Striking/Field Hands: Motor Competence		Year 4 Develop bowling, throwing, catching, stopping, retrieving and batting skills Use increasing accuracy to outwit opponents and win the game	Year 5 Refine bowling, throwing, catching, stopping, retrieving and batting skills Apply skills with accuracy and consistency to outwit their opponents	,
Hands: Motor Competence Head: Rules,	Year 3 Develop throwing, catching and batting skills to outwit opponents and win the	 Develop bowling, throwing, catching, stopping, retrieving and batting skills Use increasing accuracy to outwit 	Refine bowling, throwing, catching, stopping, retrieving and batting skills Apply skills with accuracy and	Year 6 Consolidate bowling, throwing, catching, stopping, retrieving and batting skills Apply skills with accuracy and
Hands: Motor Competence Head: Rules, Strategies and	Pevelop throwing, catching and batting skills to outwit opponents and win the game Demonstrate a growing understanding of the difference between attack	 Develop bowling, throwing, catching, stopping, retrieving and batting skills Use increasing accuracy to outwit opponents and win the game Apply an understanding of where, when and why we utilise our fielding skills to stop the batters using their 	Refine bowling, throwing, catching, stopping, retrieving and batting skills Apply skills with accuracy and consistency to outwit their opponents Create, apply and refine tactics for batting, bowling and fielding Reflect on tactics used and make	Vear 6 Consolidate bowling, throwing, catching, stopping, retrieving and batting skills Apply skills with accuracy and consistency into mini games Be resourceful and apply problem solving skills by developing a range of

Curricular Goal Gymnastics	Use simple fielding skills to keep the batter's score as low as possible. Learn basic batting skills to outwit fielders and score as many runs as possible Year 3	Demonstrate a range of more advanced fielding skills to keep the batter's score as low as possible. Develop batting skills to outwit fielders and score as many runs as possible Year 4	Create and apply tactics for both batting and fielding (including bowling) and apply these successfully within their teams Year 5	Effectively apply a range of fielding skills, batting skills and tactics into mini games Year 6
Hands: Motor Competence	 seconds Execute movements and balances at an 'excellent' standard Execute balances in a pair on apparatus Move and balance symmetrically Move with a silent body demonstrating control Move and balance asymmetrically Link movements and balances together 	Perform excellent individual and pair bridge balances Execute movements over or under partner's bridge balance Use different levels, different connection points and different pieces of apparatus in developing sequence Link movements and balances together so that they flow	Rehearse sequences ensuring excellent gymnastics and interesting gymnastics applying flow Select challenging movements to travel to new piece of apparatus Demonstrate fluidity in performance Explore a variety of movements to ascertain the best moves to allow for flow and interesting challenging gymnastics to the sequence Include a change of level and speed within movements	Create a pair matching and mirroring sequence on apparatus Use a variety of apparatus in a matching and mirroring sequence Execute matching and mirroring sequence with fluidity and accuracy Include a change of level and speed within movements
Head: Rules, Strategies and Tactics Heart: Healthy Participation	 Understand why certain movements and balances are 'excellent' Create sequences in pairs Make adaptations to sequences as and when necessary Collaborate and cooperate with partner to work together to create sequences Share apparatus and space with partner Remain self-motivated to improve sequences even when they find it hard 	 Understand why certain movements and balances are 'excellent' Create sequences in pairs Make adaptations to sequences as and when necessary Collaborate and apply cooperation skills with partner to work together to create sequences and suggest ways to improve Remain self-motivated to improve sequences even when they find it hard 	Use evaluation and reflection to recognise strengths and weaknesses in own sequences and find ways to improve them Show respect when watching performances of others Show respect when giving feedback on ways to improve for others Apply integrity and self-discipline as perform sequences and receive feedback Work hard to improve own sequences	Identify strengths and weaknesses in their sequence and find ways to improve Demonstrate respect and trust as give and receive constructive feedback in order to improve sequences and performances Consistently apply integrity and self-discipline as perform sequences and receive feedback Strive to improve sequences.
Vocabulary Curricular Goals	Linking, flow, extension, symmetrical, Asymmetrical Create sequences starting with symmetrical balance on apparatus, moving out of it and travelling to a new piece of apparatus, ending in asymmetrical balances applying flow	Extension, control, bridge, levels, flow Create sequences combining movements and bridge balances in pairs, applying flow and challenging creativity	Work hard to improve own sequences Flow, levels, counter balance, counter tension, unison, canon Create sequences consistently and creatively applying flow and linking balances with movement	Flow, levels, matching, mirroring, unison, canon Create a sequence of movements, bringing together a combination of both matching and mirroring movements executed with accuracy and using a range of apparatus

	Year 3	Year 4	Year 5	Year 6
Hands: Motor Competence	Run as far and as fast as possible using correct technique: Head up and focused forwards Pumping action with arms and elbows bent Run with driving leg actions Run on balls of feet so are light and springy Run and stay in a lane Be able to hold hands ready, palm upwards for a baton change	Run as far and as fast as possible using correct technique: Head up and focused forwards Pumping action with arms and elbows bent Run with driving leg actions Run on balls of feet so are light and springy Run and stay in a lane Be able to hold hands ready, palm upwards for a baton change	Run as far and as fast as possible using correct technique: • Apply accurate head, arm and foot technique to make themselves quicker	Run as far and as fast as possible using correct technique: • Apply accurate head, arm and foot technique to make themselves quicke
	Standing long jump: Jump swinging their arms Bend legs when take off and land Land on two feet and remain balanced	Explore the correct technique for a standing triple jump: Jump swinging their arms Bend legs when take off and land Land on two feet and remain balanced	Be able to successfully clear the hurdles: Look forward when clearing hurdle Extend leading leg to successfully clear the hurdle Push off to clear the hurdles Bend trailing leg to clear hurdle Change stride length to clear hurdle Use accurate head, arm and foot technique (running) when clearing the hurdle	Jumping in competition: Apply correct arm and leg technique to make themselves jump further Perform a hop, skip and a jump in sequence linking them smoothly together Select the correct foot to start with
	 Throwing: accuracy v distance: Execute an accurate under arm throw Throw a bean bag for distance Apply the correct stance when throwing 	Throwing for distance: Use correct technique to throw the javelin Extend as they release in the throw Transfer body weight throwing the javelin further	Throwing for distance: • Apply an accurate stance with a well-timed release to throw further	Throwing in competition: Apply an accurate stance with a well-timed release to throw further •
Head: Rules, Strategies and Tactics	 Apply an understanding of how to use correct technique for running fast Understand how to run faster Understand why we need to shorten our stride pattern to accelerate Understand that with the correct technique, they can jump further than with the incorrect technique 	 Understand and apply tactics when running for distance Understand the term 'pace' Understand the consequences of sprinting in an endurance race for too long Pace themselves over a distance without stopping Understand that with the correct technique, they can jump further than with the incorrect technique 	Understand why the correct technique in running is important: Understand why we need to change our stride pattern during a race Understand why we need to dip at the finish line Understand why the correct technique in hurdling is important: Know how to apply accurate head, arm and foot technique when clearing a hurdle Physically demonstrate how stride length changes in order to clear hurdle	Be able to keep pace even when others are sprinting off Apply effective running tactics to race Be able to evaluate performance of peers Understand that with the correct technique, they can jump further than with the incorrect technique

Heart: Healthy Participation	Be able to collaborate and run in a team Be able to encourage others Continue to try to improve their own performance	Be able to help others with ideas about how to improve their performance Strive to improve own performance Collaborate as a team and organise race tactics	 Consolidate ability to encourage and collaborate with others Consolidate ability to communicate developmental feedback, showing respect for others Show respect to others Manage own emotions when taking part in a competition Strive to improve own technique, ensuring they always apply maximum effort 	 Refine ability to encourage and collaborate with others Refine ability to communicate developmental feedback to others Show respect to others Remain positive even if not winning competitions Apply their best effort every time and lead others by example
Vocabulary	Tactics, speed, acceleration, distance, accuracy, relay, change over	Tactics, speed, distance, pace, power, stride pattern	Tactics, speed, distance, evaluation, change over, personal best, lap.	Tactics, teamwork, speed, distance, evaluation, false starts, events
Curricular Goal	Athletics: Begin to evaluate own physical activity performance and apply speed and distance to achieve personal best Running: Use bodies to run as fast as possible using the correct technique both individually and in teams Jumping: Be able to jump as far as possible using the correct technique Throwing: Be able to show the difference between throwing accurately and throwing for distance	Athletics: Evaluate own physical activity performance and apply pacing and distance to achieve personal best Running: Develop own sprinting technique and be able to analyse own performance, comparing sprinting to running for distance and pacing Jumping: Be able to use correct technique for triple jump Throwing: Be able to throw a javelin with the correct technique over a distance	Athletics: Effectively evaluate own and team physical activity and think about how they can improve to achieve their personal best Running: Be able to sprint effectively, both individually and within a team Jumping: Demonstrate technique for safe hurdling Throwing: Demonstrate the correct technique for throwing a shot putt	Athletics: Consistently evaluate own and term performance effectively in competitions and suggest ways on how they can improve to achieve their personal best, individually and as a team Running, Jumping and Throwing: Apply learning in different areas of athletics explored in series of competitions
Dance				
	Year 3	Year 4	Year 5	Year 6
Hands: Motor Competence	Create big and clear movements Perform with expression and emotion to tell a story through dance	 Perform with big, clear movements that flow Perform with expression and be able to stay in character 	 Perform accurately and convincingly in character with big bold actions Perform with flow showing clarity and fluency Perform with flow and include a change of level and dynamic 	 Perform choreographed movements and balances that incorporate emotion, expression and characterisation Execute movements and balances with accurate expression and emotion
Head: Rules, Strategies and Tactics	 Understand what makes an 'excellent' dance Apply creativity when investigating a range of movement options 	 Refine ability to evaluate own and others' performances Problem solve and apply resourcefulness as they construct sequence 	 Consolidate ability to evaluate own and others' performances Apply effective decision making as construct their movements 	 Make effective evaluations of an individual, pairs' or groups strengths and weaknesses. Reflect on own performances Create sequences that include stage presence, timing, rhythm and emotion

Heart: Healthy Participation	 Work successfully with partner to execute their sequences in unison Work successfully with group to execute sequences in unison Strive to ensure their sequences are performed precisely and accurately showing self-motivation to want to improve Expression, creativity, emotion, rhythm, 	Apply skills of communication and cooperation through working with others to execute sequences in canon and in unison Strive to ensure sequences are executed to the highest standard Expression, creativity, emotion, rhythm,	Work successfully with others to execute their movements and group performances Demonstrate resilience and responsibility by supporting others to improve and accepting feedback on their own performance Expression, creativity, emotion, motif,	Work successfully with others to execute sequences and group performances to tell stories Demonstrate self-motivation and integrity taking pride in their work Expression, creativity, emotion, motif,
Vocabulary	timing, stage presence, motif, character, choreography, interconnecting, character.	motif, choreography, character, interconnecting, character	character, unison	rhythm, choreography
Curricular Goals	Create a performance which includes stage presence, timing, rhythm and sustaining character	Be able to explore movement through improvisation, introducing unison and matching while sustaining characters to add drama and emotion to the dance	Use different choreographical skills to depict emotion and/or characterisation to tell a story/deliver a message	Perform choreographed movements and balances that incorporate emotion, expression and characterisation
Outdoor and	Adventurous Activities: Commu	inication & Tactics, Orienteering, Proble	em Solving, Leadership	
	Year 3	Year 4	Year 5	Year 6
Hands: Motor Competence	 Work within teams to complete the different problem solving challenges successfully Develop ability to orientate a map, locate points and return to base as quickly as possible 	Work within teams to find effective strategies and tactics in order to complete given problem solving challenges successfully Apply developing ability to orientate a map, locate points and return to base as quickly as possible	Work within teams to refine effective strategies and tactics in order to complete problem solving challenges effectively Consolidate developing ability to orientate a map, locate points and return to base as quickly as possible Be able to pass, move and shoot accurately and consistently Be able to switch between attack and defence as possession changes	Work within a team to consolidate effective strategies and tactics to complete problem solving challenges successfully Apply effective leadership skills to support and guide team members in order to play games and complete challenges Refine developing ability to orientate a map, locate points and return to base as quickly as possible Apply a refined understanding of passing and moving to score points against another team
Head: Rules, Strategies and Tactics	 Understand what makes an effective team Understand the importance of their own role within a team Understand how important team work is when completing challenges 	 Be able to apply ability to evaluate and improve strategies to solve problems Apply a strong understanding of what makes an effective team Understand how important team work is when completing challenges 	Be able to think tactically to complete challenges Communicate ideas for completing challenges to team members Know what makes an effective team and understand the importance of teamwork when completing challenges	 Be able to think tactically to complete challenges Create, evaluate and refine tactics to complete challenges Know what makes an effective leader and be able to apply this to their work Be able to effectively evaluate the leadership of others and give constructive feedback

Heart: Healthy Participation	 Learn how to collaborate and communication effectively by applying speaking and listening skills within teams Collaborate with team to develop respect and communication in order to successfully complete challenges Remain positive and try their best in every challenge Begin to show leadership attributes 	 Practise skills of collaboration and communication by applying speaking and listening skills within teams Collaborate with team to develop trust and communication in order to successfully complete challenges Apply integrity and determination when completing challenges Show leadership attributes and take responsibility for team members 	 Refine how to collaborate and communication effectively by applying speaking and listening skills within teams Encourage and collaborate with team members to successfully complete challenges Start to lead teams and manage games Control own emotions during challenges and take responsibility for team members 	 Consolidate how to collaborate and communicate effectively by applying both speaking and listening skills within teams Apply integrity and self-discipline when completing challenges Ensure that clear instructions are given to team members Encourage and motivate groups/teams to always do their best even when the challenge is difficult Play by the rules and lead others by example
Vocabulary	Communication, tactics, teamwork, strategy, navigate Attacker, defender, tag, orienteering, symbol, problem solving, communication	Communication, tactics, teamwork, strategy, navigate Responsibility, listening, trust, map, route, out of bounds, non-verbal communication, verbal communication	Communication, tactics, teamwork, strategy Adapt, motivation, cooperation, control point, scale, adapt, listening, support	Communication, tactics, teamwork, strategy, leadership, cooperation, responsibility, navigate Team member, space, task, equipment, people
Curricular Goals	OAA: Develop skills of collaboration and communication and work as a member of a team to complete challenges	OAA: Apply skills of collaboration and communication to work as a member of a team to complete challenges	OAA: Consolidate ability to communicate and collaborate with others and work as a team to complete challenges effectively	Leadership: Identify and demonstrate the different attributes that make an effective leader OAA: Refine ability to collaborate and communicate with others, leading where necessary, while working as a team to complete challenges
Swimming				
	Year 3	Year 4	Year 5	Year 6
Knowledge and Skills		Swim competently, confidently and proficiently over a distance of at least 10 metres	 Swim competently, confidently and proficiently over a distance of at least 25 metres Use a range of strokes effectively [for example, front crawl, backstroke and breaststroke Perform safe self-rescue in different water-based situations. 	Swim competently, confidently and proficiently over a distance of at least 25 metres Use a range of strokes effectively [for example, front crawl, backstroke and breaststroke Perform safe self-rescue in different water-based situations.
Vocabulary		Swimming, front crawl, breaststroke, backstroke,	Swimming, front crawl, breaststroke, backstroke,	Swimming, front crawl, breaststroke, backstroke,

