



Introduction and development of basic fundamental skills such as agility, balance and coordination to provide the foundations for skills such as running, jumping, catching and throwing.

THINKING (Decision Making & Improving Performance)

Choosing how to complete or attempt a task including an awareness of space and other children around them.

SOCIAL & EMOTIONAL

Listen carefully and follow instructions with a lesson including changing types of movement following an instruction

HEALTHY ACTIVE LIFESTYLES

Develop some basic understanding of how their bodies work before and during exercise. Knowledge of different types of food that we eat and how to make healthier food choices.









Consolidate existing movements skill such as running, jumping, throwing, catching and develop additional skills such hopping, skipping, agility, balance and coordination.

THINKING (Decision Making & Improving Performance)

Improving ability to use skills at the appropriate time and in combination, with good coordination such as running to stop a ball or jumping to catch.

SOCIAL & EMOTIONAL

Working effectively with different partners to complete a challenge, practice a skill or help each other to improve. Includes good communication skills, encouragement and support.

HEALTHY ACTIVE LIFESTYLES

Develop knowledge of why it is important to be active everyday, including some of the associated benefits in physical health and wellbeing.









Mastery of basic movement skills from previous years.

Develop a wider range of skills such as more complex variations of previous basic skills including throwing, catching, jumping and traveling.

THINKING (Decision Making & Improving Performance)

Making appropriate decisions about how and when to use the range of skills developed, including choosing different variations of skills depending on the task and the equipment available.

SOCIAL & EMOTIONAL

Work effectively as part of a small group or team in cooperative and competitive activities, including identifying the importance of all members of the team and their strengths.

HEALTHY ACTIVE LIFESTYLES

Knowledge of why warming up before exercise is important, including understanding of how the body changes with specific focus on the heart.







PHYSICALCOMPETENCE Adapt physical skills such as agility, throwing, catching and kicking to a range of more specific

Continue to develop variations of different skills to meet the needs of the more specific activities.

THINKING (Decision Making & Improving Performance)

Knowledge and understanding of how and why certain skills are most suited to situations with an activity, task or game. Including jumping and rolling in Gymnastics and throwing techniques in Games.

SOCIAL & EMOTIONAL

Identify what resilience looks like in PE and Sport, including highlighting examples of local and national role models who have demonstrated resilience.

Develop personal resilience through PE lessons and extra curricular activities

HEALTHY ACTIVE LIFESTYLES

Understand how the body changes during and after exercise including heart rate, breathing and temperature.

activities and team games.











YEAR

PHYSICALCOMPETENCE Use prior knowledge of the body to improve stamina, strength and speed.

Continue to develop more complex skills for use in different activities and situations such as throwing, dribbling, rolling and balancing.

THINKING (Decision Making & Improving Performance)

Use prior knowledge of teaching points to reflect on the success of a personal performance, including some suggestions for how to improve.

Demonstrate respect for peers within lessons and other activities within school.

HEALTHY ACTIVE LIFESTYLES

Knowledge of the links between nutrition and physical activity including how different sports require energy from a variety of different food groups.

How to make more positive healthy eating choices.

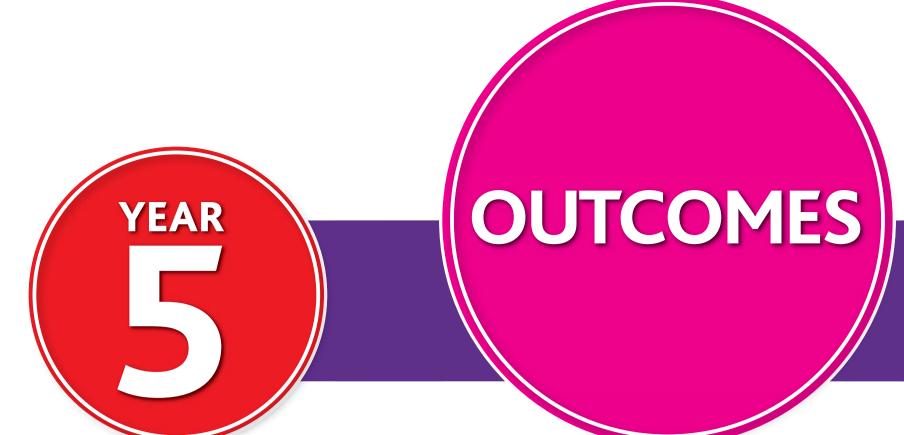
SOCIAL & EMOTIONAL

Identify examples of respect from within sport, including from their own experiences and from national and local athletes.









Refine the technique of previous skills such as throwing, catching, jumping and rolling. Identify skills that can be transferred from one activity to another.

THINKING (Decision Making & Improving Performance)

Accurately reflect on their own performance and the performances of others, using appropriate language to suggest ways in which improvements can be made.

Demonstrate effective communication skills when working with a partner, a small group or as part of

This may include positive feedback, encouragement, listening to others and giving clear instructions.

FIEALTHY ACTIVE LIFESTYLES

Develop knowledge of how regular activity can make a positive impact on wellbeing, including demonstrating understanding using examples.

SOCIAL & EMOTIONAL

a team.







PHYSICALCOMPETENCE Swim for at least 25m using front crawl and perform a range of self rescue tasks.

Increased levels of physical fitness established through regular opportunities in curriculum, extra curricular and throughout the school day with particular focus on speed and strength.

THINKING (Decision Making & Improving Performance)

SOCIAL & EMOTIONAL

Identify examples of equality and diversity from the world of sport, including well known initiatives such as FA Wildcats, Rainbow Laces, Dynamos Programme.

Increase awareness of others within a lesson or team, including the importance of including all players and supporting the value of each player to or performer to the team or lesson performer to the team or lesson.

HEALTHY ACTIVE LIFESTYLES

Develop a good understanding of the benefits of being physically active regularly, with particular focus on the impact on their wellbeing and learning.

Use prior learning to support the improved performance of others through feedback, encouragement and practice.









GYMNASTICS

Travelling including changing speed & direction Different jumping and landing techniques. A range of balances

Subject areas taught for each Year Group



Explore and create actions linked to words Move in time with a simple beat Perform with control and fluency

FUNDAMENTAL SKILLS



Tagging and chasing games **Cooperative team** challenges including basic invasion type games













Strength and flexibility Link different balances and movements. **Rocking actions** Rolling

Create movements and actions to resemble a chosen theme

Phrases of movement in time to a beat

Portray a story using changes in speed and level

Subject areas taught for each Year Group





Throwing to a partner and at a target

Catching whilst moving with a partner and in cooperative games

Using different sized balls with different techniques







Improve running technique when running at different paces, changing speed and changing direction.

Practice throwing underarm with a partner.

Take off, jump and land safely.







Supporting body weight using hands

Combine rocking and rolling actions with other movements

Different jumping and landing techniques including from height

Create a variety of movement phrases that represent a theme or topic

Subject areas taught for each Year Group



Exploration of how actions can link together



Team cooperative and competitive activities

Invasion style games using a range of different skills







Improve running technique when running at different paces, changing speed and changing direction.

Practice throwing underarm with a partner.

Take off, jump and land safely.





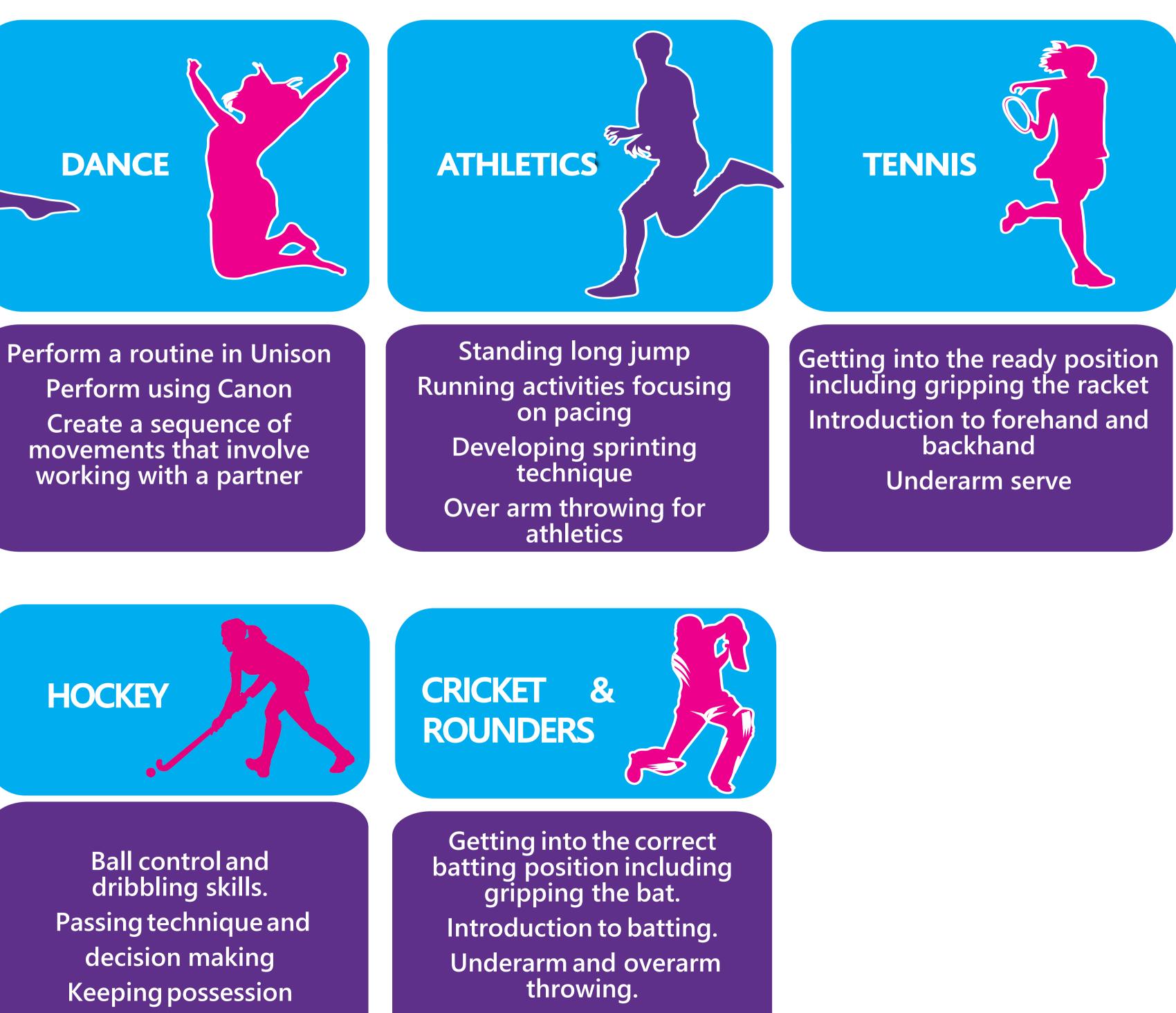
YEAR

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GYMNASTICS

Adapting shapes and movements when using apparatus More advanced rolls and rocking actions Linking balances together

Subject areas taught for each Year Group











GYMNASTICS

Using support shapes in combinations

Enhance a performance to make it more dynamic including reflecting on what has worked well

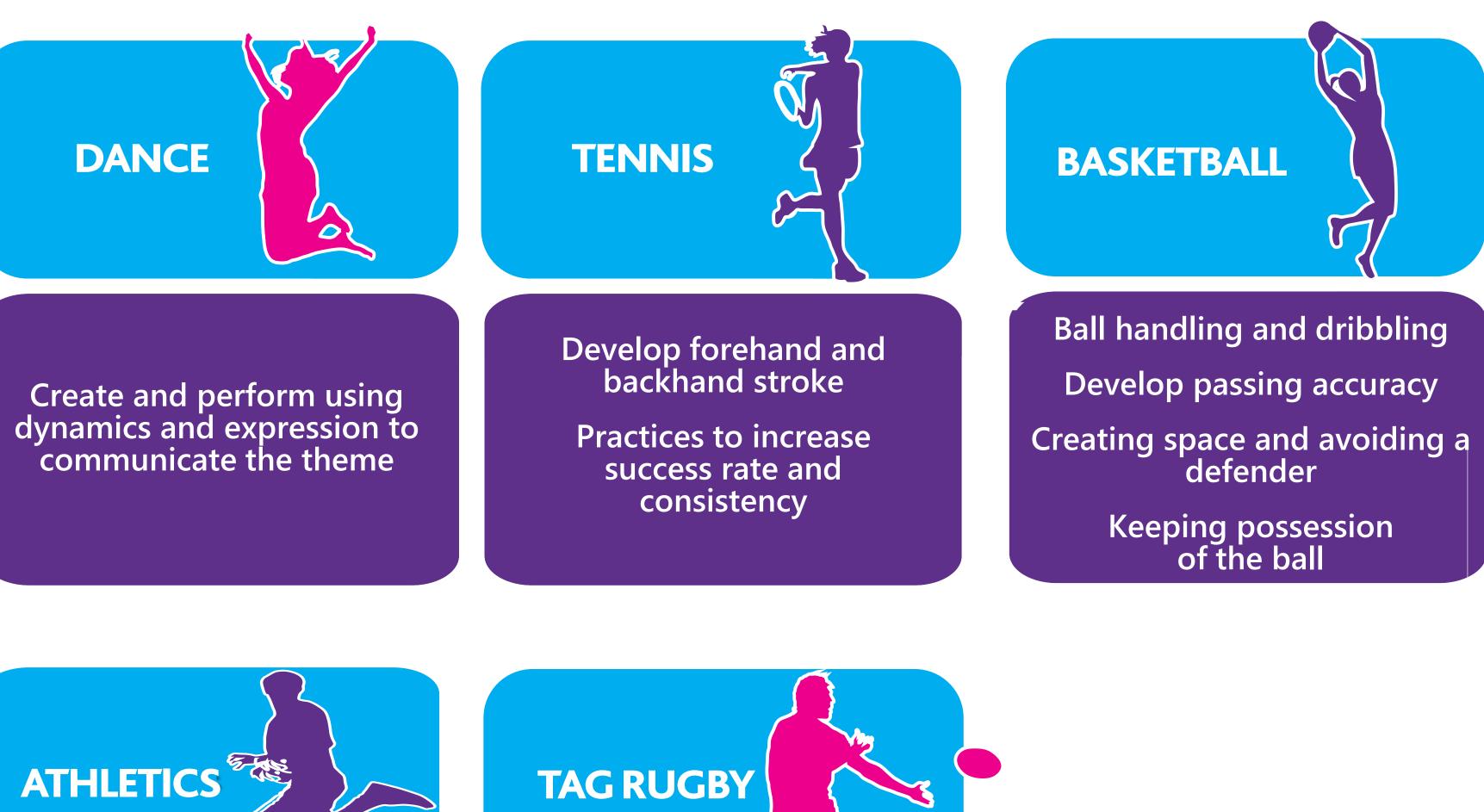
Backwards rolls

Understand how to develop stamina.

Perform a standing long jump with control.

Use a 'push throw with good technique and increasing power.

Subject areas taught for each Year Group



Catch when moving.

Understand how creating space can help to maintain possession.

Explain tactics and skills that can be used within a game.

Relays.

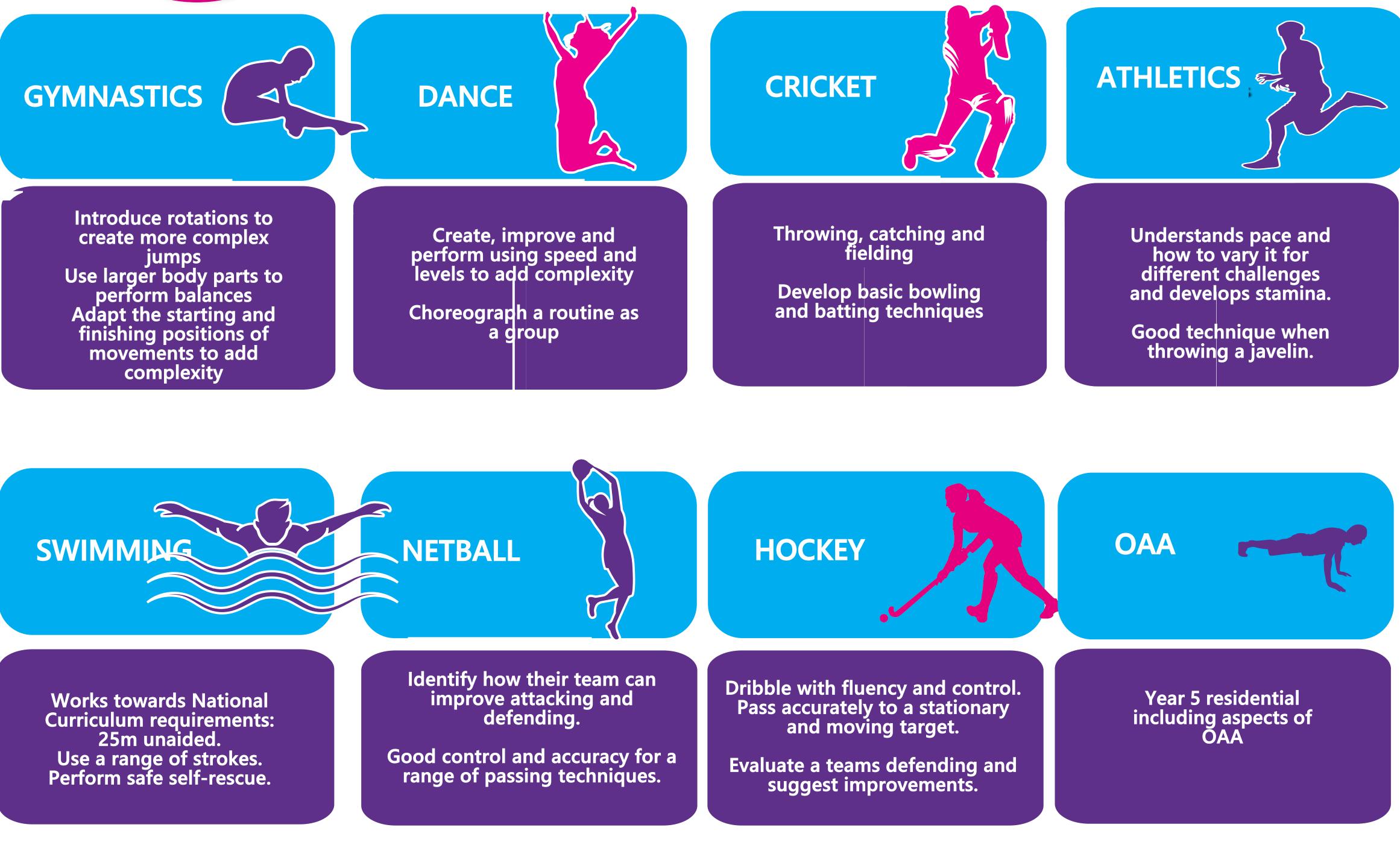








Introduce rotations to create more complex perform balances finishing positions of movements to add



Subject areas taught for each Year Group



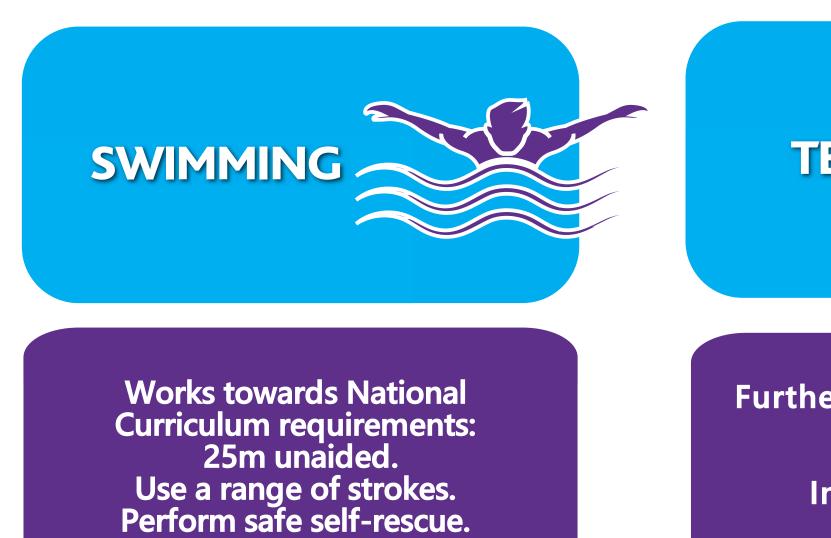




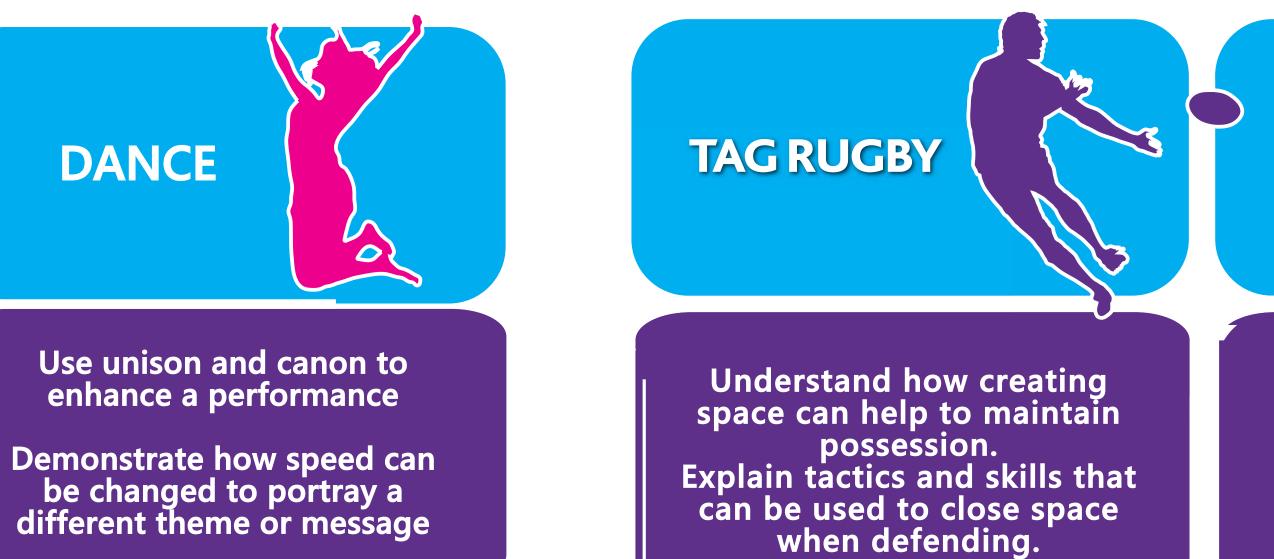


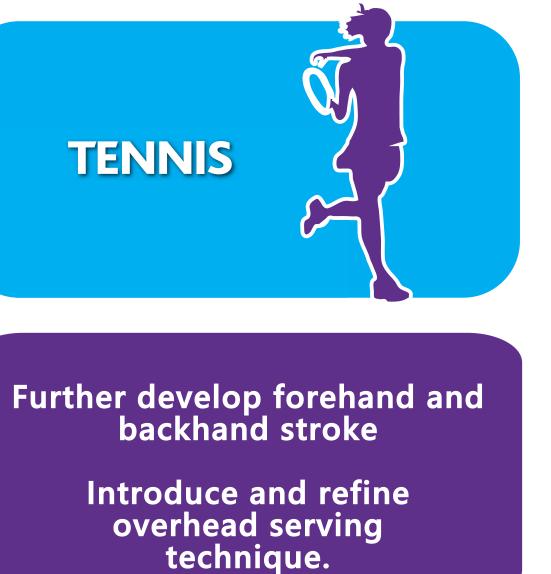
GYMNASTICS

Take weight on hands safely. Use large body parts as part of a sequence. Select and use a range of actions and movements.



Subject areas taught for each Year Group







Select the most appropriate pass and perform consistently.

Evaluate how a team can improve (retain possession).







Year 6 residential visit including aspects of OAA



Long and triple jump Sprint starts Relays Throwing - Javelin and shot put techniques

