Subject PE

Physical Activity: Ball Skills and Games

	National Curriculum	Knowledge	Skills	Key vocabulary
EYFS	ELG: Gross Motor Skills 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. They handle equipment and tools effectively. ELG: Managing Self Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. ELG: Building Relationships Work and play cooperatively and take turns with others;	Pupils will know how to control a ball with the correct part of their foot and develop their technique of dribbling the ball. Pupils will know the correct technique to develop their ability to push, roll and bounce a ball with control with their hand. Pupils will know how to move the ball into spaces Self and Peer Evaluation Talk about what they have done. Talk about what others have done.	 Roll equipment in different ways. Catch equipment using two hands. Move a ball in different ways, including bouncing and kicking. Throw an object underarm at a target. Kick an object at a target. Move safely around the space and equipment. Travel in different ways, including sideways and backwards. Control their body when performing a sequence of movements. Participate in simple games. 	Throw Catch Pass Roll Bounce Stop Looking Stopping Warm Up Cool Down Control Large Movements Small Movements Health Explore Exercise Safety Space Copy Watch Team Work Aiming, Pushing, Distance,

Year 1	Show sensitivity to their own and to others' needs.	Pupils will know and how to develop their ability to pass the ball accurately with hand or foot. Pupils will know how to send a ball towards a target, applying the correct technique and aiming carefully.	 Practise basic striking, sending and receiving. Throw underarm and overarm. Catch and bounce a ball. Travel with a ball in different ways and directions with control and fluency and with different speeds. Apply passing the ball/ object with accuracy in a 	(Additional key vocabulary) Attack, Defend, Dribbling, Control, Collaboration, Accuracy, Passing, Power Fitness
		Pupils will know the rules of simple games and the need to play fairly. Self and Peer Evaluation Watch and describe performances. Begin to say how they could improve.	 team game Use kicking skills in a game. Pupils will also be able to receive and stop a ball Begin to use simple defensive skills such as marking a player or defending a space. Begin to use simple attacking skills such as dodging to get past a defender. Follow simple rules to play games, including team games. Pupils will be able to collaborate and work together in a team. 	
Year 2	End of Key Stage 1 Statement: 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	Apply their knowledge and understanding of dribbling, passing and receiving in order to keep possession as a team and score a point. Pupils will know the rules of simple games and the need to play fairly with others. Self and Peer evaluation Watch and describe performances and use what they see to improve their own performance.	 Strike or hit a ball with hand or foot with increasing control for accuracy and distance Vary types of throw used. Combine dribbling, passing and receiving, keeping possession with hands/feet to score a point in a game situation Change speed and direction whilst running. Begin to use and choose the best space in a game. Begin to use and understand the terms defending and attacking. Use at least one technique to attack or defend to play a game successfully. 	(Additional key vocabulary) Opponent, Possession, , Goal, Score, Fair, Sportsmanship, Improve, Communication, Evaluate Defender Attackers Rules Signalling Warm Up / Cool down

attac	le tactics for cking and Talk about their diffend nding between their work a others.	and that of			
Year 3	Invasion Games Pupils will learn to co develop and refine c techniques to outwit opponents and keep of the ball and score Pupils will be introdu effective techniques a goal. Pupils will apply an understanding of wh effective team and u how important their within the team Striking and Fielding Pupils will develop th throwing, catching a skills to outwit their and win the game. Pupils will understan difference between a defence (batting and Net Wall Games pupils understand w the ball and why Pupils develop their understanding of wh	orrect their possession uced to for shooting at makes an nderstand role is Games heir nd batting opponents d the attack and I fielding). Apply and follow rules fairly.	Striking and Fielding Practise the correct batting technique with a range of equipment and use it in a game. Practise the correct technique for catching a ball and use it in a game. Catch with increasing control and accuracy. Throw a ball in different ways (e.g. high, low, fast, slow) Apply and follow rules fairly.	 Net/ Wall Pupils direct ball to their partner's target. Pupils always return to the correct court position and be ready after every shot Pupils grip the racket correctly Pupils push the shot using back hand and forehand shot Pupils able to make contact with the ball after one bounce Pupils return the ball back over the net to their opponents' side of the court 	(Additional key vocabulary) Send Pass Receive scoring Tactics Feed Aiming Striking Fielder , Batter Bowler , Net Games, Invasion Games barrier Space Forehand, Backhand, Ready position, Shot, Grip. Contact, Rally, Out

	to be accurate when using a racket. Self and peer evaluation Watch, describe and evaluate the effectiveness of a performance. Describe how their performance has improved over time.				
Year 4	 Invasion Games Know how to keep and win back possession of the ball in a team game. Pupils will demonstrate a growing understanding of the difference between attack and defence as well as when, where and why we execute certain skills Striking and Fielding Games Pupils will apply an understanding of where, when and why they utilise their fielding skills to stop the batters using their batting skills to outwit the fielders. Pupils will know how to collaborate with others and apply the rules of the game. Net Wall Games. Pupils will apply an accurate understanding of where, when and why we hit the ball into 	 Invasion Consistently pass a ball with accuracy and control. Use at least two different passes in a game situation. Move with the ball using a range of techniques showing control and fluency. Pass the ball with increasing speed, accuracy and success in a game situation. Make the best use of space to 	Striking and Fielding Use hand-eye coordination to strike a moving and stationary ball consistently Move with the ball using a range of techniques showing control and fluency. Use fielding skills as an individual to prevent a player from scoring. Vary the tactics they use in a game.	Net Wall Accurately serve underarm. Build a rally with a partner. Use at least two different shots in a game situation. Move with the ball using a range of techniques showing control and fluency. Pupils will hit the ball into space on their opponent's side of the court, creating space for the next shot that will win them the point.	Outwit Tackling, Blocking, Free Hit, Try, Tagging, Ball Carrier, Forward Pass, Chest pass, bounce pass, shoulder pass scoring zone Fielding Wicket Run Stumps post rounder backstop Agility Balance co-ordination

	 spaces on their opponent's side of the court. Pupils will know how to collaborate with others, applying the rules of the game. Self and peer evaluation Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements. Modify their use of skills or techniques to achieve a better result. 	pass and receive the ball. Vary the tactics they use in a game.			
Year 5	Invasion GamesPupils will begin to know how to create and apply tactics that they can then adapt depending whether they are attacking or defendingPupils will understand how to develop their communication skills as they officiate in game based scenarios.Striking and Fielding Games Pupils will begin to know how to create, apply and refine tactics for batting, bowling and fielding, reflecting on the tactics and making any necessary 	Invasion Consistently pass a ball with speed and accuracy using appropriate techniques/ equipment in a game situation Choose the best tactics for attacking and defending. Devise and adapt rules to create their own game.	Striking and Fielding Consistent use of techniques for all strokes. Consolidate different ways of throwing and catching and know when each is appropriate in a game. Use fielding skills as a team to prevent the opposition from scoring. Devise and adapt rules to create their own game.	Net Wall Consistently able to play the ball into space Able to serve overarm accurately to start the game. Consistently develop a backhand technique and use it in a game Practise techniques for all strokes. Devise and adapt rules to create their own game.	Forward Pass Shadowing, Tracking back, Drag back, Marking, Pressure, Counter Attack, Man to man marking, Goal side, Offside, Transition, Feed, Aiming, Striking, Hitting, Run out, Wicket keeper, Backstop, No ball, Wide, Base, Rules, Referee, ,Volley serve, baseline side line scoring 'D' Contact Obstruction Basket free throw

Year 6End of Key Stage 2 Statement: 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.Pupils will understand where to serve and why. Pupils will apply effective communication and cooperative skills as they work with their partner in doubles games.Year 6End of Key Stage 2 Statement: 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.All Games Pupils will demonstrate resourcefulness and problem solving skills by creating a range of tactics, applying these into their games. Pupils will collaborate effective with their partner/ team, communicating and supporting each other.Self and peer evaluation throwing and catching in isolation and in combination play competitive games, modified where appropriate and applySelf and peer evaluation Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.	e Invasion Choose and make the best pass in a game situation and link a range of skills	to be able to direct a ball accurately and for distance when striking or hitting.	Net Wall Understand how to serve in order to start a game. Demonstrate a good awareness of space. Think ahead and create a plan of attack or defence. Follow and create complicated rules to play a	Knock on, , Through ball, Wide, Base, Over, Innings Boundary, Four runs, Six runs, Umpire, Rules, Referee, Doubles, Singles Set, deuce,
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oasic principles suitable			game	
or attacking and	Follow and	Work as a team	successfully.	
lefending.	create	to develop		
	complicated	fielding	Communicate	
Develop technique and	rules to play a	strategies to	plans to others	
ontrol	game	prevent the	during a game.	
	successfully.	, opposition from	Lead others	
Compare their	,	scoring.	during a game.	
performances with	Communicate	Follow and		
previous ones and	plans to others	create		
lemonstrate	during a game.	complicated		
mprovement to		rules to play a		
chieve their personal		game		
est.		successfully.		
		successfully.		
Pupils should enjoy		Communicate		
ommunicating,		plans to others		
ollaborating and		during a game.		
ompeting with each		Lead others		
other.				
omer.		during a game.		

Activity Area: Gymnastics

Year group	National Curriculum	Knowledge	Skills	Key vocabulary
EYFS	ELG: Gross Motor Skills Negotiate space and obstacles safely, with consideration for themselves and others; Demonstrate strength,	Pupils will know how to move and balance in high and low ways, applying champion gymnastics	Roll in different ways with control.(Pencil roll/ egg roll)	Warm up Cool down Control Balance Move Jump hop Land two footed one footed High Low Shape Travel

	 balance and coordination when playing; Move energetically, such as running, jumping, dancing, hopping, skipping and climbing. They handle equipment and tools effectively. ELG: Managing Self Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. ELG: Building Relationships Work and play cooperatively and take turns with others; Show sensitivity to their own and to others' needs. 	criteria, both on the floor and on apparatus. (Champion Gymnastics: 'Champion' refers to when pupils are being silent, pointing their fingers and toes and are still when they make a shape/balance.). Self and Peer Evaluation Talk about what they have done. Talk about what others have done.	Travel in different ways in different directions and on different body parts. Jump in a range of ways from one space to another with control. Jump and land in a safe way Begin to balance with control Applying moving on different levels to apparatus.	Health Explore Diet Stretch Exercise Healthy Safety Space Copy Watch Equipment
Year1		Pupils will experiment moving in a variety of wide, narrow and curled ways understanding the differences between each type of movement. Applying champion gymnastics criteria, on the floor and on apparatus. Self and Peer Evaluation Watch and describe performances. Begin to say how they could improve.	Link two actions to make a sequence. Recognise and copy contrasting actions (small/tall, narrow/wide) Travel in different ways, changing direction and speed. Hold still shapes and simple balances. Begin to move with control and care.	(Additional vocabulary) Points Patches control Flexible Spin, twist leap Land Wide Narrow Curled Transition Linking Bench mat table plank, hold
Year 2	End of Key Stage 1 Statement Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their	Pupils will know how to I be able to link movements and balances together, applying champion gymnastics criteria, on the floor and on apparatus.	Copy, explore and remember actions and movements to create their own sequence of 3 moves or more	High Low Travel, Slide Rolling Jump Land Flexible Tension Extension Stretch Balance Spin Linking Sequence Technique Flow Direction log roll, teddy bear roll, tuck ,straddle, pike

	allity, helenes and as adjusting.			
	gility, balance and coordination,	Built III do a contrato a c	Able to use correct	Agility, co-ordination, apparatus, muscles,
Ir	ndividually and with others.	Pupils will demonstrate an	technique for rolling	
		understanding of the	backward in a tuck roll	
	hey should be able to engage in	concept of flow and apply	(without going over)	
	co-operative physical activities, in a	this to their developing		
	ange of increasingly challenging	sequences.	Able to perform a roll in pike	
si	ituations.		position and straddle	
		Self and Peer evaluation	position (teddy bear roll)	
		Watch and describe		
		performances and use what	Hold a still shape whilst	
		they see to improve their	balancing on different points	
		own performance.	of the body.	
		Talk about their differences	Jump in a variety of ways	
		between their work and that	and land safely with	
		of others.	increasing control and	
			balance.	
			Able to repeat movement on	
			apparatus	
		Pupils will know how to		Pathway Flexible Direct
Year3		execute 'excellent' balances	Link combinations of actions	Travel Stretch Wide Thin
		and movements in both	with increasing confidence,	Long Short Curled Roll
		symmetrical and	including changes of	Jump Levels Speeds, extension
		asymmetrical ways.	direction, speed or level.	Sequence Contrasting
		Pupils will know how to link	direction, speed of level.	Acceleration deceleration
		these movements and	Dovelop the quality of their	
			Develop the quality of their	Direction forwards backwards sideways
		balances together.	actions, shapes and	co-ordination leap Spin
		/ Eventert gunnerentier	balances.	side step tension extension
		(Excellent gymnastics:		even uneven symmetrical asymmetrical
		'Excellent' refers to when	Move with coordination,	balance, core muscles
		pupils are being silent,	control and care.	
		extending their fingers and		
		toes and when they make a	Use turns whilst travelling in	
		shape/ balance are able to	a variety of ways.	
		hold it still for at least 4		
		seconds.)	Use a range of jumps in their	
			sequences.	

	Pupils will know how to collaborate as they work together to create their sequences and share apparatus space with others. Self and Peer evaluation Describe how their performance has improved over time.	Create interesting body shapes while holding balances with control and confidence.	
Year 4	 Pupils will know how to execute 'excellent' balances and movements Understand why certain movements and balances are 'excellent' Pupils will know how to link these movements and balances together and understand the term 'flow' Self and Peer evaluation Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements. Modify their use of skills or techniques to achieve a better result. 	Create a sequence of actions that fit a theme. Use an increasing range of actions, directions and levels so that their sequences begin to flow Show changes of direction, speed and level during a performance. Begin to develop correct technique for cartwheels and handstands Be able to perform a forward roll from standing to standing position. Carry out balances, including bridges, recognising the position of their centre of gravity and how this affects the balance.	Extension Tension , relax Direction Sliding Contrasting Communication co-operation receiving weight cart-wheel handstand turning speeds levels Spin flexibility co-ordination Bridges clarity fluency expression landing foot Flight , vault

		Begin to develop good technique when travelling, balancing and using apparatus.	
Year5	Pupils will know how to execute 'excellent' balances and movements in both symmetrical and asymmetrical ways. Pupil understand what counter balance and tension is.(Excellent gymnastics: 'Excellent' refers to when pupils are being silent, 	 Select ideas to compose specific sequences of movements, shapes and balances. Perform jumps, shapes, and balances fluently and with control. Consolidate technique for backward /forward roll in tuck and straddle position Consolidate technique for handstands including how to land correctly if over balanced. Confidently use apparatus to vault in a variety of ways. Develop strength, technique and flexibility throughout performances. Combine equipment with movement to create sequences. 	Rotate Axis Flight Vault Wheel Spring Leap take-off land leap frog clock wise & anti clock wise Counter-balance Counter-tension

		techniques, and the effect		
		they have had on their		
		performance.		
Voor 6	End of Key Stage 2 Statement:	Pupils will know how to	Create their own complex	Matching Mirroring
Year 6	Pupils should continue to apply and	execute 'excellent' balances	sequences involving the full	contrasting communication leadership
	develop a broader range of skills,	and movements in both	range of actions and	Synchronisation
	learning how to use them in	symmetrical and	movements: travelling,	Canon unison
	different ways and to link them to	asymmetrical ways.	balancing, holding shapes,	
	make actions and sequences of		jumping, leaping, swinging,	
	movement.	Pupils understand the terms	vaulting and stretching, both	
		unison and canon and	on floor and on apparatus	
	Develop flexibility, strength,	demonstrate this in their		
	technique, control and balance	work	Demonstrate precise and	
			controlled placement of	
	Compare their performances with	Pupils explore a variety of	body parts in their actions,	
	previous ones and demonstrate	movements to ascertain the	shapes and balances.	
	improvement to achieve their	best moves to allow for flow		
	personal best.	and interesting, challenging	Confidently use equipment	
	₩ba aba bi a ta a a a a a a a a a a a	gymnastics for sequences.	to vault and incorporate this	
	They should enjoy communicating	Describe a still has says to says to	into sequences.	
	and collaborating with each other.	Pupils will know how to		
		collaborate showing cooperation skills with their	Apply skills and techniques consistently, showing	
		partner / group as they work	precision and control.	
		together to create their	precision and control.	
		sequences and share	Develop strength, technique	
		apparatus space with others	and flexibility throughout	
			performances.	
		Self and Peer evaluation.		
		Thoroughly evaluate their		
		own and others' work,		
		suggesting thoughtful and		
		appropriate improvements.		

Activity Area: Dance

Year group	National Curriculum	Knowledge	Skills	Key vocabulary
EYFS	ELG: Gross Motor Skills Negotiatespace and obstacles safely, withconsideration for themselves andothers; Demonstrate strength,balance and coordination whenplaying;Move energetically, such as running,jumping, dancing, hopping, skippingand climbing. They handleequipment and tools effectively.ELG: Managing SelfBe confident to try new activitiesand show independence, resilienceand perseverance in the face ofchallenge.ELG: Building RelationshipsWork and play cooperatively andtake turns with others; Showsensitivity to their own and toothers' needs.	Pupils will develop their curiosity and imagination as they experiment moving in different ways. Pupils understand what a 'champion' dancer is. (Champion Dancers: Champion dancers can move with control, respond to the rhythm and move in relation to the music.) Self and Peer Evaluation. Talk about what they have done. Talk about what others have done.	Join a range of different moves together. Change the speed of their actions. Change the style of their movements. Create a short movement phrase which demonstrate their own ideas.	Warm up Cool down Large movements Small movements, Move Health Explore Performance Perform Diet Exercise Healthy Safe Space Music Copy Watch Equipment Travel Spinning Turning Rolling Jump Timing Beat, Control Rhythm
Year 1		Pupils can move in relation to the music and respond with appropriate movements and actions. Pupils can ensure their movements are big and clear. Pupils understand what a 'champion' dancer is	Copy and repeat actions. Put a sequence of actions together to create a motif. Vary the speed of their actions. Use simple choreographic devices such as unison, and mirroring.	Compose Timing Gesture Movement Dance phrase Routine Formation Explore Rhythm Performance Perform Music Exercise Direction Describe Travel Slide Spinning Turning Tempo, Sequence

Year 2	End of Key Stage 1 Statement Perform dances using simple movement patterns 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 co-operative physical activities, in a range of increasingly challenging situations.	.(Champion Dancers: Champion dancers can move with control, respond to the rhythm and move in relation to the music.)Self and Peer Evaluation. Watch and describe performances. Begin to say how they could improve.Pupils can respond to the music with appropriate movements and actions, using their whole body. Pupils can ensure their movements are big and clear. Pupils understand what a 'champion' dancer is. (Champion Dancers: Champion dancers can move with control, respond to the rhythm and move in relation to the music.)Self and Peer Evaluation. Watch and describe performances and use what they see to improve their own performance.	Begin to improvise independently and create a simple dance.Copy, remember and repeat actions.Create a short motif inspired by a stimulus.Change the speed and level of their actions.Use simple choreographic devices such as unison, canon and mirroring.Use different transitions within a dance motif.Begin to move in time with music.	Pattern canon, mirroring evaluate improve Theme, speed , level transition timing
Year 3		Pupils will know how to perform with expression and emotion as they tell a story. Pupils will understand what makes an 'excellent dance'.	Begin to improvise with a partner to create a simple dance over a prolonged piece of music.	Creativity, character Dynamic, Transition, Rotation , expression Mimic, Mime, Gesture Flow

	Pupils will apply creativity as	Create motifs from different	
	they try a range of	stimuli.	
	movement options.	Stirran.	
	(Excellent Dancers: Excellent	Begin to compare and adapt	
	dancers interpret the music,	movements and motifs to	
	perform with good timing	create a larger sequence.	
	and musicality, show		
	expression and creativity	Pupils work successfully with	
	and are able to choreograph)	their partner to execute	
		their sequences in unison.	
	Self and Peer Evaluation.		
	Watch, describe and	Perform with some	
	evaluate the effectiveness of	awareness of rhythm and	
	a performance.	expression.	
	Describe how their		
	performance has improved	Move in time accurately to	
	over time.	the beat of the music.	
Veer 4	Pupils will understand how	Identify and repeat the	Aesthetic Narrative, Character, Formation
Year 4	to perform with big and	movement patterns and	synchronise, dance style
	clear movements that flow.	actions of a chosen dance	precise, spatial awareness.
		style.	
	They will understand how to		
	perform with expression and	Confidently improvise with a	
	be able to stay in character.	range of big clear	
		movements with a partner	
	Self and Peer Evaluation	or on their own.	
	Watch, describe and		
	evaluate the effectiveness of	Compose longer dance	
	performances, giving ideas	sequences in a small group.	
	for improvements.		
		Demonstrate precision and	
	Modify their use of skills or	some control in response to	
	techniques to achieve a	stimuli.	
	better result.	Consistently demonstrate	
		Consistently demonstrate	
		timing rhythm and spatial	

			awareness as part of a larger group dance .	
Year 5		Pupils will understand how to perform accurately and convincingly in character with big bold actions.	Compose individual, partner and group dances that reflect the chosen dance style.	Compose Timing Gesture Stillness, clarity, Action, Choreograph, Reaction
		Pupils will understand how to perform with flow and include a change of level and dynamic.	Show a change of dynamic, level and timing in their movements.	
		Pupils will understand what makes an 'excellent dance'.	Use transitions to link motifs smoothly together. Ensure their actions fit the	
		Self and Peer Evaluation Choose and use criteria to evaluate own and others	rhythm of the music and do this independently.	
		performance. Explain why they have used particular skills or techniques, and the effect they have had on their	Modify parts of a sequence as a result of self or peer evaluation	
	End of Koy Store 2 Statements	performance	Compose individual partner	Structure Fluency Combination provision
Year 6	End of Key Stage 2 Statement: Perform dances using a range of movement patterns. Pupils should continue to apply and	Pupils will know how to perform with clarity, fluency, accuracy and consistency as part of a big group. Pupils will always perform with	Compose individual, partner and group dances that reflect the chosen dance style.	Structure, Fluency Combination precision transition
	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.	high energy. Pupils will understand what makes an 'excellent dance'. Pupils will apply creativity as	Perform with confidence using a range of movement patterns.	

Develop flexibility, strength,	they try a range of	Combine flexibility,	
technique, control and balance	movement options.	techniques and movements	
		to create a fluent sequence.	
Compare their performances with	Self and Peer Evaluation		
previous ones and demonstrate	Thoroughly evaluate their	Dance with control and	
improvement to achieve their	own and others' work,	precision linking all	
personal best.	suggesting thoughtful and	movements and ensuring	
	appropriate improvements.	that transitions flow.	
They should enjoy communicating			
and collaborating with each other.		Modify some elements of a	
		sequence as a result of self	
		and peer evaluation.	

Activity Area: Locomotion and Athletics

Year group	National Curriculum	Knowledge	Skills	Key vocabulary
EYFS	ELG: Gross Motor Skills Negotiate space and obstacles safely, with consideration for themselves and others; Demonstrate strength,	Pupils will develop an understanding of why we move into space as they explore moving and walking	Explore walking using different parts of foot in different directions, at different levels and at different speeds.	Warm up Cool down Control Balance Move Jump Land Height, Distance High Low Shape Travel Health Explore Diet Stretch Exercise Healthy

	balance and coordination when playing; Move energetically, such as running, jumping, dancing, hopping, skipping and climbing. They handle equipment and tools effectively. ELG: Managing Self Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. ELG: Building Relationships Work and play cooperatively and take turns with others; Show sensitivity to their own and to others' needs.	Pupils will learn how and why we jump, using our head, arms and feet, applying the basic jumping technique Self and Peer Evaluation Talk about what they have done. Talk about what others have done.	Pupils will develop their ability to jump and land safely both on two feet and one foot. Pupils will adjust their speed and change direction as they jump.	Safety Space Copy Watch Equipment, March, Walk, Speed, Change direction Hopping forward, backward diagonal sideways, over along
Year 1		Pupils will begin to understand the basic principles of attack and defence as they develop their understanding of where we need to run and why Pupils understand why we keep our head up, pump our arms and use the balls of our feet when running. Pupils will develop pupils' understanding of how and why we jump, using our head, arms and feet, applying the correct jumping technique. Pupils will begin to understand the different reasons when, where and	 Pupils run/jog/ skip and stay in space Running for speed: acceleration: Pupils use correct technique to run, (head up, pump arms, balls of feet) Explore running in a team Apply running in a game situation. Learn correct technique to improve height and distance in jumping. 	Tag, acceleration, skipping, balls of feet, focus Leap, bend , spring, take off , land pump arms

		why we jump in different ways Self and Peer Evaluation Watch and describe performances. Begin to say how they could improve.		
Year 2	End of Key Stage 1 Statement 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 co-operative physical activities, in a range of increasingly challenging situations.	 Pupils will learn the roles of attacking and defending and start to understand when we attack and when we defend while using their dodging skills. Pupils will demonstrate an understanding of why, when and where we jump in a game Self and Peer evaluation Watch and describe performances and use what they see to improve their own performance. Talk about their differences between their work and that of others.	Pupils will be able to dodge, applying the correct technique to ensure maximum efficiency. (Head up with low body position, bent knees, planting one foot on floor, leaning body to one side and moving other way quickly) Apply dodging in teams Pupils will consistently apply the correct technique for jumping, (using arms, bend knees, head up) Pupils will accurately apply their jumping skills in combination and also within games. Begin to and then develop jumping combinations .	Acceleration, Skipping, dodge, impact combination, Agility, balance and co-ordination dodging, push off lean, planting of foot
Year 3		Pupils will apply an understanding of how to use the correct technique for running fast, jumping far and throwing for distance and why it is so important.	Pupils will develop their ability to run pupils run with their head up and focused forwards Pupils able to consistently run with a pumping action	Accuracy, relay, changeover, baton, weight transfer, sling, push, overarm, javelin, shot, discus, technique.

	Self and Peer Evaluation.	with their arms and elbows	
	Watch, describe and	bent.	
		bent.	
	evaluate the effectiveness of		
	a performance.	Consistently jump as fast/far	
	Describe how their	as possible with the correct	
	performance has improved	techniques	
	over time.		
		Explore different ways of	
		throwing (sling, push	
		overarm).	
		Pupils throw a bean bag for	
		distance using the correct	
		technique:	
		Pupils able to release the	
		· · · · ·	
		bean bag at the right time by	
		transferring body weight	
	Densile will encode a	Duraile will be able to every	Deserver Chride rettern retete
Year 4	Pupils will apply a	Pupils will be able to apply	Pace, power, Stride pattern, rotate ,
	developing understanding of	the correct technique for	sprinting, distance running, triple jump,
	the correct technique for	sprinting.	stance , power
	running fast vs pacing, triple	Pupils dip at the finish line	
	jump, javelin and why the		
	correct technique is	They will explore pacing for	
	important	running for distance.	
	pupils understand why we	Begin to learn the correct	
	need to change our stride	technique for triple jump	
	pattern during a race	and javelin.	
	Self and Peer Evaluation	Consolidate technique for	
	Watch, describe and	different ways of throwing	
	evaluate the effectiveness of	(sling, push overarm)	
	performances, giving ideas		
	for improvements.	Pupils apply the correct	
	lor improvements.	stance for throwing the	
		0	
		javelin.	

Year 5		 Modify their use of skills or techniques to achieve a better result. Pupils will demonstrate a strong understanding of how to apply the correct technique and why it is important. Self and Peer Evaluation Choose and use criteria to evaluate own and others performance. Explain why they have used particular skills or techniques, and the effect they have had on their performance 	Pupils rotate their bodies to create greater power to throw the javelin/ shot / discus further Pupils will apply the correct technique for sprinting individually and within a team whilst developing their technique for hurdling and throwing the shot put. Pupils physically demonstrate how to change their stride length in order to improve acceleration Pupils begin to apply an accurate stance combined with a well-timed release to throw further pupils able to apply the correct arm and leg	Lap, Personal best hurdle, timing, release, long jump
	End of Key Stage 2 Statement:	Pupils will apply a refined	correct arm and leg technique to make themselves jump further consistently Pupils able to apply accurate	Personal Best, goal, challenge.
Year 6	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.	understanding of running for speed, pacing, throwing and jumping for distance. Pupils will demonstrate an advanced understanding of how to apply the correct technique in each event and	head and arm technique to make themselves quicker Pupils keep their pace even when other pupils are sprinting of	Tersonal best, goal, enancinge.

Use running, jumping, throwing and catching in isolation and in combination play	why the correct technique important for improved performance .	pupils able to consistently apply an accurate stance combined with a well-timed release to throw further	
Develop technique and control Compare their performances with previous ones and demonstrate improvement to achieve their personal best. Pupils should enjoy communicating, collaborating and competing with each other.	Self and peer evaluation Thoroughly evaluate their own and others' work, against criteria suggesting appropriate improvements to develop their personal best	Pupils consistently perform hop, skip, and jump in sequence, linking them smoothly together	

Activity Activty Area: Team building and OAA

Year group	National Curriculum	Knowledge	Skills	Key vocabulary
Year 1		Pupils will begin to understand what makes an effective team and why we must include everyone. Self and Peer Evaluation Watch and describe performances. Begin to say how they could improve.	Pupils will explore and learn why it is important to include everyone when working as a team and what makes an effective team. Pupils will begin to explore simple strategies to solve problems. Pupils will use developing teamwork skills in pairs and small teams to complete all challenges successfully	Teamwork, Inclusion, Communication, Cooperation, Trust, Team member , Fairness, listen, time
Year 2	End of Key Stage 1 Statement	Pupils will demonstrate a strong understanding of	Pupils will develop ability to apply effective teamwork,	Fairness, Courage, Motivation, Strategy

	They should be able to engage in co-operative physical activities, in a range of increasingly challenging situations.	 what makes an effective team. Pupils will create and apply simple tactics. Self and Peer evaluation Watch and describe performances and use what they see to improve their own performance. Talk about their differences between their work and that of others. 	ensuring that everyone is included and understands their role. Pupils will begin to develop and apply simple strategies to solve problems Pupils will develop and apply teamwork skills in pairs and small teams to complete all of the challenges successfully	
Year 3		Pupils will apply their understanding of what makes an effective team. Pupils will begin to understand different and understand roles within the team in order to complete challenges. Children will know how to follow a plan/map Self and Peer Evaluation. Watch, describe and evaluate the effectiveness of a performance. Describe how their performance has improved over time.	Pupils will work within a team to complete the different problem solving challenges successfully. Pupils will develop their ability to orientate a map/plan and represent it accurately.	Navigate, Orienteering, Symbol map, direction, represent, locate
Year 4		Pupils will apply an ability to evaluate and improve	Pupils will work within teams to find effective strategies and tactics in order to	Non –verbal communication, Verbal communication, Route, Out of bounds,

	strategies to solve the problems	complete different problem solving challenges	boundary, check points, negotiate, apply, role, leadership.
	Pupils will apply understanding of what makes an effective team and understand how important teamwork is when orienteering. Self and Peer Evaluation Watch, describe and evaluate the effectiveness of performances, giving ideas	successfully. Children will experiment with different roles within challenges Develop pupils' ability to orientate a map, locate points in a set order. Pupils will follow the route they have been given to reach as many points as possible in	
	for improvements. Modify their use of skills or techniques to achieve a better result.	an allocated time. Pupils will develop their ability to collaborate with others and work as a team to complete the challenges.	
Year 5	Pupils will be able to think tactically and suggest good ideas for completing the challengesPupils will consolidate their understanding of what makes an effective team and understand how important teamwork is when orienteering.	Pupils will consolidate their developing ability to orientate a map and locate points, returning to base as quickly as possible.Children will know how to use a directional compass correctly.	Control point, Scale compass, NE, NW, SE, SW,
	Self and Peer Evaluation Choose and use criteria to evaluate own and others performance. Explain why they have used particular skills or		

		techniques, and the effect they have had on their performance		
Year 6	End of Key Stage 2 Statement Take part in outdoor and adventurous activity challenges both individually and within a team. Pupils should enjoy communicating, collaborating and competing with each other.	Pupils will refine their understanding of what makes an effective team and understand how important teamwork is when orienteering. Pupils will be able to think tactically and create, evaluate and refine tactics for completing the challenges Self and peer evaluation Be able to reflect on and evaluate their own and others effectiveness in various roles within the challenges.	Refine pupils' ability to orientate a map, locate points in a set order. Create own orienteering routes for others to follow. Pupils will refine their ability to collaborate with others and work as a team to complete the challenges.	Teamwork, Inclusion, Responsibility,