

# **PE Subject Overview**

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
			Pre-school	<u> </u>		
Topic	Outdoor provision	Outdoor provision	Outdoor provision	Outdoor provision	Outdoor provision	Outdoor provision
	PE Sessions	PE sessions	PE sessions	PE sessions	PE sessions	PE sessions Sports Day
Ongoing	movements to wave flags ar	nd streamers, paint and make	es) and ball skills. Climb up apportance of the marks. Start taking part in some te with others to manage large	group activities which they m		
	pringer distribution of the distribution of th		Reception			
Topic	Real Gymnastics (Social)	Real PE (Personal)	Real Gymnastics (Health and Fitness)	Real PE (Social)	Real PE (Creative)	<u>Athletics</u>
	Multi-abiliy (Social): I can play with others.	Multi-ability (Personal): I enjoy working on simple tasks with help.		play with others, take turns	Multi-ability (creative): I can observe and copy others.	Multi-ability (Cognitive) I can follow simple instructions.
	Shape: I can explore star, tuck and straight shapes and use these on low and high apparatus.  Travel: I can explore travelling movements on feet using the floor, low and high apparatus.	Coordination: Footwork (10): I can begin to side-step in both directions, gallop, hop on either foot and skip.  Static Balance: One Leg (1):	changes to the way I feel when I exercise.  Flight: I can learn the correct landing technique for jumps.  Rotation: I can learn different rolls. I can explore rolls and spins using different apparatus.	Dynamic Balance to agility: Jumping and Landing (6): I can begin to jump forwards, backwards and sideways.  Static Balance: Seated (2): I can begin to balance using	Coordination: Ball Skills (9): I can roll a ball along the floor.  Counter Balance: With a partner (7): I can begin to balance with a partner.	<b>Throw</b> Roll equipment in different ways. Throw underarm. Throw an object



		Dance Multi-ability (Social): I can work sensibly with others to creative a dance.
		Dance Skill Practising Tricky 1
		Compete and Perform  Control my body when performing a sequence of movements.
		Evaluate  Talk about what they have done. Talk about what others have done
Ongoing	Gross and fine motor songs and activities.  Know and talk about the different factors that support their overall health and wellbeing: -regular physical activity -healthy eating Revise and refine the fundamental movement skills they have already acquired: -rolling -crawling -walking -jumping -running -hopping -skipping Further develop and refine a range of ball skills including: throwing, catching, kicking, passing, batting, and aiming.  Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball.  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.	



			Year 1			
Topic 1	Real Gymnastics (Personal)	Real Gymnastics (Social)	Real PE (Cognitive)	Real PE (Creative):	Real PE (Physical)	Real PE (Health and Fitness)
Topic 1	Multi-ability (Personal): I can work on simple tasks by myself. I can follow instructions and practise safely.  Shape: I can learn the star, tuck, straight (dish and arch), pike and straddle shapes and create these on low and high apparatus.  Travel: I can explore travelling movements with	Multi-ability (Social): I can work sensibly with others taking turns and sharing.  Flight: I can learn different types of jumps and how to land. I can explore jumps using low and large apparatus.  Rotation: I can learn different rotations, rolls and spins. I can explore different rotations using low and large	Multi-ability (Cognitive): I can name some things I am good at. I can understand and follow simple rules.  Dynamic Balance: On a Line (5): I can walk backwards and forwards with fluidity and minimum wobble.  Static Balance: Stance (4): I can stand on a line with good stance for 10 seconds.	Multi-ability (Creative): I can explore and describe different movements.  Coordination: Ball Skills (9) I can sit and roll a ball along the floor around body using 2 hands and one hand. I can roll a ball down legs and around upper body using 2 hands, sitting and standing.  Counter Balance: With a partner (7) I can sit holding hands with toes touching, lean in together then apart. I can sit holding 1 hand with toes touching, lean in together then apart.	Multi-ability (Physical Skills): I can perform a small range of skills and link two movements together. I can perform a single skill or movement with some control.  Coordination: Sending and Receiving (8) I can roll a small and large ball and collect the rebound. I can throw a large ball and catch the rebound with 2 hands.  Agility: Reaction and Response (12). I can react and catch large ball dropped from shoulder height after 2 bounces. I can react and catch a large ball dropped from shoulder height after 1	Multi-ability (Health and Fitness): I am aware of why exercise is important for good health.  Agility: Ball Chasing (11) I can roll a ball, chase and collect it in balanced position facing opposite direction. I can chase a ball rolled by a partner and collect it in balanced position facing opposite direction.  Static Balance: Floor work (3) I can hold mini-front support position. I can reach round and point to the ceiling with either hand in
Topic 2	Real PE (Personal Skills)	Real PE (Social)	Dance	backwards and side-to-side.  Dance	<u>Athletics</u>	<u>Athletics</u>
•	Multi-ability (Personal): I can work on simple tasks by myself. I can follow instructions and practise safely.  Coordination: Footwork (10)	work sensibly with others taking turns and sharing.  Dynamic Balance to Agility: Jumping and Landing (6): I can jump from 2 feet to 2 feet forwards, backwards	Multi-ability (Cognitive): I can name some things I am good at and others are good at.  Dance Skills Tricky I  Compete / Perform Control my body when performing a sequence of movements.	create and link some movements together.  Dance Skills Tricky 1  Compete / Perform Perform using a range of actions and body parts with	Throw underarm and overarm. Throw a ball towards a target with increasing accuracy. Improve the distance they can throw by using more power.	Jumping Perform different types of jumps: for example, two feet to two feet, two feet to one foot, one foot to same foot or one foot to opposite foot. Perform a short jumping sequence. Jump as high as possible. Jump as far as possible. Land safely and with control. Work with a

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Static Ralanco: One Lea (1)	I can balance in a variety of	Evaluato	porform lograt skills with	running. Run with a basic	partner to develop the
	-				
can stand one on leg for 10	ways with or without using	•	some control.	technique over different	control of their jumps.
seconds with both legs.	hands and feet.	others have done.		distances. Show good	
			Evaluate	posture and balance. Jog in	Compete and Perform
			Watch and describe	a straight line. Change	Begin to perform learnt skills
			performances. Begin to say	direction when jogging.	with
			how they could improve.	Sprint in a straight line.	some control. Engage in
			,	•	competitive activities and
				sprinting. Maintain control as	•
				they change direction when	C
				jogging or sprinting.	Evaluate
					Watch and describe
				Compete and Perform	performances. Begin to say
				Begin to perform learnt skills	•
				with	nov may addid improve
				some control. Engage in	Sports Day
				competitive activities and	Sports Day
				•	
				team games.	
				Frankraka	
				Evaluate	
				Watch and describe	
				performances. Begin to say	
				how they could improve	



			Year 2			
Topic 1	Real Gymnastics (Personal):	Real Gymnastics (Cognitive):		Real PE (Creative):	Real PE (Physical):	Real PE (Health and Fitness):
	succeed. I ask for help when appropriate.  Balance: I can do a points and patches balance. I can	Multi-ability (Cognitive): I can begin to order instructions, movements and skills. I can explain why someone is working or performing well. With help, I can recognise similarities	working or performing well. With help, I can recognise similarities and differences in	select and link movements together to fit a theme. I can begin to compare my movements and skills with those of others.	perform a sequence of movements with some changes in level, direction	fitness) I use equipment appropriately and move and land safely. I can say how my body feels before,
	complex travelling movements using feet, adding variety by combining with hand apparatus. I can explore more complex travelling	Flight: I can learn different types of jumps and leaps. I can perform a sequence of jumps and leaps using a skipping rope.  Rotation: I can learn different rolls and spins. I can perform sequence of rolls and spins using low apparatus.	Static Balance: Stance (4) I can stand on low beam with good	can roll a ball up and down My legs and round my upper body using 1 hand sitting or standing.  Counter Balance with a partner (7) I can hold on and, with a long base lean back, hold a balance and then move back together. I	receiving (8) I can throw a tennis ball and catch the rebound with the same hand after 1 bounce or without a bounce. I can throw a tennis ball, catch the rebound with the other hand after 1 bounce or without a bounce. I can strike a large, soft ball along the ground with my hand 5	can start in seated/lying position, throw a bouncing ball, chase and collect it in a balanced position facing opposite direction. I can start in seated/lying position, chase a bouncing ball fed by a
		аррагатоз.		back, hold balance and then move back together.	Agility – reaction and response (12) I can catch a tennis ball	opposite direction.  Static Balance: Floor work  (3) I can place a cone on my back and take it off with other hand in minifront support. I can hold miniback support position. I can place cone on tummy and take it off with other hand in miniback support.



approprieta.  Coordination: Footwork (10) I can combine side-stept with 180° from 180° angle. I can a decended by a control of the same and opposite elbow at 90° angle. I can a for which some leg (fight) and left).  Static Balances One Leg (1): Laan stand still from 3 seconds. I can combine side, warp hands and backwards hopping on the some leg (fight) and left).  Static Balances Cone (2): Laan pick up a corre from non place in mini-squats.  Static Balances Seried (2): Laan pick up a corre from non place in on the other side. Can pick up a corre from sequences of their own performance.  Static Balances Cone Leg (1): Laan stand still for 30 seconds. I can complete 5 mini-squats.  Static Balances Cone Leg (1): Laan stand still for 30 seconds. I can complete 5 mini-squats.  Static Balances Cone Leg (1): Laan stand still for 30 seconds. I can complete 5 mini-squats.  Static Balances Cone Leg (1): Laan stand still for 30 seconds. I can complete 5 mini-squats.  Static Balances Cone Leg (1): Laan stand still for 30 seconds. I can complete 5 mini-squats.  Static Balances Cone Leg (1): Laan stand still for 30 seconds. I can complete 5 mini-squats.  Static Balances Cone Leg (1): Laan stand still for 30 seconds. I can complete 5 mini-squats.  Static Balances Cone Leg (1): Laan stand still for 30 seconds. I can complete 5 mini-squats.  Static Balances Cone Leg (1): Laan stand still for 30 seconds. I can complete 5 mini-squats.  Static Balances Cone Leg (1): Laan stand still for 30 seconds. I can complete 5 mini-squats.  Static Balances Cone Leg (1): Laan stand still for 30 seconds. I can complete 5 mini-squats.  Static Balances Cone Leg (1): Laan stand still for 30 seconds. I can complete 5 mini-squats.  Static Balances Cone Leg (1): Laan stand still for 30 seconds. I can complete 5 mini-squats.  Static Balances Cone Leg (1): Laan stand stand stand stand stand stand. I can stand stand to one stand stand to one stand to o							
several times if at first I dan't succeed, lask for help when appropriate.  Coordination: Footwork (10) I can combine side-steps with 180° front and reverse pivats off either foot, I can skip with knee and appaste eibow at 80° angle. I can do hopsoctet frovards and backwards, hopping on the same leg (fright and left).  Static Balance: One Leg (1): I can sand still for 30 seconds. I can complete 5 mini-squals.  Static Balance: One Leg (1): I can sand still for 30 seconds. I can complete 5 mini-squals.  Static Balance: One Leg (1): I can step with the control or the poposite side.  An office of the composite or the control or the poposite side.  An office of the composite or the control or the poposite side.  An office or the composite or the control or the same leg (fright and left).  Static Balance: One Leg (1): I can stand still for 30 seconds. I can complete 5 mini-squals.  A static Balance: One Leg (1): I can stand still for 30 seconds. I can complete 5 mini-squals.  A static Balance: One Leg (1): I can stand still for 30 seconds. I can complete 5 mini-squals.  A static Balance: One Leg (1): I can stand still for 30 seconds. I can complete 5 mini-squals.  A static Balance: One Leg (1): I can stand still for 30 seconds. I can complete 5 mini-squals.  A static Balance: One Leg (1): I can stand still for 30 seconds. I can complete 5 mini-squals.  A static Balance: One Leg (1): I can stand still for 30 seconds. I can complete 5 mini-squals.  A static Balance: One Leg (1): I can stand still for 30 seconds. I can complete 5 mini-squals.  A static Balance: One Leg (1): I can stand still for 30 seconds. I can complete 5 mini-squals.  A static Balance: One Leg (1): I can stand still for 30 seconds. I can complete 5 mini-squals.  A static Balance: One Leg (1): I can stand still for 30 seconds. I can complete 5 mini-squals.  A static Balance: One Leg (1): I can stand still for 30 seconds. I can complete 5 mini-squals.  A static Balance: One Leg (1): I can stand still for 30 seconds. I can complete 5 mini-squals.  A sta	Topic 2	Real PE (Personal)	Real PE (Social)	<u>Dance</u>	<u>Dance</u>	<u>Athletics</u>	<u>Athletics</u>
their own performance. Talk about the differences between their work and that of others.		several times if at first I don't succeed. I ask for help when appropriate.  Coordination: Footwork (10) I can combine side-steps with 180° front and reverse pivots off either foot. I can skip with knee and opposite elbow at 90° angle. I can do hopscotch forwards and backwards, hopping on the same leg (right and left).  Static Balance: One Leg (1): I can stand still for 30 seconds. I can complete 5	help, praise and encourage others in their learning.  Dynamic Balance to Agility: Jumping and Landing (6) I can jump from 2 feet to 2 feet with a quarter turn in both directions. I can stand on a line and jump from 2 feet to 1 foot and freeze on landing (on either foot).  Static Balance Seated (2) I can pick up a cone from one side, swap hands and place it on the other side. I can return the cone to the	praise and encourage others in their work.  Dance Skills Tricky 2  Compete/ Perform Perform sequences of their own composition with coordination. Perform learnt skills with increasing control.  Evaluate Watch and describe performances, and use what they see to improve	begin to compare my movements and skills with that of others and I can select and link movements to fit a theme  Dance Skills Tricky 2  Compete/ Perform Perform sequences of their own composition with coordination. Perform learnt skills with increasing control. Compete against self and others.  Evaluate Watch and describe performances, and use what they see to improve their own performance. Talk about the differences between their work and	Throw different types of equipment in different ways, for accuracy and distance. Throw with accuracy at targets of different heights. Investigate ways to alter their throwing technique to achieve greater distance.  Running Run at different paces, describing the different paces. Use a variety of different stride lengths. Travel at different speeds. Begin to select the most suitable pace and speed for distance. Complete an obstacle course.  Vary the speed and direction in which they are travelling. Run with basic techniques following a curved line. Be able to maintain and control a run over different distances.  Compete and Perform Perform learnt skills with increasing control. Compete against self and others.  Evaluate  Watch and describe performances, and use what they see to improve their own performance. Talk about the differences between their work and	Perform and compare different types of jumps: for example, two feet to two feet, two feet to one foot, one foot to same foot or one foot to opposite foot. Combine different jumps together with some fluency and control. Jump for distance from a standing position with accuracy and control. Investigate the best jumps to cover different distances. Choose the most appropriate jumps to cover different distances. Know that the leg muscles are used when performing a jumping action.  Compete and Perform  Perform learnt skills with increasing control. Compete against self and others.  Evaluate  Watch and describe performances, and use what they see to improve their own performance. Talk about the differences between their work and that of others.



			Year 3			
Topic 1	Real PE (Personal):	Real Gymnastics (Creative):	Real Gymnastics (Cognitive):	Real PE (Creative):	Real PE (Physical):	Real PE (Health and Fitness):
	begun to challenge myself. I know where I am with my learning.  Coordination - Footwork (10) I can begin to hopscotch forwards and backwards, alternating hopping leg each time. I can move in a 3-step zigzag pattern forwards. I can move in a 3-step zigzag pattern backwards.  Static Balance - One Leg (1) I can stand still for 30 seconds with my eyes	recognise similarities and differences in movements and expression. I can make up my own rules and versions of activities. I can respond differently to a variety of tasks.  Travel: Mapping Pathways I can consolidate and perform sequences using a variety of shapes, travel and pathways.  Rotation: Rotation Sequences I can consolidate and perform sequences using a variety of rotations, levels,	Flight: Flight Sequences I can consolidate and perform sequences using a variety of jumps and leaps and directions, incorporating low apparatus.  Balance: Climbing Sequences I can consolidate and perform sequences using a variety of	recognise similarities and differences in movements and expression. I can make up my own rules and versions of activities. I can respond differently to a variety of tasks.  Coordination: sending and receiving (8) I can begin to strike a ball with alternate hands in a rally. I can begin kick a ball with the same foot. I can begin kick a ball with alternate feet. I can begin to roll 2 balls alternately using both hands, sending 1 as the other is returning.  Counter Balance: with a partner (7) I can begin to hold on and, with a short	perform and repeat longer sequences with clear shapes and controlled movement.  I can select and apply a range of skills with good control and consistency.  Agility: Reaction and Response (12) I can react and catch tennis ball dropped from shoulder height after 1 bounce, balancing on1 leg.  Static Balance – Floor Work (3)  I can begin to hold full front support position. I can begin to lift 1 arm and point to the ceiling with either hand in front support.  I can begin to transfer a cone on and off my back in front support.	Fitness) I can explain why we need to warm-up and cool down. I can describe how and why my body changes during and after exercise.  Agility: Ball chasing (11) I can begin to chase a large rolled ball, let it roll through legs and then collect it in balanced position facing the opposite direction. I can begin to chase a large bouncing ball, let it roll through legs and then collect it in balanced position facing the opposite direction.  Static Balance: Stance (4) I can begin to receive a small
Topic 2	Dance	Real PE (Social):	Real PE (Cognitive);	<u>Athletics</u>	<u>Athletics</u>	<u>Orienteering</u>
	perform and repeat longer sequences, with clear	happy to show and tell	Multi-ability (Cognitive) I can explain what I am doing well and I have begun to identify areas for improvement.	and accuracy. Show		<b>Trails</b> Orientate themselves with increasing confidence and accuracy around a short trail.

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between, with clear control and precision.

### Dance Skills Trickier 1

### Compete and Perform

Develop the quality of the actions their performances. learnt skills and techniques with control and confidence. Compete against self and others in a controlled manner.

#### **Evaluate**

Watch, describe and evaluate the effectiveness of a performance. Describe how their performance has improved over time.

others listening carefully to them about our work.

Dynamic Balance to Agility: jump. I can complete a either direction.

## Static Balance – seated (2)

I can begin to pick up a

cone from one side and place it on the other side move a ball around 1 lea with same hand. side using the other hand. I can

sit in a dish shape and hold

it for 5 seconds.

## Dynamic Balance: On a line push throw. Continue to jump. Develop an effective Problem Solving (5)

I can begin to march, lifting throw **Jumping and Landing (6)** I knees and elbows up to a 90° can begin to jump from 2 angle. I can walk fluidly with feet to 2 feet with 180° turn | heel to toe landing. I can walk | Compete and Perform in either direction. I can | fluidly, lifting knees and using | Perform learnt skills and | begin to complete a tucked heel to toe landing walk fluidly, lifting heels to Perform | tucked jump with 180° turn in | bottom and using heel to toe landing.

## Coordination: Ball Skills (9) can stand with my leas apart and (right and left lea). I can I can return it to the opposite move a ball round my waist. I can stand with legs apart and move a ball around my alternate legs.

develop for distance.

techniques with control and confidence. Compete | can controlled manner.

#### Evaluate

Watch, describe improved over time.

overarm throw. Perform a off for the standing long techniques to flight phase for the standing Identify and use effective increased long jump. Land safely and communication to begin to with control.

### Running

Identify and demonstrate Communication how different techniques Communicate with others. affect their against self and others in a performance. Focus on their Compete and Perform arm and leg action to Begin to complete activities improve their technique. Begin and combine running evaluate the effectiveness jumping over hurdles. Focus activities. of a performance. Describe on trail leg and lead leg how their performance has action when running over **Evaluate** hurdles. Understand importance of adjusting evaluate the effectiveness running pace to suit the of performance. Describe distance being run.

## Compete and Perform

Perform learnt skills and Sports Day techniques with control and confidence. Compete against self and others in a controlled manner.

#### **Evaluate**

Watch, describe and evaluate the effectiveness of a performance. Describe how their performance has improved over time.

work as a team. Identify symbols used on a key.

sprinting in a set period of time. Begin to to offer an evaluation of with personal performance and

the Watch, describe and how the performance has improved over time.



			Year 4			
opic 1	Real PE (Personal):	Real PE (Social):	Real PE (Cognitive);	Real PE (Creative):	Real PE (Physical):	Real PE (Health and Fitness):
-	Multi ability (Parsanal) I	Multi ability (Social) I am	Multi-ability (Cognitive): I can	Multi ability (creative) Lean	Multi ability (Physical) Loan	Multi ability (Hoalth and
	· · · · · · · · · · · · · · · · · · ·	happy to show and tell	explain what I am doing well			*
	learning and I have begun		and I have begun to identify	differences in movements	l f	need to warm-up and cool
	to challenge myself.	show patience and support	areas for improvement.		shapes and controlled	•
	To challenge myself.	others listening carefully to	areas for improvement.	up my own rules and	•	I can describe how and why
	Coordination – Footwork	,	Dynamic Balance: On a Line			
	(10)		(5)		range of skills with good	_
	= =	Dynamic Balance to Agility:	I can march, lifting knees and	· · · · · · · · · · · · · · · · · · ·	control and consistency.	
	and	Jumping and Landing (6)	elbows up to a 90° angle. I can			Agility: Ball Chasing (11)
	backwards, alternating	can jump from 2 feet to 2		Coordination: sending and	Agility: Reaction and	I can chase a large rolled
	hopping	feet with 180° turn in either	landing. I can walk fluidly,	I	<b>Response (12)</b> From 1, 2 and	<u> </u>
	•	direction. I can complete a	lifting knees and using heel to	ball with alternate hands in		and then collect it in
	a 3-step zigzag pattern	tucked jump. I can	toe landing. I can walk fluidly,	a rally. I can kick a ball with	1. I can react and catch a	balanced position
	forwards. I can move in a 3-	complete a tucked jump	lifting heels to bottom and	the same foot. I can kick a	tennis ball dropped from	facing the opposite
	step zigzag pattern	with	using heel to toe landing.	ball with alternate feet. I can	shoulder height after 1	direction.
	backwards.	180° turn in either direction.			bounce, balancing on 1 leg.	I can chase a large
			Coordination: Ball Skills (9) In	both hands, sending 1 as the		bouncing ball, let it roll
	Static Balance – One Leg (1)	_ = =	20 seconds or less: I can stand	other is returning.	Static Balance: Floor work	0
	_	I can pick up a cone from	with my legs apart and move		(3)	collect it in balanced
	, ,	one side and place it on the	a ball around 1 leg 16 times			1 .
	·	other side with the same	(right and left leg). I can move	= = = = = = = = = = = = = = = = = = =	position. I can lift 1 arm and	I =
	·	hand. I can return it to the	a ball round my waist 17 times.		·	above challenges with
	ankle extensions.	opposite side	I can stand with legs apart	back, hold a balance and		tennis ball.
				then move back together. I		
		sit in a dish shape and hold it	alternate legs 16 times.		cone on and off my back in	
		for 5 seconds.		and, with a short base, lean	tront support.	can receive a small force
				back, hold balance and		from
				then move back together. I		various angles. I can raise
				can perform above		alternate feet and knees 5
				challenges with		times. I can catch ball at
				eyes closed.		chest height and throw it
						back.



Topic 2	Real Gymnastics (Health and Fitness)	<u>Dance</u>	Real Gymnastics (Physical):	Athletics	<u>Athletics</u>	OOA Orienteering
		· · · · · · · · · · · · · · · · · · ·	Multi-ability (Physical): I can		Jumping	Trails
	· · · · · · · · · · · · · · · · · · ·	Fitness): I can describe how	perform and repeat longer	Perform a pull throw.		
		my body feels in exercise	sequences with clear shapes and controlled movement.		hop, step and jump to	
	need to warm-up and cool down. I can describe how	and why.	I can select and apply a range		perform the standing triple jump. Land safely and with	
	and why my body changes	Dance Skills	of skills with good control and		control. Begin to measure	• • •
	during and after exercise.	Trickier 2	consistency.	distance.	the distance	recognise features of ar
	defining and after exercise.	merici 2		alstartes.	jumped.	orienteering course.
	Balance: Acrobatic	Compete and Perform	Flight: Flight Sequence (with	Compete and Perform		
	Sequence	Perform and create	ropes).	Perform and apply skills and	Running	Problem Solving
	I can consolidate and	sequences with fluency and		techniques with control and	Confidently demonstrate an	_
	perform sequences using a	expression. Perform and	perform sequences using a	accuracy. Take part in a	improved technique for	other people in a team, and
	variety of partner balances	apply skills and techniques	variety of jumps using ropes,	range of competitive	sprinting. Carry out an	with other teams. Have
	and transitions,	with control and accuracy.	apparatus and different	games and activities.	·	experience of a range o
	incorporating low		directions.	Evaluate	Perform a relay, focusing on	
	apparatus.	Evaluate		Watch, describe and	the baton changeover	, ,
					technique. Speed up and	1
	Rotation: Rotation Sequence		Travel: Group Sequences (Low		slow down smoothly.	each.
		evaluate the effectiveness		ideas for improvements.	Comments and Douts and	Associate the meaning of c
		of performances, giving		Modify their use of skills or	-	key in the context of the
		Modify their use of skills or	perform sequences using a variety of balances on	better result	Perform and apply skills and techniques with control and	environment.
	incorporating hand	,	different body parts, including		accuracy. Take part in a	Communication
	apparatus.	better result.	different transitions, directions		range of competitive	
			and levels.		games and activities.	others. Work as part of a
					Evaluate	team. Begin to use a map to
					Watch, describe and	complete an orienteering
					evaluate the effectiveness	
					of performances, giving	
					ideas for improvements.	Compete and Perform
					Modify their use of skills or	Complete an orienteering
					techniques to achieve a	
					better result.	begin to identify ways of
						improving completion time
						Offer an evaluation of both
						personal performance and
						activities. Start to improve
						trails to increase challenge
						of course.
						Evaluate
						Watch, describe and
						evaluate the effectiveness



				of performances giving
				ideas for improvements.
				Modify their use of skills of
				techniques to achieve a
				better result.
Visits			Bike ability Level 1	
			Fit your own helmet. Carry	
			out a simple bike check. Get	
			on your bike, start cycling,	
			then stop and get off. Ride	
			your bike using the gears.	
			Make your bike go where	
			you want it to, including	
			moving around objects	
			safely. Control the bike with	
			one hand. Stop quickly if	
			you need to. Look all around	
			you when you're riding,	
			including behind, without	
			wobbling.	

Year 5



Topic 1	Real PE	(Cognitive)

Multi-ability (Coanitive) I can | Multi-ability (Creative) and suggest patterns of play of success.

I have a clear idea of how to develop my own and others' work.

Coordination: Ball skills (9) can stand with legs apart and

move ball in figure of 8 around

figure of 8 around both legs around my waist and then around alternate legs 12 times. I can stand with my legs apart and perform 24 without a bounce.

#### Agility: Reaction Response (12)

react and step across my body, bring my hand across | support. body and catch a tennis ball after 1 bounce.

## Real PE (Creative)

which will increase chances | movements or tactics so | improve myself and others. they are different from or in contrast to others.

> Static Balance – seated (2) away, swap

other

side (both directions). I can | elbow up to a 90° angle. both leas 12 times. I can reach and pick up cone an move ball around waist into arms distance away and place it on the other side 10 times. I can move a ball using same hand (both) directions). I can hold a Vshape with straight arms and legs for 10 seconds.

# (3)

I can transfer a tennis ball and and cone on and off my back in a front support. I From 1, 2, 3, metres. I can can transfer a tennis ball on and off tummy in back

### Real PE (Social):

develop methods to outwit I can respond imaginatively negotiate and collaborate opponents. I can recognise to different situations. I can appropriately. I can give and confidently in sport specific adapt and adjust my skills, receive sensitive feedback to

# **Dynamic Balance: On a Line** in practice situations.

I can walk fluidly, forwards and | **Dynamic Balance to Agility:** can reach and pick up a backwards, lifting heel to cone an arms distance bottom, knees up and heel to can jump 2 feet to 2 feet 1 can raise alternate knees toe landing. I can lunge walk forwards, backwards and to opposite elbow 5 times. I hands and place it on the forwards. I can lunge walk side-to-side. I can hop can catch a large ball tennis balls against a wall forwards, bringing opposite forward and backwards, thrown at knee

partner (7) I can stand on 1 leg | and freezing on landing. I holding with 1 hand, lean can jump 1 foot to other back, hold balance and then sideways, raising knee and Footwork: Coordination (10) move back together. I can freeze on landing. criss-crosses, with and then | Static Balance - Floor work | stand on 1 leg while holding on to partner's opposite foot.

### Real PE (Physical):

Multi-ability (Social) I can Multi-ability (Physical) I can Multi-ability (Health use combinations of skills contexts.

I can perform a range of

Jumping and Landing (6) | Static Balance: Stance (4) freezing on landing. I can height and above my head.

### Static Balance – One leg (1) On both legs:

I can stand still on an uneven surface for 30 uneven surface for 30 seconds with my eyes closed. I can complete 10 squats into ankle extensions. I can complete 5 squats with | and eyes closed.

## Real PE (Health and Fitness)

Fitness) I can self-select

perform appropriate warmup and cool down activities. skills fluently and accurately I can identify possible danaers when planning an activity.

jump 1 foot to other I can catch a large ball I can throw 2 tennis balls forwards and backwards, thrown away from body. I freezing on landing. I can catch a small ball both Counter Balance: with a hop sideways, raising knee thrown close to and away from my body.

> I can combine 3-step zigzag | ball and then tennis ball, patterns with cross-over (swerve) when changing lead leg. I can move in 3- opposite direction. I can roll step ziazaa pattern, with and chase a large ball, knee raise across body just seconds. I can stand still on before changing lead leg support position facing the and direction. I can move in opposite direction. 3-step zigzag pattern, lifting foot up behind just before changing lead lea direction.

## Real PE (Personal):

and Multi-ability (Personal) I see all new challenges as and opportunities to learn and develop. I recognise my strengths and weaknesses and can set myself appropriate targets.

> Coordination: Sending and receiving (8) I can throw and catch 2 tennis balls against a wall. I can throw 2 and catch them with opposite hand (cross-over). against a wall in a circuit, in directions.

> Agility: Ball Chasing (11) can roll and chase a large stopping it with knee sideways onto ball facing stopping it with head in front



#### Real Gymnastics (Personal): Topic 2

Multi-ability Personal: I see all new challenges opportunities to learn and develop. I recognise my strengths and weaknesses and can set myself which will increase chances appropriate targets.

## Hand apparatus – rhymic sequences

I can consolidate and **Partner Work Skills** – I can situation. perform sequences using different types of ball movements in combination balances, incorporating a gymnastics skills, incorporating changes in levels, speeds, pathways and directions.

## Low apparatus – Bench sequences

I can consolidate and perform sequences using different ways to link movements, including different timing and directions, e.g. canon, synchronised, contrasting.

## **Real-Gymnastics** (Cognitive):

Multi-ability (Coanitive) I can develop methods to outwit opponents. I can recognise and suggest patterns of play of success. I have a clear Passing a Ball idea of how to develop my own and others' work.

consolidate and perform sequences using partner Travelling with the ball variety of transitions, jumps and rotations.

Large Apparatus – I can together. consolidate and perform sequences and then link them together to create a whole class performance.

## **Quicksticks Hockey**

Multi-ability (Health Fitness) I can self-select and perform

appropriate warm-up and different situations and tasks cool down activities.

Pass a ball with speed and accuracy using appropriate techniques in a game

Use a variety of ways to dribble in a game with success. Use ball skills in various ways, and begin to link **Evaluate** 

#### Dance

and Multi-ability (Creative): I can respond in varied and imaginative ways

#### Dance Skills.

Practising Trickiest 1

#### Compete and Perform

Perform own longer, more complex sequences in time to music. Consistently perform and apply skills and distance. techniques with accuracy and control.

Choose and use criteria to evaluate own and others' performances. Explain why they have used particular skills or techniques, and the effect they have had on their performance.

#### **Athletics**

implements using a range of throwing techniques. distance of their throws. Continue to develop techniques to throw for Trails increased distance.

Jumping Improve techniques for jumping for Perform an effective standing jump. Perform the standing | be followed and offers some triple jump with increased challenge to others. Begin confidence. Develop an effective technique for the standing vertical jump (jumping for height) including take-off and flight. Land safely and control. Measure distance and height jumped particular role in a team. with accuracy. Investigate Complete different techniques.

### Running

Accelerate from a variety of in activities. starting positions and select their preferred position. Communication when performing a sprint for sprinting, focusing on an the distance and their fitness | navigation. level in order to maintain a sustained run. Identify and Compete and Perform demonstrate stamina,

### **OOA** - Orienteering

Throwing: Perform a fling Multi-ability (Social) I can throw. Throw a variety of negotiate and collaborate appropriately. I can give and receive sensitive Measure and record the feedback to improve myself and others.

Start to orientate themselves around with increasing confidence and accuracy around an orienteering course. Design long orienteering course that can to use navigation equipment to orientate around a trail.

### Problem Solving

with Use clear communication to the effectively complete a orienteerina jumping activities both as part of a team and independently. Identify a key on a map and begin to use the information

Identify their reaction times | Communicate clearly and effectively with others. Work start. Continue to practise effectively as part of a and refine their technique team. Successfully use a map to complete an effective sprint start. Select orienteering course. Begin the most suitable pace for to use a compass for



	1	<u> </u>				
					explaining its importance for	Complete an orienteering
					runners.	course on multiple
						occasions, in a quicker time
					Compete and perform	due to improved technique.
					Consistently perform and	Offer a detailed and
					apply skills and techniques	effective evaluation of both
					with accuracy and control.	personal performances and
					Take part in competitive	activities. Improve a trail to
					games with a strong	· ·
					understanding of tactics	-
					and composition.	
					•	Evaluate
					Evaluate	Choose and use criteria to
					Choose and use criteria to	evaluate own and others
					evaluate own and others'	
					performance. Explain why	
						skills or techniques and the
					skills or techniques, and the	
					effect they have had on	•
					their performance.	men performance:
Visits	Residential		Quicksticks	Hockey	Bikeabiity Level 2	
V 10110	Residential		Competition	Поскоу	Cycle safely and	
	Communicate				responsibly. Identify and	
	Communicate clearly				respond to hazards.	
	effectively with others. Work				Start and stop on-road	
	effectively as part of a				journeys.	
	team.				Maintain suitable riding	
	Todin.				positions.	
					Share the road with others	
	Problem-Solving				and communicate with	
	Use clear communication to				other road users. Comply	
	effectively complete a				with signals, signs and road	
	particular role in a team.				markings. Manage risk when	
	particular role in a feath.				cycling. Negotiate junctions	
					(pass side roads, turn at T	
					junctions, and crossroads	
					and roundabouts if present).	
					ana roundabouts ii presem).	



	Year 6							
Topic 1	<u>Hockey</u>	<u>Netball</u>	<u>Basketball</u>	<u>Badminton</u>	<u>Athletics</u>	Rounder's		
	review, analyse and evaluate my own and others' strengths and weaknesses. I can read and	effectively transfer skills and movements. I can perform a		review, analyse and evaluate my own and others' strengths and	Continue to develop techniques to throw for	effectively transfer skills and movements. I can perform a variety of skills consistently and effectively in challenging or competitive		
	Passing the Ball Choose and make the best	Throw and catch Throw and catch accurately	Possession Keep and win back possession of the ball effectively and in a		and refine techniques to throw for accuracy.	Striking and hitting a ball Hit a bowled ball over longer		
	pass in a game situation and link a range of skills together with fluency, e.g. passing and receiving the ball on the	and successfully under pressure in a game.	variety of ways in a team game.  Attacking and Defending Think ahead and create a	order to start a game. Use good hand-eye coordination to be able to direct a ball when striking	Jumping Develop the technique for the standing vertical jump.  Maintain control at each of the	distances. Use good hand- eye coordination to be able to direct a ball when striking or hitting.		
	move.  Using Space Demonstrate a good awareness of space.	Attacking and Defending Think ahead and create a plan of attack or defence. Apply knowledge of skills for attacking and defending. Work as a team to develop fielding strategies to prevent the opposition from scoring	team to develop fielding strategies to prevent the	Using Space Demonstrate a good	different stages of the triple jump. Land safely and with control. Develop and improve their techniques for jumping for height and distance and support others in improving their performance. Perform and apply different types of jumps in other contexts. Set up and lead jumping activities including measuring the jumps with	Attacking and Defending Think ahead and create a plan of attack or defence. Apply knowledge of skills for attacking and defending. Work as a team to develop fielding strategies to prevent the opposition from scoring		
					confidence and accuracy.  Running Recap, practise and refine an effective sprinting technique, including reaction time. Build up speed quickly for a sprint finish.			



	T					
					Run over hurdles with	
					fluency,	
					focusing on the lead leg	
					technique and a consistent	
					stride pattern. Accelerate to	
					pass other competitors.	
					Work as a team to	
					competitively perform a	
					relay.	
					1	
					Confidently and	
					independently select the	
					most appropriate pace for	
					different distances and	
					different parts of the run.	
					Demonstrate endurance	
					and stamina over longer	
					distances in order to	
					maintain a sustained run.	
					Compete and Perform	
					Perform and apply a variety	
					of	
					skills and techniques	
					confidently,	
					consistently and with	
					•	
					precision.	
					Take part in competitive	
					games with a strong	
					understanding of tactics	
					and composition.	
					Evaluate	
					Thoroughly evaluate their	
					own and others	
					performance, suggesting	
					thoughtful and appropriate	
					improvements.	
					·	
Topic 2	<u>Football</u>	<u>Dance</u>	<u>Volleyball</u>	<u>Cricket</u>	Golf	OOA - Orienteering
100102					Multi-ability (Personal) I can	
	Multi-ability (Creative) I can	Multi-ability (Physical) I can	Multi-ability (Social) I can	Multi-ability (Creative) I can	accept critical feedback	Multi-ability (Social) I can
	effectively disguise what I		involve others and motivate		and make changes.	involve others and motivate
	am about to do next.				Compete and Perform	those around me to perform
		practise and performance	I		Perform and apply a variety	·
					I	
	Passing the ball	situations		Striking and Hitting a ball	of	



Choose and make the best pass in a game situation and | Dance Skills link a range of skills together with fluency, e.g. passing and receiving the ball on the move.

### Travelling with the ball

Show confidence in using ball skills in various ways in a game situation, and link these together effectively.

complex

Consolidating Trickiest 1

### Compete and Perform Link actions to create a

sequence using a full range sequence in time to music. of skills and techniques confidently,

#### Evaluate

precision

consistently

Thoroughly evaluate their own and others' work. suggesting thoughtful and appropriate improvements.

and

## **Tactics and Rules**

Follow

with

complicated rules to play a game successfully. Communicate plans to others or hitting. during a game. Lead others during a game

and

### Throw and catch

movement. Perform the Throw and catch accurately Perform and apply a variety | successfully under pressure in game.

Hit a bowled ball over longer | skills create distances. Use good handeye coordination to be able to direct a ball when striking

#### Tactics and Rules

Follow and create and composition. complicated rules to play a game successfully. Communicate plans to **Evaluate** others during a game. Lead others during a game.

and confidently, consistently and with precision. Take part in competitive games with a understanding of tactics

Thoroughly evaluate their own and others' work. suggesting thoughtful and Problem Solving appropriate improvements.

#### techniques | Trails

Orientate themselves with confidence and accuracy around an orienteering course under pressure. strong Design an orienteering course that is clear to follow and offers challenge to Use others. navigation equipment (maps, compasses) to improve the

Use clear communication to effectively complete a particular role in a team. Compete in orienteering activities both as part and independently.

### Communication

Communicate clearly and effectively with others when under pressure. Work effectively as part of a demonstratina team. skills leadership when necessary. Successfully use a map to complete an orienteering course. Use a compass for navigation. Organise an event for others.

#### Compete and Perform

Compete an orienteering multiply course on occasions in a quicker time due to improved technique. Offer a detailed and effective evaluation of both personal performances and activities with an aim of increasing challenge and

Respect. Resilience. Responsibility. Confidence. Co-operation. Compassion.



			improving performance. Listen to feedback and improve an orienteering course from it.  Evaluate Thoroughly evaluate their own work and others work, suggesting thoughtful and appropriate improvements.  Sports Day
Visits		Communication Communicate clearly and effectively with others under pressure. Work effectively as part of a team, demonstrating leadership skills when necessary.  Evaluate Thoroughly evaluate their own work and others work, suggesting thoughtful and appropriate improvements.  Problem Solving Use clear communication to effectively complete a particular role in a team.	Bikeability catch up Level One and Two

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