



For all for life

At the Good Shepherd, PE is taught twice a week. Within these lessons, pupils in **EYFS** and **KS1** will 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 will learn to engage in physical activities, in a range of increasingly challenging situations. Pupils in **KS2** will continue to apply and develop a broader range of skills, learning how to use them in different ways and link them to make actions and sequences of movement. During PE lessons pupils will have opportunities to communicate, collaborate and compete with one other. They will reflect on their own performance whilst evaluating and recognising their own successes. All pupils will understand the importance of an active lifestyle and the positive effects it has on their own physical and mental health.

KS1 lunch time clubs are offered to targeted children who are less active or require further support in developing their communication and social skills. Over a six-week block, pupils will take part in a range of games which primarily focus on developing their fundamental skills in team-based games. Targeted support enables these pupils to enrich their confidence, motivation and self- esteem whilst having the opportunity to communicate their ideas in a smaller group. Lunch time clubs are offered to KS2 pupils based on feedback from the children's interests. Targeted pupils in KS2 who have been identified as less active will partake in a weekly gross motor intervention.

A variety of after school clubs are offered, which allow all pupils to further develop their passion in sport. After school clubs also allow children to take part in matches and intra -competitions.

Skills - physical competence

Knowledge - understanding



How do we encourage all our pupils to be active for life?

EYFS Aims - Physical development

Early Learning Goal: Gross Motor Skills

- I can negotiate space and obstacles safely, with consideration for myself and others. (PD: ELG)
- I can demonstrate my strength, balance and coordination. (PD: ELG)
- I can move energetically, when running, jumping, dancing, hopping, skipping and climbing. (PD: ELG)

Attitude

Nurture new friendships in team activities

Feel a sense of belonging when working as part of a team Identify and develop own strengths with support

Explore new play equipment and embed a sense of fun

Promote and encourage creativity and uniqueness in movement Spark curiosity in outdoor adventures through outdoor learning to take home weekly to promote a fun and active lifestyle for the whole family

Fun Fit Families - weekly activity sent home to promote a fun and active lifestyle for the whole family

KS1 National Curriculum Aims

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.

Attitude

Feel part of a team

Identify and develop own strengths

Offer a range of broader experiences to spark interest and passion in a new sport

All children to take part in a tournament outside of school
Play equipment and balance bikes to nurture a fun and active lifestyle
Foster children's curiosity in a particular sport through after school clubs
Fun Fit Families - weekly activity sent home to promote a fun and active
lifestyle for the whole family

KS2 National Curriculum Aims

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];
- compare their performances with previous ones and demonstrate improvement to achieve their personal best.

Attitude

Feel part of a team

Gain leadership skills

Evaluate and take responsibility for their own performance

Explore strategies of self-improvement in a safe learning environment

Offer a broad range of experiences to spark passion in new sports

Nurture children's curiosity in a particular sport through after school clubs and participation in school teams

All children to take part in a sporting event outside of school

Fun Fit Families - weekly activity sent home to promote a fun and active lifestyle for the whole family

	Advent 1	Advent 2	Lent 1	Lent 2	Pentecost 1	Pentecost 2
Nursery	Introduction to PE: Unit 1	Fundamentals: Unit 1	Gymnastics: Unit 1	Dance: Unit 1	Ball Skills: Unit 1	Games: Unit 1
Reception	Introduction to PE: Unit 2	Fundamentals: Unit 2	Gymnastics: Unit 2	Dance: Unit 2	Ball Skills: Unit 2	Games: Unit 2
Year 1	Fundamentals	Target Games	Dance	Fitness	Team Building	Athletics
PPA	Ball Skills	Sending and Receiving skills	Invasion skills	Gymnastics	Net and Wall skills	Striking and Fielding skills
Year 2	Fundamentals	Target Games	Dance	Fitness	Team Building	Athletics
PPA	Ball Skills	Sending and Receiving skills	Invasion skills	Gymnastics	Net and Wall skills	Striking and Fielding skills
Year 3	Fundamentals	Fitness	Dance	Swimming	Swimming	Swimming
PPA	Ball Skills	Invasion - Netball	OOA	Gymnastics	Striking and Fielding - Cricket	Athletics
Year 4	Invasion – Tag Rugby	Invasion - Hockey	Fitness	Dance	Striking and Fielding - Rounders	Net and Wall - Tennis
PPA	Invasion - Football	Invasion - Dodgeball	Invasion - Basketball	Gymnastics	Athletics	OAA
Year 5	Fitness	Invasion - Hockey	Dance	Net and Wall - Volleyball	Net and Wall - Tennis	Athletics
PPA	Invasion - Football	Invasion - Netball	Invasion – Tag Rugby	Gymnastics	Striking and Fielding - Cricket	OAA
Year 6	Invasion – Tag Rugby	Invasion - Hockey	Dance	Net and Wall - Tennis	Striking and Fielding - Rounders	Net and Wall - Badminton
PPA	Invasion - Football	Invasion - Dodgeball	Invasion - Basketball	Gymnastics	Athletics	Striking and Fielding - Cricket

Physical Development Gross Motor Skills ELG

- 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.

National Curriculum – In KS1 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

	Athletics					
	EYFS	YEAR 1	YEAR 2			
Knowledge	Running: know that I use big steps to run and small steps to stop. Know that moving into space away from others helps to keep me safe. Jumping: know that bending my knees will help me to land safely. Throwing: understand that bigger targets are easier to hit. Rules: know that rules help us to stay safe.	Running: understand that if I swing my arms it will help me to run faster. Jumping: know that landing on the balls of my feet helps me to land with control. Understand that if I bend my knees it will help me to jump further. Throwing: know that stepping forward with my opposite foot to hand will help me to throw further. Rules: know that rules help us to play fairly.	Running: know that running on the balls of my feet, taking big steps and having elbows bent will help me to run faster. Jumping: know that swinging my arms forwards will help me to jump further. Throwing: know that I can throw in a straight line by pointing my throwing hand at my target as I let go of the object. Rules: know how to follow simple rules when working with others			
Skills	Running: explore running and stopping safely. Jumping: explore jumping and hopping safely. Throwing: explore throwing to a target.	Running: explore running at different speeds. Jumping: develop balance whilst jumping and landing. Explore hopping, jumping and leaping for distance. Throwing: explore throwing for distance and accuracy.	Running: develop the sprinting action. Jumping: develop jumping, hopping and skipping actions. Explore safely jumping for distance and height. Throwing: develop overarm throwing for distance.			
Vocabulary	push stop jump space forwards safely balance backwards	far hop aim fast slow bend improve direction travel	sprint jog distance height take-off landing overarm underarm			

- develop flexibility, strength, technique, control and balance
- compare their performances with previous ones and demonstrate improvement to achieve their personal best
- use running, jumping, throwing and catching in isolation and in combination

	YEAR 3 YEAR 4		YEAR 5	YEAR 6
Knowledge	Running: understand that leaning slightly forwards helps to increase speed. Leaning my body in the opposite direction to travel helps to slow down. Jumping: know that if I jump and land in quick succession, the momentum will help me to jump further. Throwing: understand that the speed of the movement helps to create power. Rules: know the rules of the event and begin to apply them.	Running: understand that I need to pace myself when running further or for a long period of time. Understand that a high knee drive, pumping my arms and running on the balls of my feet gives me power. Jumping: understand that transferring weight will help me to jump further. Throwing: understand that transferring weight will help me to throw further. Rules: know and understand the rules to be able to manage our own events.	Running: understand that taking big consistent strides will help to create a rhythm that allows me to run faster. Understand that keeping a steady breath will help me when running longer distances. Jumping: know that if I drive my knees high and fast I can build power and therefore distance in my jumps. Throwing: know how to transfer my weight in different throws to increase the distance. Rules: understand and apply rules in a variety of events using official equipment.	Running: understand that I need to prepare my body for running and know the muscle groups I will need to use. Jumping: understand that a run up builds speed and power and enables me to jump further. Throwing: understand that I need to prepare my body for throwing and know the muscle groups I will need to use. Rules: understand and apply rules in events that pose an increased risk
Skills	Running: develop the sprinting technique and apply it to relay events. Jumping: develop technique when jumping for distance in a range of approaches and take off positions. Throwing: explore the technique for a pull throw.	Running: develop an understanding of speed and pace in relation to distance. Develop power and speed in the sprinting technique. Jumping: develop technique when jumping for distance. Throwing: explore power and technique when throwing for distance in a pull and heave throw.	Running: apply fluency and co- ordination when running for speed in relay changeovers. Effectively apply speeds appropriate for the event. Jumping: explore technique and rhythm in the triple jump. Throwing: Develop technique and power in javelin and shot put.	Running: demonstrate a clear understanding of pace and use it to develop their own and others sprinting technique. Jumping: develop power, control and technique in the triple jump. Throwing: develop power, control and technique when throwing discus and shot put.
Vocabulary	speed power strength accurately higher pace control faster further	power stamina officiate perseverance determination accuracy personal best	technique upsweep rhythm downsweep flight stride	rotation trajectory continuous pace force compete momentum transfer of weight

Physical Development Gross Motor Skills ELG

- 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.

National Curriculum – In KS1 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
- Perform dances using simple movement patterns.

Dance

	Dance					
	EYFS	YEAR 1	YEAR 2			
Knowledge	Actions: understand that I can move my body in different ways to create interesting actions. Dynamics: understand that I can change my action to show an idea. Space: know that if I move into space it will help to keep me and others safe. Performance: know that when watching others I sit quietly and clap at the end. Strategy: know that if I use lots of space, it helps to make my dance look interesting.	Actions: understand that actions can be sequenced to create a dance. Dynamics: understand that I can create fast and slow actions to show an idea. Space: understand that there are different directions and pathways within space. Relationships: understand that when dancing with a partner it is important to be aware of each other and keep in time. Performance: know that standing still at the start and at the end of the dance lets the audience know when I have started and when I have finished. Strategy: know that if I use exaggerated actions it helps the audience to see them clearly.	Actions: know that sequencing actions in a particular order will help me to tell the story of my dance. Dynamics: understand that I can change the way I perform actions to show an idea. Space: know that I can use different directions, pathways and levels in my dance. Relationships: know that using counts of 8 will help me to stay in time with my partner and the music. Performance: know that using facial expressions helps to show the mood of my dance. Strategy: know that if I practice my dance my performance will improve.			
Skills	Actions: explore how my body moves. Copy basic body actions and rhythms. Dynamics: explore actions in response to music and an idea. Space: begin to explore pathways and the space around me and in relation to others. Performance: perform short phrases of movement in front of others.	Actions: copy, remember and repeat actions to represent a theme. Create my own actions in relation to a theme. Dynamics: explore varying speeds to represent an idea. Space: explore pathways within my performance. Relationships: begin to explore actions and pathways with a partner. Performance: perform on my own and with others to an audience.	Actions: accurately remember, repeat and link actions to express an idea. Dynamics: develop an understanding of dynamics. Space: develop the use of pathways and travelling actions to include levels. Relationships: explore working with a partner using unison, matching and mirroring. Performance: develop the use of facial expressions in my performance.			
Vocabulary	move copy shape space travel sideways forwards backwards safely	counts pose level slow fast balance	mirror action pathway direction speed timing			

- perform dances using a range of movement patterns; develop flexibility, strength, technique, control and balance;
- compare their performances with previous ones and demonstrate improvement to achieve their personal best

	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Knowledge	n other activities such as football, rugby and gymnastics. Performance: understand that I can use timing techniques such as canon and unison to create effect. Strategy: know that if I show sensitivity to the music, my performance will look more complete	Actions: understand that some actions are better suited to a certain character, mood or idea than others. Dynamics: understand that some dynamics are better suited to a certain character, mood or idea than others. Space: understand that space can be used to express a certain character, mood or idea. Relationships: understand that some relationships are better suited to a certain character, mood or idea than others. Performance: know that being aware of other performers in my group will help us to move in time. Strategy: know that I can select from a range of dance techniques to translate my idea.	Actions: understand that different dance styles utilise selected actions to develop sequences in a specific style. Dynamics: understand that different dance styles utilise selected dynamics to express mood. Space: understand that space relates to where my body moves both on the floor and in the air. Relationships: understand that different dance styles utilise selected relationships to express mood. Performance: understand what makes a performance effective and know how to apply these principles to my own and others' work. Strategy: know that if I use dance principles it will help me to express an atmosphere or mood.	Actions: understand that actions can be improved with consideration to extension, shape and recognition of intent. Dynamics: understand that selecting a variety of dynamics in my performance can help to take the audience on a journey through my dance idea. Space and relationships: know that combining space and relationships with a prop can help me to express my dance idea. Performance: understand how a leader can ensure our dance group performs together. Strategy: know that if I keep in character throughout, it will help me to express an atmosphere or mood that can be interpreted by the audience.
Skills	Actions: create actions in response to a stimulus individually and in groups. Dynamics: use dynamics effectively to express an idea. Space: use direction to transition between formations. Relationships: develop an understanding of formations. Performance: perform short, self-choreographed phrases showing an awareness of timing.	Actions: respond imaginatively to a range of stimuli related to character and narrative. Dynamics: change dynamics confidently within a performance to express changes in character. Space: confidently use changes in level, direction and pathway. Relationships: use action and reaction to represent an idea. Performance: perform complex dances that communicate narrative and character well, performing clearly and fluently.	Actions: choreograph dances by using, adapting and developing actions and steps from different dance styles. Dynamics: confidently use dynamics to express different dance styles. Space: confidently use direction and patterning to express different dance styles. Relationships: confidently use formations, canon and unison to express a dance idea. Performance: perform dances expressively, using a range of performance skills, showing accuracy and fluency	Actions: show controlled movements which express emotion and feeling. Dynamics: explore, improvise and combine dynamics to express ideas fluently and effectively on my own, with a partner or in a small group. Space and relationships: use a variety of compositional principles when creating my own dances. Performance: demonstrate a clear understanding of timing in relation to the music and other dancers throughout my performance.
Vocab	flow explore create perform match feedback expression	reaction unison represent dynamics control	formation posture performance canon relationship	choreograph phrase contrast structure connect contrast fluently

Physical Development Gross Motor Skills ELG

- 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

National Curriculum – In KS1 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

Gymnastics

	Gymnastics					
	EYFS	YEAR 1	YEAR 2			
Knowledge	Shapes: understand that I can make different shapes with my body. Balances: know that I should be still when holding a balance. Rolls: know that I can change my body shape to help me to roll. Jumps: know that bending my knees will help me to land safely. Strategy: know that if I hold a shape and count to five people will see it clearly.	Shapes: understand that I can improve my shapes by extending parts of my body. Balances: know that balances should be held for 5 seconds. Rolls: know that I can use different shapes to roll. Jumps: know that landing on the balls of my feet helps me to land with control. Strategy: know that if I use a starting and finishing position, people will know when my sequence has begun and when it has ended.	Shapes: know that some shapes link well together. Balances: understand that squeezing my muscles helps me to balance. Rolls: understand that there are different teaching points for different rolls. Jumps: understand that looking forward will help me to land with control. Strategy: know that if I use shapes that link well together it will help my sequence to flow.			
Skills	Shapes: show contrast with my body including wide/narrow, straight/curved. Balances: explore shapes in stillness using different parts of my body. Rolls: explore rocking and rolling. Jumps: explore jumping safely.	Shapes: explore basic shapes straight, tuck, straddle, pike. Balances: perform balances making my body tense, stretched and curled. Rolls: explore barrel, straight and forward roll progressions. Jumps: explore shape jumps including jumping off low apparatus.	Shapes: explore using shapes in different gymnastic balances. Balances: remember, repeat and link combinations of gymnastic balances. Rolls: explore barrel, straight and forward roll and put into sequence work. Jumps: explore shape jumps and take off combinations			
Vocabulary	Move copy shape over space rock around safely sideways travel forwards backwards	Action jump roll level direction speed point balance	Link pathway sequence tuck straddle speed star pike			

- develop flexibility, strength, technique, control and balance
- compare their performances with previous ones and demonstrate improvement to achieve their personal best

	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Knowledge	levels it will help to make my sequence look interesting.	Shapes: understand how shapes can be used to improve my sequence. Inverted movements: know that inverted movements are actions in which my hips go above my head. Balances: know how to keep myself and others safe when performing partner balances. Rolls: understand that I can keep the shape of my roll using body tension. Jumps: know that I can control my landing by landing toes first, looking forwards and bending my knees. Strategy: know that if I use different directions it will help to make my sequence look interesting.	Shapes: understand that shapes underpin all other skills. Inverted movements: understand that sometimes I need to move slowly to gain control and other times I need to move quickly to build momentum. Balances: understand how to use contrasting balances to make my sequences look interesting. Rolls: understand that I need to work within my own capabilities and this may be different to others. Jumps: understand that I can use jumps to link actions and changing the shape of these will make my sequence look interesting. Strategy: know that if I use different pathways it will help to make my sequence look interesting	Shapes: know which shapes to use for each skill. Inverted movements: understand that spreading my weight across a base of support will help me to balance. Balances: know where and when to apply force to maintain control and balance. Rolls: understand that I can use momentum to help me to roll and know where that momentum from. Jumps: understand that taking off from two feet will give me more height and therefore more time in the air. Strategy: know that if I use changes in formation it will help to make my sequence look interesting
Skills	Shapes: explore matching and contrasting shapes. Balances: explore point and patch balances and transition smoothly into and out of them. Rolls: develop the straight, barrel, and forward roll. Jumps: develop stepping into shape jumps with control	Shapes: develop the range of shapes I use in my sequences Inverted movements: develop strength in bridge and shoulder stand. Balances: develop control and fluency in individual and partner balances. Rolls: develop the straight, barrel, forward and straddle roll and perform them with increased control. Jumps: develop control in performing and landing rotation jumps.	Shapes: perform shapes consistently and fluently linked with other gymnastic actions. Inverted movements: explore progressions of a cartwheel. Balances: explore symmetrical and asymmetrical balances. Rolls: develop control in the straight, barrel, forward, straddle and backward roll. Jumps: select a range of jumps to include in sequence work.	Shapes: combine and perform gymnastic shapes more fluently and effectively. Inverted movements: develop control in progressions of a cartwheel and a headstand. Balances: explore counter balance and counter tension. Rolls: develop fluency and consistency in the straddle, forward and backward roll. Jumps: combine and perform a range of gymnastic jumps more fluently and effectively.
Vocab	flow explore create matching interesting control contrasting	quality perform inverted technique apparatus extension	symmetrical rotation aesthetics canon asymmetrical synchronisation progression	momentum fluently stability formation counter balance counter tension

Physical Development Gross Motor Skills ELG

- 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.

National Curriculum – In KS1 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

Net and Wall

	ivet and vvali					
	EYFS (Ball Skills Unit 1 & 2 Games Unit 1 & 2)	YEAR 1	YEAR 2			
Knowledge	Hitting: know to point my hand/object at my target when hitting a ball. Feeding and rallying: know to look at the target when sending a ball and watch the ball to receive it. Footwork: know to use big steps to run and small steps to stop. Tactics: make simple decisions in response to a task. Rules: know that rules help us to stay safe.	Hitting: know to use the centre of the racket for control. Feeding: know to use an underarm throw to feed to a partner. Rallying: know that throwing/hitting to my partner with not too much power will help them to return the ball. Footwork: know that using a ready position will help me to move in any direction. Tactics: know that tactics can help us to be successful when playing games. Rules: know that rules help us to play fairly	Hitting: know to watch the ball as it comes towards me to help me to prepare to hit it. Feeding: know to place enough power on a ball to let it bounce once but not too much so that my partner can't return it. Rallying: know that sending the ball towards my partner will help me to keep a rally going. Footwork: know that using a ready position helps me to react quickly and return/catch a ball. Tactics: understand that applying simple tactics makes it difficult for my opponent. Rules: know how to score points and follow simple rules			
Skills	Hitting: explore hitting a ball with hands and pushing with a racket. Feeding and rallying: explore sending and tracking a ball with a partner. Footwork: explore changing direction, running and stopping.	Hitting: explore hitting a dropped ball with a racket. Feeding: throw a ball over a net to land into the court area. Rallying: explore sending a ball with hands and a racket. Footwork: use the ready position to move towards a ball.	Hitting: develop hitting a dropped ball over a net. Feeding: accurately underarm throw over a net to a partner. Rallying: explore underarm rallying with a partner catching after one bounce. Footwork: consistently use the ready position to move towards a ball.			
Vocab	team space catch throw forward backward safely bounce	ready position partner net underarm score points	Receive quickly trap defend return collect defence			

- 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
- compare their performances with previous ones and demonstrate improvement to achieve their personal best.

	YEAR 3	YEAR 4	YEAR 5	YEAR 6
				-
Knowledge	(Tennis) Shots: know that pointing the racket face/my hand where I want the ball to go and turning my body will help me to hit accurately. Rallying: know that hitting towards my partner will help them to return the ball easier and keep the rally going. Footwork: know that moving to the middle of my court will enable me to	(Tennis) Shots: understand when to play a forehand and a backhand and why. Rallying: know that moving my feet to the ball will help me to hit in a more balanced position therefore increasing the accuracy of my shot. Footwork: know that getting my feet in the right position will help me to balance before playing a shot. Tactics: know that applying attacking tactics will help me to score points and create space. Know that applying defending tactics will help me to deny space, return a ball and limit points. Rules: know and understand the rules to be able to manage our own game.	(Volleyball and Tennis) Shots: know which skill to choose for the situation e.g. a volley if the ball is close to the net. Serving: know that serving is how to start a game or rally and use the rules applied to the activity for serving. Rallying: know that playing the appropriate shot will help to keep the rally going. Know that control is more important than power to keep a rally going. Footwork: know that using small, quick steps will allow me to adjust my stance to play a shot. Tactics: understand the need for tactics and identify when to use them in different situations. Rules: understand and apply rules in a variety of net and wall games whilst playing and officiating.	(Badminton and Tennis) Shots: understand the appropriate skill for the situation under pressure eg. choosing to play the ball short over the net if I have just moved my opponent to the back of the court. Serving: begin to apply tactics when serving e.g. aiming to serve short on the first point and then long on the second point. Rallying: understand how to play different shots depending on if a rally is co-operative or competitive. Footwork: know that using the appropriate footwork will help me to react to a ball quickly and give me time to prepare to play a shot. Tactics: understand when to apply some tactics for attacking and/or defending. Rules: understand, apply and use rules consistently in a variety of net and wall games whilst playing and officiating
Skills		Shots: demonstrate technique when using shots playing co-operatively and beginning to execute this competitively. Rallying: develop rallying using both forehand and backhand with increased technique. Footwork: begin to use appropriate footwork patterns to move around the court.	Shots: develop the range of shots used in a variety of games. Serving: develop the range of serving techniques appropriate to the game. Rallying: use a variety of shots to keep a continuous rally. Footwork: demonstrate effective footwork patterns to move around the court.	Shots: demonstrate increased success and technique in a variety of shots. Serving: serve accurately and consistently. Rallying: successfully apply a variety of shots to keep a continuous rally. Footwork: demonstrate a variety of footwork patterns relevant to the game I am playing.
Vocab	serve accurately track racket control rally opponent	receiver outwit court backhand forehand	volley footwork set tactics cooperatively continuously dig	deep forecourt defensive consecutive consistently back court attacking

Physical Development Gross Motor Skills ELG

- 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.

- 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

Outdoor Adventurous	Activities	(OAA)
----------------------------	-------------------	-------

	Outdoor Advertidrous Activities (OAA)					
	EYFS (Intro to PE Unit 1 & 2 Games Unit 1 & 2)	YEAR 1 (Team Building)	YEAR 2 (Team Building)			
Knowledge	Problem solving: make simple decisions in response to a task. Navigational skills: know that moving into space away from others will help me to stay safe. Know to leave a gap when following a path will help me to stay safe. Communication: know that talking with a partner will help me to solve challenges e.g. 'let's go to the green hoop next'. Reflection: begin to identify when I am successful. Rules: know that rules help us to stay safe.	Problem solving: know that working collaboratively with others will help to solve challenges. Navigational skills: know that deciding which way to go before starting will help me. Communication: know that using short instructions will help my partner e.g. start/stop. Reflection: identify when I am successful and make basic observations about how to improve. Rules: know that rules help us to play fairly.	Problem solving: know that listening to each other's ideas might give us an idea we hadn't thought of. Navigational skills: understand that the map tells us what to do. Communication: know to use encouraging words when speaking to a partner or group to help them to trust me. Reflection: verbalise when I am successful and areas that I could improve. Rules: know how to follow and apply simple rules			
Skills	Problem solving: explore activities where I have to make my own decisions. Navigational skills: explore moving in space and following a path. Communication: develop confidence in expressing myself.	Problem solving: suggest ideas in response to a task. Navigational skills: follow a path and lead others. Communication: communicate simple instructions and listen to others	Problem solving: begin to plan and apply strategies to overcome a challenge. Navigational skills: follow and create a simple diagram/map. Communication: work co-operatively with a partner and a small group.			
Vocab	share team path listen space travel follow safely	lead co-operate team work solve instructions	Support successful map direction communicate			

National Curriculum – In KS2 pupils should be taught to:

• take part in outdoor and adventurous activity challenges both individually and within a team

	YEAR 3	YEAR 4	YEAR 5	YEAR 6
KNOWLEDGE	Problem solving: know that trying ideas before deciding on a solution will help us to come up with the best idea. Navigational skills: know to hold the map so that the items on the map match up to the items that have been placed out. Communication: know to take turns when giving ideas and not to interrupt each other. Reflection: reflect on when and why I am successful at solving challenges. Rules: know that using the rules honestly will help to keep myself and others safe	Problem solving: know that discussing the advantages and disadvantages of ideas will help to guide us to a conclusion about which idea to use. Navigational skills: understand how to use a key and use the cardinal points on a map to orientate it. Communication: understand that there are different types of communication and that I can communicate without talking. Reflection: with increased accuracy, critically reflect on when and why I am successful at solving challenges. Rules: understand the importance of working with integrity.	Problem solving: recognise that there may be more than one way to solve a challenge and that trial and error may help to guide me to the best solution. Navigational skills: use a key to identify objects and locations. Communication: know to be descriptive but concise when giving instructions e.g. 'two steps to the left'. Reflection: reflect on when I am successful at solving challenges and alter my methods in order to improve. Rules: know that abiding by rules will enable my classmates to complete the course e.g. not moving controls	Problem solving: understand that being able to solve problems is an important life skill. Navigational skills: understand why having good navigational skills are important. Communication: know that good communication skills are key to solving problems and working effectively as a team. Reflection: with increasing accuracy, reflect on when and how I am successful at solving challenges and alter my methods in order to improve. Rules: understand the rules and think creatively to solve the challenge whilst abiding by the rules
SKILLS	Problem solving: discuss how to follow trails and solve problems. Work with others to select appropriate equipment for the task . Navigational skills: identify where I am on a simple map. Use and begin to create simple maps and diagrams and follow a trail. Communication: follow and give instructions and accept other peoples' ideas.	Problem solving: plan independently and in small groups, implementing a strategy with increased success. Navigational skills: identify key symbols on a map and follow a route. Communication: confidently communicate ideas and listen to others	Problem solving: explore tactical planning within a team to overcome increasingly challenging tasks. Navigational skills: develop navigational skills and map reading in increasingly challenging tasks. Communication: explore a variety of communication methods with increasing success	Problem solving: pool ideas within a group, selecting and applying the best method to solve a problem. Navigational skills: orientate a map efficiently to navigate around a course with multiple points. Communication: inclusively communicate with others, share job roles and lead when necessary.
VOCA	rules route trust navigate grid discuss plan	leader effectively symbol inclusive orientate	collaborate collective navigation tactical control card orienteering	location symbol strategy boundaries critical thinking co-operatively

Physical Development Gross Motor Skills ELG

- 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.

- 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

O1!			
Stri	KING	ıand	aina
JUI		and	шиш
			 J

	EYFS (Games Unit 1 & 2 Ball Skills Unit 1 & 2)	YEAR 1	YEAR 2
Knowledge	Striking: know to point my hand at my target when striking a ball. Fielding: know to scoop a ball with two hands. Throwing and catching: know to point my hand at my target when throwing; know to have hands out ready to catch. Tactics: make simple decisions in response to a task. Rules: know that rules help us to stay safe.	Striking: understand that the harder I strike, the further the ball will travel. Fielding: know that throwing the ball back is quicker than running with it. Throwing: know which type of throw to use to throw over longer distances. Catching: know to watch the ball as it comes towards me. Tactics: know that tactics can help us when playing games. Rules: know that rules help us to play fairly.	Striking: understand the role of a batter. Know that striking quickly will increase the power. Fielding: understand that there are different roles within a fielding team. Know to move towards the ball to collect it to limit a batter's points. Throwing: know that stepping with oppose Catching: know to use wide fingers and pull the ball in to my chest to help me to securely catch. Tactics: understand and apply simple tactics for attack (batting) and defence (fielding). Rules: know how to score points and follow simple rules.
Skills	Striking: explore sending a ball to a partner. Fielding: explore tracking and stopping a rolling ball. Throwing and catching: explore rolling, throwing and catching using a variety of equipment	Striking: explore striking a ball with their hand and equipment. Fielding: develop tracking and retrieving a ball. Throwing: explore technique when throwing over and underarm. Catching: develop co-ordination and technique when catching.	Striking: develop striking a ball with their hand and equipment with some consistency. Fielding: develop tracking a ball and decision making with the ball. Throwing: develop co-ordination and technique when throwing over and underarm. Catching: catch with two hands with some co-ordination and technique.
Vocab	run pass roll team space safely around forwards backwards	hit points target throw score catch	fielder send teammate runs batter receive bowler

- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- compare their performances with previous ones and demonstrate improvement to achieve their personal best
- play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending

	YEAR 3	YEAR 4	YEAR 5	YEAR 6
	(Cricket)	(Rounders)	(Cricket)	(Rounders and Cricket)
Knowledge	Striking: know that striking to space away from fielders will help me to score. Fielding: know to look at where a batter is before deciding what to do. Know to communicate with teammates before throwing them a ball. Throwing: know that overarm throwing is	Striking: know that using the centre of the bat will provide the most control and accuracy. Fielding: know that it easier to field a ball that is coming towards me rather than away so set up accordingly. Throwing: understand that being balanced before throwing will help to improve the accuracy of the throw. Catching: know to track the ball as it is thrown to help to improve the consistency of catching. Tactics: know that applying attacking tactics will help to score points and avoid getting out. Know that applying defending tactics will help to deny space, get opponents out and limit points. Rules: know and understand the rules to be able to manage our own game	Striking: understand that stance is important to allow me to be balanced as I hit. Fielding: know that backing up a fielder as a ball is being thrown will help to increase the chances of fielding successfully. Throwing: understand where to throw the ball in relation to where a batter is. Catching: understand when to use a close catch technique or deep catch technique. Tactics: understand the need for tactics and identify when to use them in different situations. Rules: understand and apply rules in a variety of striking and fielding games whilst playing and officiating.	Striking: understand that the momentum and power for striking a ball comes from legs as well as arms. Fielding: know which fielding action to apply for the situation. Throwing and catching: consistently make good decisions on who to throw to and when to throw in order to get batters out. Know that accuracy, speed and consistency of throwing and catching will help to limit a batter's score. Tactics: understand and apply some tactics in the game as a batter, bowler and fielder. Rules: understand, apply and use rules consistently in a variety of striking and fielding games whilst playing and officiating.
Skills	Striking: begin to strike a bowled ball after a bounce with different equipment. Fielding: explore bowling to a target and fielding skills to include a two-handed pick up. Throwing: use overarm and underarm throwing in game situations. Catching: catch with some consistency in game situations.	Striking: develop batting technique with a range of equipment. Fielding: develop bowling with some consistency, abiding by the rules of the game Throwing: use overarm and underarm throwing with increased consistency in game situations. Catching: begin to catch with one and two hands with some consistency in game situations.	Striking: explore defensive and driving hitting techniques and directional batting. Fielding: develop over and underarm bowling technique. Develop long and short barrier and two handed pick up. Throwing: demonstrate good technique when using a variety of throws under pressure. Catching: explore catching skills (close/deep and wicket keeping) and apply these with some consistency in game situations.	Striking: strike a bowled ball with increasing accuracy and consistency. Fielding: use a wider range of fielding skills with increasing control under pressure. Throwing: consistently demonstrate good technique in throwing skills under pressure. Catching: consistently demonstrate good technique in catching skills under pressure
Vocab	Strike grip rounder backstop bowl post wicket batting wicket keeper fielding	Stance retrieve opposition stumped two- handed pick up technique short barrier	Pressure backing up support overtake tracking outwit tactics	Obstruction continuous drive hit consecutive consistently cooperatively defensive hit

Physical Development Gross Motor Skills ELG

- 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.

National Curriculum – In KS1 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

Invasion Games

		EYFS (Ball Skills and Introduction to PE)	YEAR 1	YEAR 2	
	Knowledge	Sending and receiving: know to look at the target when sending a ball and watch the ball to receive it. Catching: know to have hands out ready to catch. Tracking: know to watch the ball as it comes towards me and scoop it with two hands. Dribbling: know that keeping the ball close will help with control. Space: know that being in a space gives me room to play. Attacking & defending: know that there are different roles in games. Tactics: make simple decisions in response to a task. Rules: know that rules help us to stay safe.	Sending & receiving: know to look at my partner before sending the ball. Dribbling: know that moving with a ball is called dribbling. Space: understand that being in a good space helps us to pass the ball. Attacking: know that being able to move away from a partner helps my team to pass me the ball. Defending: know that staying with a partner makes it more difficult for them to receive the ball. Tactics: know that tactics can help us when playing games. Rules: know that rules help us to play fairly.	Sending & receiving: know to control the ball before sending it. Dribbling: know that keeping my head up will help me to know where defenders are. Space: know that moving into space away from defenders helps me to pass and receive a ball. Attacking: know that when my team is in possession of the ball, I am an attacker and we can score. Defending: know that when my team is not in possession of the ball, I am a defender and we need to try to get the ball. Know that standing between the ball and the attacker will help me to stop them from getting the ball. Tactics: understand and apply simple tactics for attack and defence. Rules: know how to score points and follow simple rules	
	Skills	Sending: explore sending an object with hands and feet. Catching: explore catching to self and with a partner. Tracking: explore stopping a ball with hands and feet. Dribbling: explore dropping and catching with two hands and moving a ball with feet.	Sending and receiving: explore sending and receiving with hands and feet to a partner. Dribbling: explore dribbling with hands and feet. Space: recognise good space when playing games. Attacking: explore changing direction to move away from a partner. Defending: explore tracking and moving to stay with a partner.	Sending & receiving: developing sending and receiving with increased control. Dribbling: explore dribbling with hands and feet with increasing control on the move. Space: explore moving into space away from others. Attacking: developing moving into space away from defenders. Defending: explore staying close to other players to try and stop them getting the ball.	
	Vocab	run stop throw roll team kick space catch	defender attacker points score dribbling partner	received possession send goal teammate dodge chest pass bounce pass	

National Curriculum – In KS2 pupils should be taught to:
use running, jumping, throwing and catching in isolation and in combination; play competitive games and apply basic principles suitable for attacking and defending; develop flexibility, strength, technique, control and balance; compare their performances with previous ones and demonstrate improvement to achieve their personal best.

Strengt	• • • • • • • • • • • • • • • • • • • •	e their performances with previous ones and den	<u> </u>	-
	YEAR 3	YEAR 4	YEAR 5	YEAR 6
	(Netball)	(Tag Rugby, Football, Basketball, Hockey, Dodgeball)	(Hockey, Netball, Tag Rugby, Football)	(Football, Basketball, Tag Rugby, Dodgeball, Hockey)
Knowledge	Sending & receiving: know that pointing my hand/foot/stick to my target on release will help me to send a ball accurately. Dribbling: know that dribbling is an attacking skill which helps us to move towards a goal or away from defenders. Space: know that by spreading out as a team we move the defenders away from each other. Attacking and defending: know my role as an attacker and defender. Tactics: know that using simple tactics will help my team to achieve an outcome e.g. we will each mark a player to help us to gain possession.	Sending & receiving: know that cushioning a ball will help me to control it when receiving it. Dribbling: know that protecting the ball as I dribble will help me to maintain possession. Space: know that moving into space will help my team keep possession and score goals. Attacking: recognise when to pass and when to shoot. Defending: know when to mark and when to attempt to win the ball. Tactics: know that applying attacking tactics will help to maintain possession and score goals. Know that applying defending tactics will help to deny space, gain possession and stop goals. Rules: know and understand the rules to be able to manage our own game	Sending & receiving: know that not having a defender between myself and a ball carrier enables me to send and receiver with better control. Dribbling: know that dribbling in different directions will help to lose a defender. Space: know that by moving to space even if not receiving the ball will create space for a teammate. Tactics: understand the need for tactics and identify when to use them in different situations. Rules: understand and apply rules in a variety of invasion games whilst playing and officiating.	Sending & receiving: understand and make quick decisions about when, how and who to pass to. Dribbling: choose the appropriate skill for the situation under pressure e.g. a V dribble in basketball to keep the ball away from a defender. Space: understand that transitioning quickly between attack and defence will help my team to maintain or gain possession. Tactics: know how to create and apply a tactic for a specific situation or outcome. Rules: understand, apply and use rules consistently in a variety of invasion games whilst playing and officiating
Skills	Sending & receiving: explore sending and receiving, abiding by the rules of the game. Dribbling: explore dribbling the ball abiding by the rules of the game under some pressure. Space: develop using space as a team. Attacking: develop movement skills to lose a defender. Explore shooting actions in a range of invasion games. Defending: develop tracking opponents to limit their scoring opportunities.	Sending & receiving: develop passing techniques appropriate to the game with increasing success. Catch a ball using one and two hands and receive a ball with feet/object with increasing success. Dribbling: link dribbling the ball with other actions and change direction whilst dribbling with some control. Space: develop moving into space to help my team. Attacking: change direction to lose an opponent with some success. Defending: develop defending one on one and begin to intercept.	Sending & receiving: develop control when sending and receiving under pressure. Dribbling: dribble with some control under pressure. Space: explore moving to create space for themselves and others in their team. Attacking: use a variety of techniques to lose an opponent e.g. change of direction or speed. Defending: develop tracking and marking with increased success. Explore intercepting a ball using one and two hands.	Sending & receiving: Send and receive consistently using a range of techniques with increasing control under pressure. Dribbling: dribble consistently using a range of techniques with increasing control under pressure. Space: move to the correct space when transitioning from attack to defence or defence to attack and create and use space for self and others. Attacking: confidently change direction to lose an opponent Defending: use a variety of defending skills (tracking, interception, jockeying) in game situations
Vocab	receiver footwork rebound tracking interception mark travelling playing area	outwit opposition opponent contact pivot court field pitch	tactics control foul pressure onside offside support obstruction	consecutive consistently dictate contest formation conceding turnover shutdown

Physical Development Gross Motor Skills ELG

- 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.

National Curriculum – In KS1 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

Fundamentals

	Fundamentals				
	EYFS	YEAR 1	YEAR 2		
Knowledge	Running: know that I use big steps to run and small steps to stop. Know that moving into space away from others helps me to keep safe. Balancing: know that I can hold my arms out to help me to balance Jumping: know that bending my knees will help me to land safely Hopping: understand that I can use one foot to hop Skipping: know that if I hop then step that will help me to skip	Running: understand that bending my knees will help me to change direction. Understand that if I swing my arms it will help me to run faster Balancing: know that looking ahead will help me to balance. Know that landing on my feet helps me to balance. Jumping: know that landing on the balls of my feet helps me to land with control. Hopping: know that I should hop with a soft bent knee. Skipping: know that I should use the opposite arm to leg when I skip. Know that jumping on the balls of my feet helps me to keep a consistent rhythm.	Running: know that putting weight into the front of my feet helps me to stop in a balanced position. Know that running on the balls of my feet, taking big steps and having elbows bent will help me to run faster. Balancing: understand that squeezing my muscles help me to balance. Jumping: know that swinging my arms forwards will help me to jump further. Hopping: know that if I look straight ahead it will stop me falling over when I land. Skipping: know that I should swing opposite arm to leg to help me balance when skipping without a rope.		
Skills	Running: explore running and stopping. Explore changing direction safely. Balancing: explore balancing whilst stationary and on the move. Jumping: begin to explore take off and land safely. Hopping: explore hopping on both feet. Skipping: explore skipping as a travelling action.	Running: explore changing direction and dodging. Discover how the body moves at different speeds. Balancing: move with some control and balance. Explore stability and landing safely. Jumping: demonstrate control in take-off and landing when jumping. Hopping: begin to explore hopping in different directions. Skipping: show co-ordination when turning a rope. Use rhythm to jump continuously in a French rope.	Running: demonstrate balance when changing direction. Clearly show different speeds when running. Balancing: demonstrate balance when performing movements. Jumping: demonstrate jumping for distance, height and in different directions. Hopping: demonstrate hopping for distance, height and in different directions. Skipping: explore single and double bounce when jumping in a rope.		
Vocab	run stop space jump balance skill	fast hop slow direction land safely	dodge jog hurdle speed steady sprint		

- develop flexibility, strength, technique, control and balance
- compare their performances with previous ones and demonstrate improvement to achieve their personal best
- use running, jumping, catching and throwing in isolation and in combination

	YEAR 3	YEAR 4	YEAR 5	YEAR 6
		(All units)	(All units)	(All units)
	Running: understand that leaning	Running: understand that a change of	Running: understand that to change	Running: know that running
	slightly forwards helps to increase	direction and speed can help to get past	direction, I push off my outside foot and	develops stamina and speed and
	speed (acceleration). Leaning my body	or away from an opponent.	turn my hips.	both can be improved by training over
	in the opposite direction to travel helps	Balancing: understand that I need to	Balancing: understand that balance is a	time.
	to slow down (deceleration).	squeeze different muscles to help me to	skill used in many different activities and	Balancing: know that balance
ge	Balancing: understand how balance	stay balanced in different activities.	everyday life.	underpins many skills in PE and
edge	helps us with everyday tasks.	Jumping and hopping: know that	Jumping and hopping: understand that	everyday life and this feels different in
Š	Jumping and nopping: know that if I	swinging my non-hopping foot helps to	there are different techniques for	different situations.
Knowl	jump and land in quick succession,	create momentum.	different situations.	Jumping and hopping: understand
~	momentum will help me to jump further.	Skipping: understand that keeping my	Skipping: understand that people will	when to jump for height or jump for
	Skipping: understand that I should turn	chest up helps me to stay balanced.	have varying levels of skipping ability	distance in different activities and
	the rope from my wrists with wide		and that I can get better with practice.	what to do to achieve this.
	hands to create a gap to step through.			Skipping: understand that skipping
				helps to develop co-ordination,
				stamina and balance
	Running: change direction. Show an	Running: change direction quickly under	Running: demonstrate improved body	Running: change direction with a
	increase and decrease in speed.	pressure. Demonstrate when and how to	posture and balance when changing	fluent action. Transition smoothly
	Balancing: demonstrate balance when	accelerate and decelerate.	direction. Accelerate and decelerate	between varying speeds.
	performing other fundamental skills.	Balancing: demonstrate good balance	appropriately for the situation.	Balancing: show fluency and control
ဟ	Jumping and hopping: link jumping	and control when performing other	Balancing: consistently demonstrate	when travelling, landing, stopping and
Skills	and hopping actions.	fundamental skills.	good balance when performing other	changing direction.
S	Skipping : jump and turn a skipping	Jumping and hopping: link hopping	fundamental skills.	Jumping and hopping: demonstrate
	rope.	and jumping actions with other	Jumping and hopping: demonstrate	good technique when jumping and
		fundamental skills.	good technique and co-ordination when	hopping for distance and height.
		Skipping: consistently skip in a rope.	linking jumps.	Fluently link jumps together.
			Skipping: show a range of skills when	Skipping: consistently show a range
	distance technique central tension	accolorate decolorate memorium page	skipping in a rope.	of skills when skipping in a rope. accelerate decelerate momentum
ocab	distance technique control tension rhythm coordination	accelerate decelerate momentum pace transfer stability	accelerate decelerate momentum pace transfer stability	pace transfer stability
Ö		tiansier stability	Liansier stability	Pace transier stability
>				
_				

Physical Development Gross Motor Skills ELG

- Negotiate space and obstacles safely, with consideration for themselves and others
- Demonstrate strength, balance and coordination when playing

National Curriculum – In KS1 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

Ball Skills

		\ <u>\</u>	V=45.6
EYFS		YEAR 1	YEAR 2
Knowledge	Tracking: know to watch the ball as it comes towards me and scoop it with two hands. Dribbling: know that keeping the ball close will	Sending: know to face my body towards my target when rolling and throwing underarm to help me to balance. Catching: know to watch the ball as it comes towards me. Tracking: know to move my feet to get in the line with the ball. Dribbling: know that moving with a ball is called dribbling.	Sending: know that stepping with opposite foot to throwing arm will help me to balance. Catching: know to use wide fingers and pull the ball in to my chest to help to securely catch. Tracking: know that it is easier to move towards a ball to track it than chase it. Dribbling: know to keep my head up when dribbling to see space/opponents.
Skills	Sending: explore sending an object with hands and feet. Catching: explore catching to self and with a partner. Tracking: explore stopping a ball with hands and feet. Dribbling: explore dropping and catching with two hands and moving a ball with feet.	Sending: roll and throw with some accuracy towards a target. Catching: begin to catch with two hands. Catch after a bounce. Tracking: track a ball being sent directly. Dribbling: explore dribbling with hands and feet	Sending: roll, throw and kick a ball to hit a target. Catching: develop catching a range of objects with two hands. Catch with and without a bounce. Tracking: consistently track and collect a ball being sent directly. Dribbling: explore dribbling with hands and feet with increasing control on the move.
Vocab	run stop team throw roll kick space catch	far aim safely direction balance send	overarm collect target underarm dribble distance

- develop flexibility, strength, technique, control and balance
- compare their performances with previous ones and demonstrate improvement to achieve their personal best
- use running, jumping, catching and throwing in isolation and in combination

	YEAR 3	YEAR 4	YEAR 5	YEAR 6
		(All units)	(All units)	(All units)
Knowledge	Sending: know that pointing my hand/foot/stick to my target on release will help me to send a ball accurately. Catching: know to move my feet to the ball. Tracking: know that using a ready position will help me to react to the ball. Dribbling: know that dribbling is an attacking skill used in games which helps us to move towards a goal or away from defenders.	Sending: know that I can use a variety of ways to send the ball and it may depend on the situation e.g. distance, speed, if there is a defender. Catching: know to adjust my hands to the height of the ball. Tracking: know that tracking a ball is an important skill used in games activities and be able to give examples of this. Dribbling: know that dribbling with soft hands/touches will help me to keep control.	Sending: know that controlling a ball before sending it will allow me to send it accurately. Catching: understand when to use different types of catching. Tracking: know that tracking a ball will help me to collect/stop/receive it quickly and successfully. Dribbling: know that dribbling in different directions will help me to lose a defender in game situations.	Sending: understand and make quick decisions about when, how and who to pass to. Catching: know how to catch a ball for different situations, considering trajectory, speed, height and size of the ball. Tracking: know how to track a ball for different situations, considering trajectory, speed, height and size of the ball. Dribbling: choose the appropriate skill for the situation under pressure e.g. a V dribble in basketball to keep
Skills	Sending: send a ball with accuracy and increasing consistency to a target. Catching: catch a range of objects with increasing consistency. Tracking: track a ball not sent directly. Dribbling: dribble a ball with hands and feet with control.	Sending: accurately use a range of techniques to send a ball to a target. Catching: catch different sized objects with increasing consistency with one and two hands. Tracking: consistently track a ball sent directly and indirectly. Dribbling: dribble a ball with increasing control and co-ordination.	Sending: demonstrate clear technique when sending a ball under pressure. Catching: demonstrate good technique under pressure. Tracking: demonstrate a range of techniques when tracking and collecting a ball. Dribbling: dribble with some control under pressure.	the ball away from a defender. Sending: show good technique when sending a ball with increasing control, accuracy and consistency under pressure. Catching: demonstrate increasing consistency of catching under pressure in a variety of game situations. Tracking: demonstrate a wider range of techniques when tracking a ball under pressure Dribbling: dribble consistently using a range of techniques with increasing control under pressure.
Vocab		release select control consistently technique persevere	release select control consistently technique persevere	release select control consistently technique persevere

Physical Development Gross Motor Skills ELG

- 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.

National Curriculum – In KS1 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

Fitness	F	it	n	e	S	S	
---------	---	----	---	---	---	---	--

		Filliess	
	EYFS (Fundamentals Unit 1 & 2, Gymnastics Unit 1 & 2)	YEAR 1	YEAR 2
Knowledge	Agility: know that moving into space away from others helps to keep me safe. Balance: know that I can hold my arms out to help me to balance. Co-ordination: know that moving my arms and legs at the same time helps me to walk, run and jump. Speed: know that I use big steps to run and small steps to stop. Strength: understand that I can hold my weight on different parts of my body. Stamina: understand that moving for a long time can make me feel tired.	Agility: understand that bending my knees will help me to change direction. Balance: know that looking ahead will help me to balance. Co-ordination: know that using the opposite arm to leg at the same time helps me to perform skills such as running and throwing. Speed: understand that if I swing my arms it will help me to run faster. Strength: understand that exercise helps me to become stronger. Stamina: understand that when I move for a long time it can make me feel hot and I breathe faster.	Agility: know using small quick steps helps me to change direction. Balance: understand that I can squeeze my muscles to help me to balance. Co-ordination: understand that some skills require me to move body parts at different times such as skipping. Speed: know that I take shorter steps to jog and bigger steps to run. Strength: know that strength helps us with everyday tasks such as carrying our school bag. Stamina: know that I need to run slower if running for a long period of time.
Skills	Agility: explore changing direction safely. Balance: explore balancing whilst stationary and on the move. Co-ordination: explore moving different body parts together. Speed: explore moving and stopping with control. Strength: explore taking weight on different body parts. Stamina: explore moving for extended periods of time.	Agility: change direction whilst running. Balance: explore balancing in more challenging activities with some success. Co-ordination: explore co-ordination when using equipment. Speed: explore running at different speeds. Strength: explore exercises using my own body weight. Stamina: explore moving for longer periods of time and identify how it makes me feel.	Agility: demonstrate improved technique when changing direction on the move. Balance: demonstrate increased balance whilst travelling along and over equipment. Co-ordination: perform actions with increased control when co-ordinating my body with and without equipment. Speed: demonstrate running at different speeds. Strength: demonstrate increased control in body weight exercises. Stamina: show an ability to work for longer periods of time.
Vocab	push stop balance safely jump space	heart lungs exercise mood body	strong pace race speed jog steady sprint

- develop flexibility, strength, technique, control and balance compare their performances with previous ones and demonstrate improvement to achieve their personal best
- use running, jumping, catching and throwing in isolation and in combination

	YEAR 3	YEAR 4	YEAR 5	YEAR 6
ospolmos/	strength activities they need to be performed slowly and with control to help me to stay safe. Stamina: understand how stamina helps us in other life activities.	Agility: know that keeping my elbows bent when changing direction will help me to stay balanced. Balance: understand that I need to squeeze different muscles to help me to stay balanced in different activities. Co-ordination: understand that if I begin in a ready position I can react quicker. Speed: understand that a high knee drive, pumping my arms and running on the balls of my feet gives me power. Strength: understand that strength comes from different muscles and know how I can improve my strength. Stamina: understand that I need to pace myself when running further or for a long period of time.	Agility: understand that to change direction I push off my outside foot and turn my hips. Balance: understand that dynamic balances are harder than static balances as my centre of gravity changes. Co-ordination: understand that people will have varying levels of co-ordination and that I can get better with practice. Speed: understand that taking big consistent strides will help to create a rhythm that allows me to run faster. Strength: know the muscles I am using by name. Stamina: understand that keeping a steady breath will help me to move for longer periods of time.	Agility: understand that agility requires speed, strength, good balance and co-ordination. Balance: know where and when to apply force to maintain control and balance. Co-ordination: understand that co-ordination also requires good balance and know how to achieve this. Speed: know that speed can be improved by training and know which speed to select for the distance. Strength: understand that I can build up my strength by practicing in my own time. Stamina: know which exercises can develop stamina and understand that it can be improved by training over time.
Skins	Agility: show balance when changing direction. Balance: explore more complex activities which challenge balance. Co-ordination: co-ordinate my body with increased consistency in a variety of activities. Speed: explore sprinting technique. Strength: explore building strength in different muscle groups. Stamina: explore using my breath to increase my ability to work for longer periods of time.	Agility: show balance when changing direction at speed. Balance: show control whilst completing activities which challenge balance. Co-ordination: explore increased speed when co-ordinating my body. Speed: demonstrate improved sprinting technique. Strength: develop building strength in different muscle groups. Stamina: demonstrate using my breath to maintain my work rate.	Agility: demonstrate improved body posture and speed when changing direction. Balance: change my body position to maintain a controlled centre of gravity. Co-ordination: demonstrate increased speed when co-ordinating my body. Speed: apply the best pace for a set distance or time. Strength: demonstrate increased technique in body weight exercises. Stamina: use a steady pace to be able to move for sustained periods of time.	Agility: change direction with a fluent action and transition smoothly between varying speeds. Balance: show fluency and control when travelling, landing, stopping and changing direction. Co-ordination: co-ordinate a range of body parts with a fluent action at a speed appropriate to the challenge. Speed: adapt running technique to meet the needs of the distance. Strength: complete body weight exercises for increased repetitions with control and fluency. Stamina: use my breath to increase my ability to move for sustained periods of time.
7007	strength distance balance accurately control	technique co-ordination healthy progress muscle stamina	technique momentum rhythm drive agility power	generate force continuous measure flexibility analyse record

Physical Development Gross Motor Skills ELG

- 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.

National Curriculum – In KS1 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

	Target Games								
(F	EYFS Fundamentals Unit 1 & 2, Games Unit 1 & 2, Ball Skills Unit 1 & 2)	YEAR 1	YEAR 2						
Knowledge	Throwing: know to point my hand at my target when throwing. Catching: know to have hands out ready to catch. Tactics: make simple decisions in response to a task. Rules: know that rules help us to stay safe.	Throwing: know which type of throw to use for distance and accuracy. Know that my body position will affect the accuracy of my throw. Tactics: know that tactics can help us when playing games. Rules: know that rules help us to play fairly.	Throwing: know that stepping with opposite foot to throwing arm will help you to balance. Know that moving my arm quicker will give me more power. Striking: know to finish with my object/hand/foot pointing at my target. Tactics: understand and apply simple tactics. Rules: know how to score points and follow simple rules.						
Skills	Throwing: explore throwing using a variety of equipment. Catching: explore catching using a variety of equipment.	Throwing overarm: explore technique when throwing overarm towards a target. Throwing underarm: explore technique when throwing underarm towards a target.	Throwing overarm: develop co-ordination and technique when throwing overarm towards a target. Throwing underarm: develop co-ordination and technique when throwing underarm towards a target. Striking: develop striking a ball with equipment with some consistency.						
Vocab	aim space pass team safely balance	points throw far distance score partner	accurate send teammate against overarm underarm release target						

- develop flexibility, strength, technique, control and balance
- compare their performances with previous ones and demonstrate improvement to achieve their personal best
- use running, jumping, catching and throwing 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

YEAR 3		YEAR 4	YEAR 5	YEAR 6				
		(Dodgeball)		(Dodgeball)				
	Throwing: know to throw slightly	Throwing: know that one handed throws	Throwing: know to aim low to make it	Throwing: know who to throw at and				
	ahead of a moving target.	are used for speed and accuracy. Know	difficult for an opponent to catch.	when to throw in order to get opponents				
	Catching (dodgeball): know that	that keeping my elbow high and stepping	Catching (dodgeball): know to stay	out.				
	beginning in a ready position will	with my opposite foot will help to increase	towards the back of the court area to	Catching (dodgeball): know that I need				
Ф	help me to react to the ball.	the power.	give me more time to catch.	to make quick decisions on if to catch or				
	Striking: know that using a bigger	Catching (dodgeball): know that moving	Striking: know that aligning my body	if to dodge the ball.				
	swing will give me more power.	my feet to a ball and pulling it in to my	and equipment before striking will help	Striking: know which skill to select for				
g	Tactics: know that using simple	chest will help me to catch more	me to be balanced.	the situation.				
Knowledg	tactics will help my team to achieve	consistently.	Tactics: understand the need for	Tactics: know how to create and apply a				
	an outcome e.g. spread out so that	Striking: know that using a smooth action	tactics and identify when to use them in	tactic for a specific situation or outcome.				
	we are harder to aim for.	will help to increase accuracy.	different situations.	Rules: understand, apply and use rules				
	Rules: know the rules of the game	Tactics: know that applying attacking	Rules: understand and apply rules in a	consistently in a variety of target games				
	and begin to apply them.	tactics will help me to score points and get	variety of target games whilst playing	whilst playing and officiating.				
		opponents out. Know that applying	and officiating.					
		defending tactics will help me to stay in the						
		game.						
		Rules: know and understand the rules to						
		be able to manage our own game.						
	Throwing: explore throwing at a	Throwing: throw with increasing accuracy	Throwing: demonstrate clear	Throwing: throw with increasing control				
	moving target.	at a target.	technique and accuracy when throwing	under pressure.				
	Catching (dodgeball): begin to	Catching (dodgeball): catch with	at a target.	Catching (dodgeball): catch with				
<u>s</u>	catch whilst on the move.	increasing consistency.	Catching (dodgeball): demonstrate	increasing control under pressure.				
Skills	Striking: begin to strike a ball with accuracy and balance.	Striking: strike a ball with increasing	good technique and consistency in catching skills.	Striking: use a variety of striking techniques with control and under				
	accuracy and balance.	consistency.	Striking: develop a wider range of	•				
			striking techniques and begin to use	pressure.				
			them under pressure.					
	rules dodge receiver court block	opponent communicate protect	Tactics officiate fair play pressure	support cooperatively tournament outwit				
ab	putt drive course (golf)	align chipping swing (golf)	power	consistently sportsmanship hazard				
Vocab	patt anto course (gon)	angi. Simpping Swing (950)	par hole (golf)	bunker (golf)				
>			1 (3-7)	(0)				

Swimming

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.

End of	End of KS2 expectations					
Knowledge	Strokes: understand that making my body streamlined helps me to glide through the water. Breathing: understand that the more I practice my breathing in the water, the more my heart and lungs can work effectively and aid my muscles with the ability to utilise oxygen when swimming. Water safety: know which survival technique to use for the situation. Rules: understand that different environments have different rules to keep us safe around water.					
Skills	Strokes: identify my personal best in a range of strokes. Successfully select and apply my fastest stroke over a distance of 25m. Breathing: demonstrate a smooth and consistent breathing technique in a range of strokes over a distance of 25m. Water safety: perform a variety of survival techniques.					
Vocab	Exhale inhale personal best flutter kick surface endurance streamline retrieve propel continuous survival stroke backstroke breaststroke front crawl					

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Self -	I can talk about what I	I can watch and	I can watch and	I can watch,	I can watch, describe	I can choose and use	I can thoroughly
Evaluation	have done	describe	describe performances,	describe and	and evaluate the	criteria to evaluate my	evaluate my own
Lvaidation	I can talk about what	performances	and use what they see	evaluate the	effectiveness of	own and others'	and others' work,
	others have done	I can begin to say	to improve my own	effectiveness of a	performances, giving	performance.	suggesting
		how I would improve	performance.	performance.	ideas for	I can explain why I have	thoughtful and
			I can talk about the	I can describe how	improvements.	used particular skills or	appropriate
			differences between my	my performance	I can modify my use	techniques, and the	improvements.
			work and that of others.	has improved over	of skills or techniques	effect they have had on	
				time.	to achieve a better	my performance.	
					result		