Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year Y1	Autumn 1  Games - Rolla Ball  Throw underarm towards a target. Throw in different ways using different objects. Coordinate their body with control. Track an object.  Multi Skills — Balancing Control body when travelling and balancing. Balance in different ways. Jump and land with control.	Autumn 2  Dance – Moving Along Perform own dance moves. Copy or make up a short dance. Move safely in a space. Start and stop movement using music. Move in different directions copying various movements.  Gymnastics – Making shapes Make their body curled, tense, stretched and relaxed. Copy sequences and repeat them.	Spring 1  Gymnastics – assess level 1  Make their body curled, tense, stretched and relaxed. Copy sequences and repeat them. Roll, curl, travel and balance in different ways. Use under and over to move differently.  Games – 10 point Hoops Throw underarm towards a target. Throw in different ways using different objects. Coordinate their body with control. Move around an area without collision and stop in a space.	Dance – Themes/Dreams Perform own dance moves. Copy or make up a short dance. Move safely in a space. Start and stop movement using music. Move in different directions copying various movements.  Multi-skills jumping Jump and land with control. Jump in different ways. Coordinate their body with control.	Games – bean bag throw Throw underarm towards a target. Throw in different ways using different objects. Coordinate their body with control. Move around an area without collision and stop in a space. Be able to change direction on command. Jump and land with control. Move in different directions.  Outdoors activity – where are we	Summer 2  Athletics – Honey Pot  Demonstrates a good running technique and can change direction when running at speed. Can avoid objects when moving. Selects appropriate equipment for the task. Can follow rules for the activity.  Multi-skills – throwing Throw underarm towards a target. Throw in different ways using different objects.
		repeat them. Roll, curl, travel and balance in different ways. Use under and over to move differently.	in a space.  Be able to change direction on command. Move in different directions.		going? Use simple maps. Work safely and cooperatively with others. Talk about how to follow trails/paths.	Coordinate their body with control.
Y2	Games - Piggy in the middle Use hitting, kicking, throwing and/or rolling in a game.	Dance – Cat dance Change rhythm, speed, level and direction in dance.	Gymnastics – assess level 1-2 Plan and perform a sequence of movements.	Dance – How does it feel? Change rhythm, speed, level and direction in dance.	Games – Mini-tennis 1 Use hitting, kicking, throwing and/or rolling in a game.	Athletics – Off, up and away Developing their movement skills and can follow different

Decide the best space to be in during a game. Use a tactic in a game. Follow rules. Be able to catch from a low height and a close throw. Throw towards a target with moderate accuracy Show fairness and respect to others.

## Multi Skills -Balance

Control body when travelling and balancing. Balance in different ways. Jump and land with control.

Make a sequence by linking sections toaether. Use dance to show a mood or feeling. Perform in a small group to others.

## **Gymnastics** -Families of actions

Plan and perform a sequence of movements. Improve sequence based on feedback. Think of more than one way to create a sequence which follows some 'rules'. Start and finish using a gymnast position. Safely attempt a variety of jumps with moderate control.

Improve sequence based on feedback. Think of more than one way to create a sequence which follows some 'rules'. Start and finish using a *gymnast* position. Safely attempt a variety of jumps with moderate control.

#### Games -**Kick rounders**

Use hitting, kicking, throwing and/or rolling in a game. Decide the best space to be in during a game. Use a tactic in a game. Follow rules. Be able to catch from a low height and a close throw. Throw towards a target with moderate accuracy. Agility -change direction at speed.

Show fairness and respect

to others.

Make a sequence by *linking sections* toaether. Use dance to show a mood or feeling. Perform in a small group to others.

#### Multi-skills -Catching Be able to catch from a

low height and a close throw. Throw towards a target with moderate accuracy. Understand there are different ways to catch different objects. Use catching effectively in small games.

Hit the ball using a racket. Decide the best space to be in during a game. Use a tactic in a aame. Follow rules. Move in different ways, identify these and know how they Move in different look. Agility -change direction at speed.

## Outdoors activity -**Gone Fishing**

Show fairness and

respect to others.

*Identify* where they are on simple maps and diagrams of familiar environments. Use simple maps and diagrams to follow a trail. Beain to work and behave safely when working cooperatively with others. Work with friends to plan and share ideas. Comment on how they went about

pathways and courses. Can throw, push or roll different objects with accuracy. Able to perform basic jumps

## Multi-skills -Running

ways, identify these and know how they look. Agility -change direction at speed. Run at different speeds. Run for different durations. Choose an appropriate speed for the distance.

					tackling a task. Discuss how to follow trails and solve problems. Work with friends to select appropriate equipment for the	
			0. 1. /6. 1.1.		task.	A.I.I:
Y3	Dance – Round	Invasion games –	Strike/fielding games –	Dance – Time to	Net/wall games –	Athletics – pass
	the Clock	Hockey end zone	Boundary Line	erupt	tennis	the baton
	Improvise freely	Be aware of space	Be aware of space and	Improvise freely and	Be aware of space	Run at fast, medium
	and translate ideas	and use it to support team-mates and to	use it to support team- mates and to cause	translate ideas from a stimulus into	and use it to support team-mates and to	and slow speeds;
	from a stimulus into movement.	cause problems for	problems for the	movement.	cause problems for	changing speed and direction.
	Share and create	the opposition.	opposition.	Share and create	the opposition.	Take part in a relay,
	phrases with a	Know and use rules	Know and use rules fairly.	phrases with a partner	Know and use rules	remembering when
	partner and small	fairly.	Apply basic rules.	and small group.	fairly.	to run and what to
	group.	Apply basic rules.	Begin to use suitable	Remember and repeat	Apply basic rules.	do.
	Remember and	Begin to use suitable	techniques.	dance perform	Begin to use suitable	Identify different
	repeat dance	techniques.	Learn from not winning.	phrases.	techniques.	ways to jump linked
	perform phrases.	Learn from not			Learn from not	to athletics.
		winning.	<b>Gymnastics assessment</b>	Invasion games –	winning.	
	Invasion games –		2-3	Three Touch Ball		Strike/fielding -
	basketball	Gymnastics –	Adapt sequences to suit	(football)	Outdoor activity –	run the loop
	skittles	Balancing Act	different types of	Be aware of space and	Shipwrecked	Be aware of space
	Be aware of space	Adapt sequences to	apparatus and criteria.	use it to support team-	Follow a map in a	and use it to support
	and use it to	suit different types of	Explain how strength and	mates and to cause	familiar context.	team-mates and to
	support team-	apparatus and	suppleness/flexibility	problems for the	Use clues to follow a	cause problems for
	mates and to cause	criteria.	affect performance.	opposition.	route.	the opposition.
	problems for the	Explain how strength	Work cooperatively with	Know and use rules	Follow a route safely.	Know and use rules
	opposition.	and	others to produce a	fairly.	Know the boundaries	fairly.
	Know and use rules	suppleness/flexibility	routine.	Apply basic rules.	in place.	Apply basic rules.
	fairly.	affect performance. Work cooperatively		Begin to use suitable		Begin to use suitable techniques.
	Apply basic rules.	with others to		techniques.		Learn from not
	Begin to use suitable techniques.	produce a routine.		Learn from not		winning.
	suituble techniques.	produce a routine.		winning.		iiiiig.

	Learn from not winning.			Control a ball when receiving or passing a		
	Control a ball when			ball.		
	receiving or passing					
	a ball.					
Y4	Invasion Games –	Invasion Games –	Invasion Games - On	Strike/field – Zone	Net/wall - Mini-	Athletics – Faste
	Fives and Threes	Grid Rugby	the Attack (Basketball)	Cricket	tennis	Higher, Further
	(Netball)	Throw and catch	Throw and catch	Throw and catch	Throw and catch	Sprint over a short
	Throw and catch	accurately.	accurately.	accurately.	accurately.	distance and show
	accurately.	Pass the ball using	Pass, dribble and shoot	Hit a ball accurately	Hit a ball accurately	stamina when
	Pass and shoot the	the correct	the ball with the correct	with control.	with control.	running over a lon
	ball with the	technique.	technique.	Vary tactics and adapt	Vary tactics and	distance.
	correct technique.	Move with a ball	Vary tactics and adapt	skills depending on	adapt skills depending	Jump in different
	Vary tactics and	with control.	skills depending on what	what is happening in a	on what is happening	ways, taking off or
	adapt skills	Vary tactics and	is happening in a game.	game.	in a game.	one foot and 2 fee
	depending on what	adapt skills	Work as a team to reduce	Work as a team to	Work as a team to	and landing with
	is happening in a	depending on what is	the opposition scoring	reduce the opposition	reduce the opposition	control.
	game.	happening in a	points.	scoring points.	scoring points.	Strike/field - A
	Work as a team to	game.				Rounders
	reduce the	Work as a team to	Gymnastic –		Outdoor activities –	Throw and catch
	opposition scoring	reduce the	Assessment 2-3	Dance – Electricity	Search and Rescue	accurately.
	points.	opposition scoring	Move in a controlled and	Take the lead when	Follow a map in a	Hit a ball accurate
		points.	challenging way.	working with a partner	(more demanding)	with control.
	Dance –		Include a change of height	or group.	familiar context.	Vary tactics and
	Machines	Gymnastic -	and direction in a	Use dance to	Follow a route within	adapt skills
	Take the lead when	Partner work	sequence.	communicate an idea.	a time limit.	depending on who
	working with a	Move in a controlled	Work with a partner to	Use a theme as a	Mark on a map where	is happening in a
	partner or group.	and challenging way.	create, repeat and	stimulus to create	they are.	game.
	Use dance to	Include a change of	improve a sequence with	ideas.		Work as a team to
	communicate an	height and direction	at least three phases.			reduce the
	idea.	in a sequence.				opposition scoring
	Use a theme as a	Work with a partner				points.
	stimulus to create	to create, repeat and				
	ideas.	improve a sequence				
		with at least three				
		phases.				

Y5	Invasion Games - Tag Rugby	Gymnastics - Acrobatic Gym	Dance - Indian delight	Strike/field - Pairs Cricket	Net/Wall games – What a Racket	Athletics - Take aim
In Autumn term, Year 5 will use a PE session to swim. Teachers should condense their units and teach alternate weeks rather than a 6 week block of each topic.	Gain possession by working as a team and pass in different ways. Choose a specific tactic for defending and attacking. Use a number of techniques to pass, dribble and shoot.  Invasion Games - Fives and Threes (Netball) Gain possession by working as a team and pass in different ways. Choose a specific tactic for defending and attacking. Use a number of techniques to pass, dribble and shoot.  Swimming	Make complex extended sequences. Combine action, balance and shape. Perform consistently to different audiences. Offer constructive feedback to help others improve.  SAQ Move with coordination. Choose a speed and style of running/jumping that is appropriate for the activity. Change direction efficiently. Follow a set of rules.	Compose own dances in a creative way. Perform dance to an accompaniment. Dance shows clarity, fluency, accuracy and consistency.  Gymnastics Assess level 3-4 Make complex extended sequences. Combine action, balance and shape. Perform consistently to different audiences. Offer constructive feedback to help others improve.	Choose a specific tactic for defending and attacking. Use a number of techniques to pass, dribble and shoot. Strike a ball, using a varied piece of equipment, into a space.  Dance – What's so Funny? Compose own dances in a creative way. Perform dance to an accompaniment. Dance shows clarity, fluency, accuracy and consistency.	(Tennis) Choose a specific tactic for defending and attacking. Use a number of techniques to pass, dribble and shoot. Strike a ball, using a varied piece of equipment, into a space.  Outdoors - Where am I? Use clues and a compass to navigate a route. Change route to overcome a problem. Use new information to change route. Explain to others how their map is providing help.	Breakdown the technique of different throwing events and develop each area to provide an overall improvement.  Be able to measure with accuracy. Throw with increasing distance.  Strike/field - Zone Rounders Gain possession by working as a team and pass in different ways. Choose a specific tactic for defending and attacking. Use a number of techniques to pass, dribble and shoot. Strike a ball, using a varied piece of equipment, into a space.
Y6	Invasion Games - Tag Rugby	Invasion games -	Invasion games – Calling the shots	Gymnastics Assess level 4-5	Net/wall games - Long/thin/short/fat	Athletics -

Agree and explain rules to others. Work as a team and communicate a plan. Lead others in a game situation when the need arises. Show competency in a range of sports. Dance -

## **Wide Attack** (Netball)

Agree and explain rules to others. Work as a team and communicate a plan. Lead others in a game situation when the need arises. Show competency in a range of sports.

**Gymnastics** -

**Group dynamics** 

Combine own work

with that of others.

timings.

gymnastic

movements.

Sequences to specific

Adapt sequence and

teach others key

## Lead others in a game situation when the need Show competency in a

range of sports.

# Dance -

specific style. Choose own music and style.

Combine own work with that of others. Sequences to specific timings. Adapt sequence and teach others kev gymnastic movements.

## **Invasion Games -Calling the shots** (Hockey) Agree and explain rules

to others. Work as a team and communicate a plan. Lead others in a game situation when the need arises. Show competency in a range of sports.

Agree and explain rules to others. Work as a team and communicate a plan. Lead others in a game situation when the need arises. Show competency in a range of sports.

## Strike/Fielding Games -Pairs cricket

Agree and explain rules to others. Work as a team and communicate a plan. Lead others in a game situation when the need arises. Show competency in a range of sports.

## Distance challenges

**Demonstrate** stamina and increase strength. Identify the attributes required for various events and be able to improve in their chosen event. Measure and record results. link to personal best and aim to improve.

## **Outdoors Activity** - Crystal Star Challenge

Plan a route and a series of clues for someone else. Plan with others, taking account of safety and danger. Apply a strategy, work efficiently and effectively with the help of a map.

## Making the grade Develop sequences

in a specific style. Choose own music and style.

#### (Basketball) Agree and explain rules to

others. Work as a team and communicate a plan. arises.

## **Street Dance** Develop sequences in a