

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
Nurse ry	Торіс	Physical Development Moving and Handling	Physical Development Moving and Handling	Physical Development Moving and Handling	Physical Development Moving and Handling	Physical Development Moving and Handling	Physical Development Moving and Handling	
		Dance-	Gymnastics-	Balls Skills-	Dance-	Gymnastics-	Ball skills-	
	I Can	Nursery Rhymes	Moving	Hands	Ourselves	High low under	Feet	
		 Go up steps and stair Skip, hop, stand on or Use large-muscle more Start taking part in stairs Increasingly be able Match their developing depending on its lengender on its lengent move freely and with sliding and hopping. mount stairs, steps or walk downstairs, two run skilfully and negotians 	rs, or climb up apparatus ne leg and hold a pose fo vements to wave flags ar some group activities wh to use and remember se ing physical skills to task ith and width. In pleasure and confidence or climbing equipment usi feet to each step while	, using alternate feet. r a game like musical sold streamers, paint and sich they make up for the quences and patterns of some arange of ways, sue in a range of ways, sue alternate feet. carrying a small object	make marks. nemselves, or in teams. f movements which are relate setting. For example, they de- ch as slithering, shuffling, rol . irection to avoid obstacles.	cide whether to crawl, wal	•	
	Key Vocab	• move			• climb			
		• control			• lines			
		• thumb			• catch			
		• slither			• walk			
		• catch			• circles			
		• fingers			• run			
		• shuffle			• avoid			
		• space			jump			



			IIII FIAII 2021-20				
	• roll			• skip			
	• speed			upstairs			
	safely			hop			
	• crawl		• slide				
	• direction			• tools			
	balance						
Topic	Physical	Physical	Physical	Physical Development	Physical Development	Physical Developmer	
	Moving and Handling	Development	Development	Moving and Handling	Moving and Handling	Moving and Handlin	
		Moving and Handling	Moving and Handling				
Topic	Dance- Ourselves	Gym-	Games for	Ball skills- Feet	Games for	Athletics-	
'		High low under	Understanding		understanding	Throwing	
	Ball skills-Hands		J	Gym-Moving		&Target	
		Locomotion-	Locomotion-	, ,	Lomotion-Running	,	
		Walking	Jumping				
	Experiment with different	ent ways of moving.	ing, hopping, skipping o	and enmoning.			
	 Jump off an object and Negotiate space success Travel with confidence of 	ent ways of moving. lands appropriately. sfully when playing racing o	and chasing games with er and through balanci	n other children, adjusting sp ng and climbing equipment.	eed or changing direction t	o avoid obstacles.	
Reception	 Jump off an object and Negotiate space success Travel with confidence of 	ent ways of moving. lands appropriately. sfully when playing racing a and skill around, under, ove	and chasing games with er and through balanci	n other children, adjusting sp ng and climbing equipment.	eed or changing direction t		
Reception	 Jump off an object and Negotiate space success Travel with confidence of Show increasing control 	ent ways of moving. lands appropriately. sfully when playing racing a and skill around, under, ove over an object in pushing,	and chasing games with er and through balanci	n other children, adjusting sp ng and climbing equipment. ching or kicking it.			
Reception	 Jump off an object and Negotiate space success Travel with confidence of Show increasing control instructions 	ent ways of moving. lands appropriately. sfully when playing racing a and skill around, under, ove over an object in pushing, • dribbling	and chasing games with er and through balanci	n other children, adjusting sp ng and climbing equipment. ching or kicking it. •shapes	• confidence		
Reception	 Jump off an object and Negotiate space success Travel with confidence of Show increasing control instructions stop 	ent ways of moving. lands appropriately. sfully when playing racing a and skill around, under, ove over an object in pushing, • dribbling • cooperate	and chasing games with er and through balanci	n other children, adjusting sp ng and climbing equipment. ching or kicking it. •shapes •travelling actions	• confidence • imagination		
Reception	 Jump off an object and Negotiate space success Travel with confidence of Show increasing control instructions stop group 	ent ways of moving. lands appropriately. sfully when playing racing a and skill around, under, ove over an object in pushing, • dribbling • cooperate • kick	and chasing games with er and through balanci patting, throwing, cat	n other children, adjusting sp ng and climbing equipment. ching or kicking it. • shapes • travelling actions • rocking	confidenceimaginationremember		
Reception	 Jump off an object and Negotiate space success Travel with confidence of show increasing control instructions stop group partner 	ent ways of moving. lands appropriately. sfully when playing racing a and skill around, under, ove over an object in pushing, • dribbling • cooperate • kick • target	and chasing games with er and through balanci patting, throwing, cat	o other children, adjusting sp ng and climbing equipment. ching or kicking it. • shapes • travelling actions • rocking • linking actions	• confidence • imagination • remember • repeat action	ons	
Reception	 Jump off an object and Negotiate space success Travel with confidence of show increasing control instructions stop group partner follow 	ent ways of moving. lands appropriately. sfully when playing racing a and skill around, under, ove over an object in pushing,	and chasing games with er and through balanci patting, throwing, cat	o other children, adjusting sp ng and climbing equipment. ching or kicking it. • shapes • travelling actions • rocking • linking actions • landing	• confidence • imagination • remember • repeat action • ideas	ons	
Reception	 Jump off an object and Negotiate space success Travel with confidence of show increasing control instructions stop group partner follow path 	ent ways of moving. lands appropriately. sfully when playing racing a and skill around, under, ove over an object in pushing,	and chasing games with er and through balanci patting, throwing, cat	o other children, adjusting sp ng and climbing equipment. ching or kicking it. shapes travelling actions rocking linking actions landing height	• confidence • imagination • remember • repeat actio • ideas • body action	ons	
Reception	 Jump off an object and Negotiate space success Travel with confidence of show increasing control instructions stop group partner follow path cooperate 	ent ways of moving. lands appropriately. sfully when playing racing a and skill around, under, ove over an object in pushing,	and chasing games with er and through balanci patting, throwing, cat	o other children, adjusting sping and climbing equipment. ching or kicking it. shapes travelling actions rocking linking actions landing height around	• confidence • imagination • remember • repeat actio • ideas • body action • express	ons s	
Reception	 Jump off an object and Negotiate space success Travel with confidence of show increasing control instructions stop group partner follow path cooperate equipment 	ent ways of moving. lands appropriately. sfully when playing racing a and skill around, under, ove over an object in pushing,	and chasing games with er and through balanci patting, throwing, cat	on other children, adjusting sping and climbing equipment. ching or kicking it. • shapes • travelling actions • rocking • linking actions • landing • height • around • over	• confidence • imagination • remember • repeat actio • ideas • body action • express • explore	ons s	



		• tracking	• opponent	<u> </u>	• in time	• pathways	
		• accuracy	coordination		 copy 	• imagination	
		• throwing	losing		• create	_	
		• target	• sequence				
Year 1	Topic	Lomocation - Running Gym, Wide, Narrow Curled.	Dance- Growing Team Building	Ball Skills- Hands 1 Gym - Body Parts	Dance - The Zoo Ball Skills- Feet 1	Locomotion -Jumping Attack v Defence	Balls Skills- Hands & Feet Health and Wellbeina
	I can	Locomotion -Running 1. explore running. 2. develop my running technique applying it into a game. 3. exploring running at different speeds. 4. apply the correct technique of running as fast as we can in a racing context. 5. understand and show running over a longer duration and as part of a team. 6. understanding running techniques, apply it into a competitive game. Gymnastics Theme: Wide, Narrow, Curved.	3. understand why it is important to trust our partner (team) if we are going to be successful. 4.develop my cooperation and communication skills to help us successfully complete a challenge as a team. 5.explore simple strategies as a team.	Ball Skills- Hands 1. develop my bouncing (dribbling) and sending (passing). 2. explore and develop different ways of sending a ball (passing) using our hands. 3. develop different ways of sending a ball using our hands. 4. explore different ways of stopping a ball with our hands. 5. develop different ways of stopping a ball with our hands, preventing pupils from passing the	the stimulus (big animals) using a range of different, controlled movements showing some character expression. 2. respond imaginatively to the stimulus (small animals) using a range of different and controlled movements. 3. respond to rhythm using a range of controlled movements. Copy, repeat and remember actions. 4.respond to rhythm using a range of controlled movements that represent arctic animals. Copy, remember and repeat	Locomotion- Jumping 1. jump in different directions, at different speeds and different levels. 2. understand how to jump efficiently 3. explore jumping and apply my skills to a jumping circuit. 4. explore skipping. 5. apply my understanding of jumping and skipping into a game. 6. apply my knowledge of jumping into competitions. Attack and Defense 1. understand the basic principles of attack.	Health and Wellbeing Ball Skills- Hands and Feet 1. Develop my underarm throw. 2. understand why we need to be accurate when we throw. 3.work in a team, applying the basic principles of attack vs defence to win a game. 4.develop dribbling using my feet in order to keep control and possession of the ball. 5.develop passing and receiving in order to keep possession of the ball. 6.combine dribbling, passing and receiving using our feet, in order
		explore movements and balances in a wide way on	6.explore simple strategies as a team to help us solve a	ball 6. I can send and receive keeping	actions. 5. respond to a rhythm, choose actions that	2.apply simple attacking tactics into a game situation.	to keep possession.



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the floor using the space	problem.	possession of the	represent a big cat and a	3.understand the basic	Health and Well Being:
around me and apparatus.	Namaa	ball showing	zookeeper. Work with a	principles of defence. 4. apply simple	1.understand what agility
2. explore movements and	Dance Theme: Growing	coordination and	partner, copy and	defending principles	means and explore ways
balances in a narrow way	Theme: Or owing	control.	remember and repeat	into a game situation.	of being more 'agile'
on the floor using the space around me and on	1&2. respond to	<u>Gymnastics</u> Theme: Body Parts	actions. 6.explore the relationship	5. understand where	when moving.
apparatus.	rhythm and patterns	1.explore movements	between a zookeeper and a	and why to attack in a	2. explore ways of being
3. explore movements and	through my	and balances using	big cat, creating and	game	balanced and to
balances in a curled way on	movement.	the 'big' parts of our		6.understand where and	understand why we need
the floor using the space	3&4.use	bodies on the floor	patterns.	why to defend in a game	to be balanced when
around me and on	improvisation to	and on apparatus.	Show changes in levels,	gume	playing sports.
apparatus.	explore various	2.explore movements	expressions and shapes.		3. understand what hand
4. explore different ways of	dynamics and	and balances using			eye coordination means.
transitioning between each shape (wide, narrow, curled) using apparatus. 5. explore combining wide, narrow and curled movements together. Introducing the term 'linking.' 6.link three movements together.	movement qualities. Copy, remember and repeat actionschoose actions that represent the theme. 5&6. explore the relationship between two living things, creating movement patterns.	the 'small' parts of our bodies on the floor and on apparatus. 3.explore movements and balances on the floor and on apparatus, using combinations of the following theme words; 'big' and 'small' with 'narrow,' wide' or 'curled.' 4.explore movements and balances on the floor and on apparatus, using	2. develop my understanding using the inside and outside of my foot to dribble the ball. 3.apply dribbling with my feet into games 4.understand where to dribble and why.		4.understand the importance of being 'agile'. 5.understand the importance of being balanced. 6.understand the importance of being coordinated.
		combinations of the following theme words; 'big' and 'small' with 'narrow,'	(passing) technique applying this into a game to score points.		



			'wide' or 'curled.' 5. explore the different theme words, ('big' and 'small' with 'narrow,' 'wide' or 'curled,) changing the combinations on different apparatus. 6. explore adding movement combinations together to create mini sequences. 7.adapt my mini sequences, exploring how we can make them more creative.			
Skills	 Gymnastics: perform confidently in front of others. link simple actions together to create a sequence. make their bodies tense, relaxed, stretched and curled. recognise changes in their bodies when they do exercise. use apparatus safely and wait for their turn. remember and repeat actions and shapes. 	 Dance: copy, remember and repeat actions using counts. move confidently and safely. provide feedback to others. use different parts of the body in isolation and together. work with others to share ideas and select actions. 	 Ball Skills: catch with two hands. begin to dribble a ball with their hands. begin to understand simple tactics. recognise changes in their body when they do exercise. roll and throw with some accuracy at a target. 	 Athletics: throw towards a target. begin to link running and jumping movements. begin to show balance and coordination when changing direction. develop over arm throwing. recognise changes in their body when they exercise. run at different speeds. work with others and make safe choices. try their best. understand the 	 Fundamentals: change direction. recognise changes in their body when they do exercise. run at different speeds. select their own actions in response to a task. show hopping and jumping movements. work cooperatively with others to complete tasks. 	



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		 choose appropriate movements for different dance ideas. 	 be able to be able to say when someone is successful. track a ball that is coming towards them. 	difference betweer a jump, a leap and a hop and choose which allows them to jump the furthest.		
Kov Voseb	a travallina mayamanta		• forward roll		• coordination	
	 travelling movements shapes stability control balances 		body weightcounts of 8repeat actionsperform		rhythmchange directionhoprun	
	 technique sequence counts of 8 repeat actions 		stimulusthemeexpressionactions		jumpstrengthleapthrow	
	performapparatusspacejumpbarrel roll		 fast/ slow distance balance stability agility 		speedpoweraccuracy	



		• straight roll					
Year	Topic	Locomotion - Jumping	Ball Skills- Feet	Gym- Pathways	Attack v Defense	Gym - Linking	Rounders
2		Dance -Water	Locomotion -Running	Ball Skills- Hands 2	Dance - Explores	Locomotion- Dodging	Team Building
	I can	<u>Jumping</u>	<u>Ball Skills</u>	<u>Gym- Pathways</u>	Attack v Defense	Gym- Linking	<u>Rounders</u>
		1. jumping and to apply an effective jumping technique. 2. demonstrate and know how, where and why we jump in a game. 3. jump in combinations, develop my own ideas for linking jumps. 4. use different combinations, jumping for distance and speeds. 5. develop my jumping using different combinations and jumping for distance. 6. apply my knowledge of jumping into competitions. Dance 1. explore and respond to	1.develop dribbling using my feet in order to keep control and possession of the ball. 2.develop passing and receiving using our feet in order to keep possession of the ball. 3.combine dribbling, passing and receiving using our feet in order to keep possession of the ball for a sustained amount of time. 4.dribble using my feet in order to keep possession and score a point in a game setting. 5. dribble, pass and receive using my feet, in order to keep possession and score a point in a game setting. 6.apply my knowledge	1. apply 'champion gymnastics' exploring different pathways (zig-zag), creating movements that I can link together. 2. explore different pathways creating movements that pupils can link together using apparatus. 3.explore different pathways (curved), creating movements that I can link together. 4.explore different pathways (curved), creating movements that I can link together. 4.explore different pathways (curved), creating movements that I can link together using apparatus.	1. create and understand simple attacking principles, applying them as a team into a game. 2.develop my understanding of what 'defending' means. 3.understand the transition from defence into attack. 4.understand simple attacking tactics applying them as a team into a game. 5. refine my understanding of what 'defending' means and when, where and why we defend as a team during a game. 6.create simple defending and attacking tactics, applying them as a team into a game. Dance- Explorers 1.respond to the stimulus using a range of different, controlled movements.	1.apply 'champion gymnastics' to explore different movements that pupils can link together. 2.champion gymnastics to develop the different movements that pupils can link together on apparatus. 3.apply 'champion gymnastics' to explore different ways I can perform the sequence. Jump, Roll, Balance. 4.develop the different ways pupils can perform a sequence on apparatus, jump, roll and balance. 5. to create my own linking sequences. 6.perform my completed sequences.	1. know the concept of batting and fielding. 2.develop an understanding of how to throw a ball accurately with power over distance. 3. play mini games and field using both overarm and underarm 4. know ways of stopping the ball. 5. apply the long barrier in a game situation to keep the batters score as low as possible. 6.play a small game. Team Building 1.understand why it is
		stimuli through structured	and understanding of dribbling, passing and	5.apply 'champion	2.develop my character	1.explore dodging and	important to include



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tasks. 2. work as a whole group movement and to understand how to work safely in the dance space, responding to music through movement. 3.use improvisation to explore various dynamics and movement qualities. 4. use my whole body to create sequences of movement. 5. respond to music as a stimulus and improvise movement to explore various changing sound dynamics. 6.use basic actions as an	receiving in order to keep possession as a team player. Running 1. explore running using different body parts and different techniques and begin to understand how to run efficiently. 2.develop my running technique by applying it into a game. 3. apply my knowledge of how to run and where to run, while	gymnastics' to create my own sequence. 6. perform my completed sequence. Ball Skills- Hands 1.develop my underarm throw and to extend my understanding of why we need to be accurate when we throw. 2 extend my underarm throw and	work, adding movements, expression and emotion to our motif. 3.develop motifs with a partner including some different elements of choreography. 4.explore a variety of movements in a character (explorer and jungle animal) with a partner. 5.bring together my sequences exploring the relationship between the explorer and wild animal. 6.perform my sequence with extended movements.	learn how to dodge effectively. 2.develop my dodging technique by applying this into games. 3. know how, where and why to dodge, into game situations. 4&5. know how, where and why to dodge in game situations working as a team. 6. Know how, where and why to dodge, in competitions.	everyone when working as a team. 2.develop my communication skills. 3.understand why it is important to trust my partner (team) if we are going to be successful 4.develop my cooperation and communication skills to help be successful and complete a challenge as a team. 5.explore simple strategies as a team. 6. explore simple strategies as a team to
6.use basic actions as an individual and set a short sequence.		,			



	into a competitive game.	throw and understand how to do an overarm throw to win a game. 6.apply my underarm and overarm throwing to a game of attack vs defence in a competition.		
Skills Games: begin to provide feedback using key words. describe how their body feels during exercise. dribble a ball with their hands and feet with increasing control. find space away from others when playing game move a ball towards their goal. send and receive a ball with increasing consisten with increasing consisten with their hands and feet stay close to another player to try to stop their from getting the ball. understand the rules and use them to keep a game going. understand what to do when they are an attacked and when they are a	describe how their body feels during exercise. identify good technique. jump and land with control. link running and jumping movements with some control and balance. use an overarm throw to help throw for distance. work with others, taking turns and sharing ideas. show balance and co-ordination when running at different	Striking and Fielding: begin to provide feedback using key words. develop underarm and overarm throwing skills. describe how their body feels during exercise. roll a ball to hit a target. sometimes hit a ball using a racket/bat. track a ball and collect it. use simple tactics. know how to score points and remember the score.	 Gym: perform confidently in front of others. link simple actions together to create a sequence. make their bodies tense, relaxed, stretched and curled. recognise changes in their bodies when they do exercise. remember and repeat actions and shapes. use apparatus safely and wait for their turn. 	 copy, remember and repeat actions using counts. move confidently and safely. provide feedback to others. use different parts of the body in isolation and together. work with others to share ideas and select actions. choose appropriate movements for different dance ideas. recognise changes in their bodies when they do exercise. show some sense of dynamic and



		defender.	directions. • try their best.	understand the rules of the game and use them to play fairly in a small group.		expressive qualities in their dance.	
	Key Vocab	 dribble pass throw catch attack possession defend dodge mark spatial awareness 		 roll target track collect accuracy throw underarm overarm catch 		 strike retrieve fielding fielder batting batter bowling bowler base 	
Year 3	Topic	Hockey Outdoor Adventure- Orienteering Dance - Wild Animals	Dodgeball Gym- Pathways Handball	Communication Tactics Dance- weather Netball	Running Jumping Gym - Symmetry Asymmetry	Competitions Rounders Tennis	Dance-Witches and Wizards Basketball Cricket
	I can	Hockey 1.dribble in order to keep control and possession of the ball. 2.pass and receive in order to keep possession of the ball. 3.create space whilst keeping possession. 4.develop my passing, receiving and dribbling to create space when attacking, in mini games.	Dodgeball 1. understand when, where and why we need to dodge in a game. 2.understand how, where and why we need to aim and throw with accuracy during a game. 3.introduce catching and why it is important in a game and when this is applied into a dodgeball	Communication Tactics 1. look at what makes an effective team with the focus being on creating tactics as a team. 2. look at what makes an effective team leader. 3.effective team with the focus on collaboration and	Running 1&2. explore how we can use our bodies to make us run as fast as possible. 3&4. understand and apply running for speed, into running as part of a team. 5&6. explore pacing and running for	Competitions 1.bring together my sequence of learning for running competitions. 2. bring together my sequence of learning for throwing into a competition. 3. bring together my sequence of learning for jumping, into a	Basketball 1.dribbling in order to keep control and possession of the ball. 2.pass and receive in order to keep possession of the ball. 3.understand passing and dribbling, creating space whilst keeping possession,



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	5. understand when,	game.	comn
	where and why they shoot from in order to increase my chances of scoring. 6. participate in a level 1 tournament. Outdoor Adventure 1.understand the concept of a map or a plan.	4.when, where and why I need to change direction at speed during a game.	4.dev comn colla
		5.understand and apply dodging and throwing.	team 5.dev
		6.apply my understanding of dodgeball into mini	requi effe
		games.	6.col
		<u>Gym</u>	comn simpl
	2.use a map to follow a	1. apply 'champion	defe
	route. 3.locate points on a map,	gymnastics' exploring different pathways (zig-	Dance-
	then travel to them and	zag), creating	1&2. re
	record what I find. 3,4&5. follow a route to	movements that I can	differ
	reach as many points as	link together.	able to
	possible in an allocated	2. explore different	emono
	time.	pathways creating	3.build
	6.bring my orienteering topic together into a	movements that pupils can link together using	work in contex
	competition.	apparatus.	4 115

Dance-Wild Animals

1, respond to different

stimuli and be able to

emotion to my dance.

2.build on character

work adding drama and

emotion to dance and to

create motifs in my pair.

3&4, use a wider variety

sustain characters

adding drama and

apparatus. 3.explore different pathways (curved), creating movements that I can link together. 4.explore different pathways (curved), creating movements that I can link together using

5.apply 'champion

apparatus.

munication. evelop my munication and aborating within my

evelop the skills uired to make an ective team.

llaborate and municate, creating ple attacking and ending tactics.

- Weather

respond to rent stimuli and be o add drama and on to the dance.

d on the thematic in a different xt creating motifs.

4. use a wider variety of movements in extended sequences, with a partner.

5.dance by using more than one theme to create movements and actions forming longer sequences.

6.bring an entire dance

distance.

Jumping

1.demonstrate a variety of jumps.

2.explore how I can use my body to jump as far as possible in one jump.

3.demonstrate a combination of jumps.

4. combine a hop skip and jump.

5. apply my knowledge into competitions.

6. explore alternative jumps.

<u>Gym</u>

1.explore movements and balances in a symmetrical way.

2.demonstrate balances in a symmetrical and asymmetrical way.

3.re-create symmetrical balances on apparatus.

4. move out of symmetrical balances travelling to a new piece of apparatus

competition.

4&5 bring together my sequences of learning for jumping, throwing and running into a mini athletics competition.

6.bring together my sequence of learning for jumping, throwing and running into an intra class tournament.

4. develop my passing, moving, dribbling and play mini games.

5 shoot from different areas in the court.

6. bring together my sequence of learning into a level 1 tournament.

Rounders

1. understand batting and fielding.

2. understand throwing overarm accurately and its purpose in a game of rounders.

3. use underarm and overarm in mini games of rounders.

4. know when and where to use the long barrier to stop the ball when fieldina.

5, apply the long barrier in a game situation to keep the batters score as low as possible.

Cricket

1. understand team batting and fielding.

2 do an overarm throw with power.

3.do an underarm throw with accuracy.

4.understand how to catch with accuracy.

5. understand why I need to strike the ball with intent to score runs.

6.bring together my learning and apply it into mini games.



of movements singly and in extended sequences, with a partner. 5. extend my dance skills by using more complex actions. 6. berform my choreography and create a final performance. 1. pass and receive in order to keep possession of the ball. 2. show passing and movement skills (creating space) to keep possession. 3. develop passing and moving, building up into minit games. 4. combine passing and moving to score points against another team. 5. shoot and learn where to shoot from and why. 6. participate in a level 1 tournament. 6. bring together my creating a short sequence. 7. Emils 1. understand how we win points in a game of teams. Simple to a new points in a game of teams. Simple to a new points in a game of teams. Simple the them of witches and wizards in more deptile. 8. Audit partner. 8. Nettall 1. pass and receive in order to keep possession of the ball. 2. sempore how we win a game of teams, thinking against another team. 8. Audit partner works we can win a point, into mini games. 9. Audit partner works we can win a point, into mini games. 1. understand how we win points in a game of teams, thinking against another team. 8. Audit partner works we can win a point, into mini games. 9. Audit partner works we can win a point, into mini games. 1. understand how we win a game of teams that adding drama and emoting a sew piece of apparatus creating a short read and symmetrical ablances into a linking sequence. 8. applere nod event learn where to shoot from a down. 9. Audit partner works we can win a point, into mini games. 1. understand how we win a game of teams that a game of teams, thinking and a day symmetrical and asymmetrical and asy		PE Medium i	erm Plan 2021-2022	<u>/</u>		
	in extended sequences, with a partner. 5. extend my dance skills by using more complex actions. 6.bring together my choreography and create	my own sequence. 6. perform my completed sequence. Handball 1.pass and receive in order to keep possession of the ball. 2.show passing and movement skills (creating space) to keep possession. 3.develop passing and moving, building up into mini games. 4. combine passing and moving to score points against another team. 5.shoot and learn where to shoot from and why. 6.participate in a level 1	Netball 1.pass and receive in order to keep possession of the ball. 2.demonstrate passing and moving skills (creating space) to keep possession. 3&4. understand not just how we shoot but also where to shoot from (court position) and why. 5.understand the footwork rule and how I can be more effective with my feet to increase the speed and fluidity of my movements. 6. participate in a level 1	sequence. 5.move out of asymmetrical balances travelling to a new piece of apparatus creating a short sequence. 6.combine symmetrical and asymmetrical balances into a linking	learning and apply it into a level 1 tournament. Tennis 1. understand how we win points in a game of tennis. 2.explore how we win a game of tennis, thinking about where and why we aim the ball on the court. 3. understand different ways we can win a point, into mini games. 4.hold the racket safely and understand why it is important to control the ball when playing a shot. 5.play the forehand shot. 6.bring together my learning into a level 1	1. sustain my character whilst adding drama and emotion to the dance. 2.explore the theme of witches and wizards in more depth. 3.explore and create motifs and sequences with a partner. 4. extend my motifs and sequences with a partner interconnecting movement. 5.explore different types of movements and expression necessary to create a 'bad character. 6. perform showing characterisation, expression during my



Skills Games: • begin to use simple tactics. • learn the rules of the game and begin to use them to play honestly and fairly. • communicate with their team and move into space to support them. • defend an opponent and try to win the ball. • move with a ball towards a target. • begin to use simple distance and height. identify when they mere successful. • take part in a relay activity, remembering when to run and what to do. • throw a variety of objects, changing action for accuracy and distance. • use different take-off and landings when jumping. • understand their role as an attacker and as a defender. • understand the benefits of exercise. • work cooperatively with a group to selfmanage games. Athletics: • develop jumping for distance and height. • begin to strike a bowled ball after a bounce. • begin to strike a bowled ball after a bounce. • develop jumping for distance and height. • begin to strike a bowled ball after a bounce. • develop jumping for distance and height. • begin to strike a bowled ball after a bounce. • develop jumping for distance and height. • begin to strike a bowled ball after a bounce. • develop jumping for distance and height. • begin to strike a bowled ball after a bounce. • develop jumping for distance and height. • begin to strike a bowled ball after a bounce. • learn the rules of the game and begin to use them in game situations. • learn the rules of the game and begin to use them in game situations. • learn the rules of the game and begin to use them in game situations. • learn the rules of the game and begin to use them in game situations. • learn the rules of the game and begin to use them in game situations. • learn the rules of the game and begin to use them in game situations. • learn the rules of the game and begin to use them in game situations. • learn the rules of the game and begin to use them in game situa	sequences of contrasting actions. • complete actions with increasing balance and control. • move in unison with a partner. • provide feedback using key words. • understand the benefits of exercise. • use a greater number of their own ideas for	Dance: • be respectful of others when watching them perform. • provide feedback using key words. • repeat, remember and perform a dance phrase. • use counts to keep in time with a partner and group. • use dynamic and expressive qualities in relation to an idea. • work with a partner and in a small group, sharing ideas. • create short dance phrases that communicate the idea. • understand the benefits of exercise.
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,	patch balancesshape jumps	formations repeat actionsdifferent phrases	• footwork • shoot	
Key Vocab	• point balance	• dynamics	• handling skills	
	important to w	· · · · · · · · · · · · · · · · · · ·		
	understand wh			
	 understand the benefits of expensions 			
	best.			
	achieve their	personal		
	• show determine			
	ideas.			
	in a small grou	ıp, sharing		
	• work with a po	artner and		
	technique.			
	improve their	·		
	• use key points			
	• run over obsta	acles.		
	jumping.			
	and landings w			
	• use different	take-off		
	distance.	curacy and		
	objects, chang action for acc	= =		
	• throw a variet	· I		
	do.			
	when to run a	nd what to		
	activity, reme	=		
	• take part in a	·		
	were successt			
	 identify when 			
	distance and h	=		
	 develop jumpi 	- I		



			TE Mediani i		<u>) </u>			
		• sequence		• space		• contact		
		• control		• time		held ball		
		• straight roll		• poses		• sprint		
	• barrel roll			• shapes		• technique		
		• forward roll		• move		change-over		
		• transition		• unison		• relay		
		• match		• throw		• rhythm		
		• contrast		• catch		• obstacles		
		• actions		• pass		• pull throw		
		• shapes		• move		• fluency		
		• hoops		• tactics		• jump		
		• equipment		positioning		• take off		
		• actions		• footwork • obstruction		officiatingapproach		
		• stimulus						
	• partner		• attack		• push throw			
		• interact		• defend		• chest push		
		• contact				·		
Year	Topic	Tag Rugby	Football	Netball	Running	Dance- WW2	Cricket	
4		Hockey	Gym- Bridges	Athletics	Throwing & Jumping	Competitions	Handball	
		Dance - Cats	Outdoor Ed- Problem	Dance - Space	Basketball	Rounders	Outdoor Ed-	
			Solving				Orienteering	
	I can	Tag Rugby	<u>Football</u>	<u>Netball</u>	Running	<u>Dance</u>	<u>Cricket</u>	
			4 6. 1.11.1.	1. pass and move	4 1 7	4 1 1 1 1 1	4 1 1	
		1. develop my passing	1.refine dribbling in	effectively to keep	1. explore how I can use	1.explore the behaviours	• •	
		and moving into a	order to	possession.	our bodies to make us	of children, men and	understanding of batting	
		space.	keep control and possession of the ball.	•	run as fast as possible.	women in 1939 (Pre World War II).	and fielding.	
		2.develop my	possession of the ball.	2. work out simple	2. explore running for	World War II).	2.bowl	
		knowledge and apply it	2.explore the purpose	tactics for creating	speed.	2.create sequences in	Z.DOWI	
		to a 3v3 game.	of	space and keeping	speed.	small groups whilst	3. develop ways of	
		To a 5v5 game.	turning in a game of	possession.	3. understand and		stopping and returning	
		3.explore different	football.	3. understand not	can apply running for		the ball.	
		ways the defending		just how to shoot	speed.	3.develop my sequences		
		team can prevent the	3.effectively pass and	but also where to		to show clear character	4.develop ways of	
		attackers from scoring.	move to keep	shoot from (court	4.understand running for	emotion.	retrieving and returning	



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und	apply my derstanding and	possession. 4.develop passing and dribbling to create	position) and why? 4. refine my shooting technique.	speed and apply it into running as part of a team.	4. extended sequences with more complex interacting movements	the ball. 5.understand how, where and why I need to strike
mii	ni games.	space.	5.understand the footwork rule.	5.use the correct technique to use when	and actions.	the ball to score runs.
mo	oving to develop	5. understand how shoot and where to shoot from on the	6. bring together learning into a level 1	running for distance. 6. explore pacing and	5.create complex sequences with movements that	6. bring together my learning into small games of pairs cricket.
to	beat an opponent to ore a try.	pitch.	tournament.	running for distance.	interconnect.	_
	bring together my quence of learning	6.bring together me learning into a level 1 tournament.	Athletics	Throwing & Jumping	6. create a performance that shows how people celebrated the end of	Handball 1.pass and move the ball
	to a level urnament.		 develop my own sprinting technique. 	1. explore the differences between throwing for	World War II.	to keep possession
		Gym 1.explore movements and	2.develop my stride length during the	accuracy and throwing for distance.	Competitions 1. apply my learning for	2.work out simple tactics for creating space and keeping possession.
and	d possession of the	balances creating bridges.	middle third of a race.	2,3&4. develop my understanding of throwing	running into a competition.	3.develop my shooting.
	refine my passing	2.re-create bridge balances	3&4. explore pacing and running for distance.	for distance. 5.explore how we can use	2.apply my learning for throwing into a	4. combine passing, moving and shooting.
to	keep possession of e ball.	on apparatus. 3.move over and under	5.develop my understanding of	our bodies to jump as far as possible in one jump.	competition. 3.apply my learning for	5. defend (marking) when I do not have possession.
		individual bridges on apparatus.	throwing for distance.	6.explore how we can use our bodies to jump as far as possible, using a combination	jumping into a competition.	6.bring together my learning into a level one
att	tack that results in a ooting opportunity.	4.developing a sequence, using pair and	6.explore how to use my body to jump as far as possible.	of jumps, in particular hop, skip and jump.	4,5&6. bring together my learning for jumping, throwing and	tournament.
de	understand	individual bridges.			running into a mini athletics competition.	
-		5. complete my				



1 tournament. Dance 1. explore movement through improvisation, introducing unison and matching. 2. apply a canon into my movements when performing as two contrasting characters. 3. build my character work adding drama and emotion to our dance. 1 tournament. Sequence. 1 through improvisation. 2. apply canon into my movements. 3. build on my character work and create a sequence. 4. extend my dance skills by using more complex interacting movements and actions and incorporate inco		PL Mediuili re	<u>rm Pian 2021-20</u>	<u> </u>		
In explore movement through improvisation, introducing unison and matching. 2. apply a canon into my movements when performing as two contrasting characters. 3. build my character work adding drama and emotion to our dance. 4. extend my dance skills by using more complex interacting movements and actions and incorporating apparatus. 5. develop and extend my choreography. 6. create a performance which includes stage presence, timing, rhythm and sustaining 1. explore movement through improvisation. 2. apply canon into my movements. A special microvisation. 2. apply canon into my movements. 3. build on my character work and create a sequence. 4. extend my dance skills by using more complex interacting movements and actions and incorporating apparatus. 6. work as a team in an unfamiliar environment. 6. create a performance which includes stage presence, timing, rhythm and sustaining		sequence.	Dance	Basketball	Rounders	Outdoor Ed
Dance 1. explore movement through improvisation, introducing unison and matching. 2.apply a canon into my movements when performing as two contrasting characters. 3. build my character work adding drama and emotion to our dance. 4. extend my dance skills by using more complex interacting movements and actions and incorporating apparatus. 5. develop and extend my choreography. 6. create a performance which includes stage presence, timing, rhythm and sustaining	my learning into a level	· ·	through	keep control and possession	understanding of	1.concept of a map or a plan.
	Dance 1. explore movement through improvisation, introducing unison and matching. 2.apply a canon into my movements when performing as two contrasting characters. 3.build my character work adding drama and emotion to our dance. 4.extend my dance skills by using more complex interacting movements and actions and incorporating apparatus. 5. develop and extend my choreography. 6.create a performance which includes stage presence, timing, rhythm and sustaining	Outdoor Ed 1. cooperate effectively in a team. 2. communicate effectively in a team. 3.collaborate effectively in a team. 4&5. understand why motivating each other is important when working in a team. 6. work as a team in an unfamiliar	2. apply canon into my movements. 3. build on my character work and create a sequence. 4.extend my dance skills by using more complex interacting movements and actions and incorporate apparatus. 5.combine my choreography to set a sequence. 6.bring together my entire dance and	of the ball. 2.pass (bounce and chest) and move to keep possession. 3. pass and dribble to create space. 4. pass and dribble to create an attack that results in a shooting opportunity. 5.defend (mark) and apply this during a game to prevent attacking opportunities. 6.bring together learning into an inter class	batting and fielding. 2.develop my fielding skills. 3.bat the ball. 4.develop my batting skills and think about where we should hit the ball and why. 5.understand basic tactics used when fielding. 6.bring together my learning into a level 1	2. understand the concept of orienteering and use a map to follow my route. 3.locate points on the map, then travel to and record what I find. 4&5. follow a route I have been given to reach as many points as possible in an allocated time. 6. bring my orienteering together into a



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Skills	Games:	Athletics:	Striking and Fielding:	Gymnastics:	Dance:	
	• delay an opponent and help	 demonstrate 	i relating.	●explain what happens to	choose actions and	
	to prevent the other team	the	 bowl a ball with 	their body when they	dynamics to convey a	
	from scoring.	difference in	some accuracy and	exercise and how this	character or idea.	
	 dribble, pass, shoot and 	sprinting and	consistency.	helps to make them	copy and remember	
	receive with increasing	jogging	 learn the rules of 	healthy.	set choreography.	
	control.	techniques.	the game and play	identify some muscle	explain what happens	
	 explain what happens to 	• explain what	honestly and fairly	groups used in gymnastic	to their body when	
	their body when they	happens to their	 strike a bowled ball 	activities.	they exercise and how	
	exercise and how this helps	body when they	with adapted	plan and perform	this helps to make	
	to make them healthy.	warm up.	equipment.	sequences with a partner	them healthy.	
	• move to space to help their	 identify when they were successful and 	 use overarm and 	that include a change of	provide feedback	
	team to keep possession	what they need to	underarm throwing	level and shape.	using appropriate	
	and score gaols.	•	and catching skills	provide feedback using	language relating to	
	• provide feedback using key	do to improve. • jump for distance	with increasing	appropriate language	the lesson.	
	terminology and understand	and height with	accuracy.	relating to the lesson.	respond imaginatively	
	what they need to do to	balance and control.	• be aware of where	•safely perform balances	to a range of stimuli	
	improve.	• throw with some	other pupils are	individually and with a	relating to character	
	 use simple tactics to help 	accuracy and power	before deciding	partner.	and narrative.	
	their team score or gain	to a target area.	what to do.	•watch, describe and	use changes in timing	
	possession.	 show determination 		suggest possible	and spacing to develop	
	 share ideas and work with 	to improve their		improvements to others'	a dance.	
	others to manage their	personal best.		performances and their	•use counts to keep in	
	game.	support and		own.	time with others and	
	 understand and use the 	encourage others to		understand how body	the music.	
	rules of the game and apply	work to their best.		tension can improve the	•use simple movement	
	them honestly.	Work to their best.		control and quality of their	patterns to structure	
				movements.	dance phrases on their	
					own, with a partner	
					and in a group.	
					•show respect for	
					others when working	
					as a group and	



			<u> </u>	THE THE PERSON NAMED IN COLUMN 1	<u>==</u>	T	1
						watching others	
						perform.	
	Key Voab	strength		•actions		•speed	
		•individual balance		∙idea		pace	
		•partner balance		response		distance	
		•control		•theme		power	
		•rotation jumps		relate		•sprint	
		●land		action		technique	
		•straight roll		reaction		communication	
		•barrel roll		•dynamics •states of matter		relayjumpfluency	
		•forward roll					
		•straddle roll					
		•inverted movements		• space		•throw	
		pathways		•stimulus		vertical jump	
		pathways				•pull throw	
		•travelling movements sequence	ce	perform		•accuracy	
		•apparatus		choreograph		officiate	
		•partner sequence		•stamina		1	
Year	Topic	Netball	Gym- Counter	Dance - Greeks	Athletics	Health Related	Tennis
5		Dance- Circus	Balance/Tension	Tag Rugby	Throwing	Exercises.	Rounders
		Outdoor Ed- Problem	Hockey	Athletics- Running	Jumping	Cricket	Dodgeball
	I can	Solving Netball	Handball Gym	Dance	Athletics	Badminton Health Related	Tennis
	1 can	1. refine my passing and	1. explore the	1. expressive	1.develop my understanding	1. complete 4 health	1. develop my
		moving skills and apply them	concept of counter	vocabulary to	of how to finish a	related fitness	understanding of how we
		into a game situation.	balance.	enhance movement	sprinting race.	assessments and record	_
				quality and	J	my results.	using a racket.
		2.to move the ball up the	2.transfer my	dynamics during	2.consolidate my knowledge,	•	
		court creating an attack.	counter balances	dance.	understanding and ability	2.understand the	2.develop racket my
			onto apparatus.		to sprint effectively.	functions of the	technique, exploring the
		3. transition from attack to		2.work with a partner		cardiovascular system.	volley.



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defence.	3. counter balance	and continue to use	3.understanding and ability		
	on apparatus and	expressive	to sprint setting my own	3.understand the	develop the volley
4. develop my understanding	develop a sequence.	vocabulary to	personal best.	meaning of flexibility	thinking about where we
of attacking and defending		enhance my		and how flexibility	hit the ball and why.
positions.	4.explore the	movement quality	4. running as part of a team	affects our bodies.	
	concept of counter	and dynamics.			4.control the game from
5. explore other passing	tension.		5. understand throwing for	4. understand the	the beginning (serve).
styles.		3.create movement	distance.	meaning of strength	
	5.Develop my	my pair using		and how strength	5.play in pairs (doubles).
6. bring together my learning	sequence by adding	improvisation, to	6. develop an understanding	affects our bodies.	
into an intra class	counter tension.	select and	of how to hurdle safely,		6.bring together learning
tournament.		choreograph ideas	applying the correct	5.understand aerobic	into a level 1 tournament.
	6.perform my	into a sequence.	technique.	fitness and how	Rounders
	completed	4. extend my dance		exercise affects our	1.understand the role of
	sequences.	skills by using more	Throwing	bodies.	the batting and fielding
<u>Dance</u>		complex	1&2. explore the		team.
1. explore the social divide	Hockey	interacting	differences between	6. complete 4 health	
and prejudices that existed		movements and	throwing for accuracy and	related fitness and	2.develop an
in the 19th century through	1.refine dribbling	actions and	throwing for distance.	compare my score with	understanding of fielding
movement.	and passing skills,	incorporate		my initial fitness	tactics
	combining these	apparatus.	3.understand throwing for	assessment scores.	
2.understand the prejudices	skills together to		distance.		3.understand what
in society in the 19th	create an attack.	5. create a		<u>Cricket</u>	happens if the batter
Century and portray		performance which	4.understanding of throwing	1.refine my batting,	misses the ball.
through movement and	2.develop my	will includes stage	for distance	applying simple batting	
characterisation.	knowledge and	presence, timing,		tactics into mini games.	refine fielding tactics
	understanding of	rhythm and	5&6. apply my knowledge to		
3.create movements that	defending, (marking,	sustaining	competitions.	refine my bowling,	5.apply knowledge of
represent a variety of	tackling and	character.		applying simple bowling	fielding and tactical
different circus	blocking).			tactics into mini games.	thinking in ability games.
performers.		6.perform my routine	J <u>umping</u>		
	3.refine my	with stage		3.refine my fielding	6.bring together my
4.create a short sequence of	shooting, applying	presence, timing,	1&2. explore how to use my	skills; catching,	learning into a level 1
the different characters	my technique in to	rhythm and	body to jump as far as	stopping and throwing.	tournament.
and performers that would	game situations.	sustaining	possible.		
have formed a 19th		character.		4.create and apply	
Century (1850) circus.	4. refine my		3&4. explore jumping using a	tactics to prevent the	



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	attacking skills and		combination of jumps.	batters from scoring	<u>Dodgeball</u>
5.consolidate my performance	apply them in a			runs.	
using props and apparatus	game.	Tag Rugby	5&6. apply my knowledge to		1.understand why we
to extend characterisation			competitions.	5.refine my batting and	might block a ball thrown
and expression.	5. pass, dribble and	1. refine my passing		apply batting tactics	towards us during a
	move to create an	and moving to		into game scenarios.	game.
6.finalise and perform my	attack that results	create an attack		 	
circus routine.	in a shooting	that results in a		6.bring together my	2.understand why we
	opportunity.	try.		learning into a mini	need to catch during a
				game.	game.
Outdoor Ed	6.bring my learning	2&3. explore		ĺ	
1. understand what makes an	into a level 1	different passing		li	3. know why we need to
effective team with my	tournament.	styles.		<u>Badminton</u>	throw with accuracy and
focus on cooperation and				1.understand how we	power.
responsibility.		4. develop my		can win a game of	
	<u>Handball</u>	understanding of		badminton.	4.explore basic attacking
2.understand what makes an		how we defend in			tactics applying them
effective team with my	1.consolidate my	tag rugby.		2.understand when and	into game situations.
focus on communication.	passing and			where to play the	
	receiving skills.	5.understanding and		forehand shot.	5.explore basic defensive
3. understand what makes an	2	demonstrate basic			tactics and apply them
effective team with my	2.explore passing	defending tactics		3.understand when and	into game situations.
focus on collaboration and	styles.	and formations.		where to play the	A business to the
communication.	3	(hains to a 1)		backhand shot.	6.bring together my
	3.understand that	6.bring together my		4 C:	learning into a level 1
4. understand why motivating	my role changes	learning into a level		4. refine my	tournament.
each other is important	(defender) as soon I	1 tournament.		understanding of when	
when working in a team.	lose possession of	1		to apply the forehand	
E James I I I I	the ball.	Add add a		and backhand in a game	
5. develop my understanding	A da 1.11	<u>Athletics</u>		situation to win a point.	
of effective team work	4.understand the	1		E control to	
with the focus on	rules of the game	1.explore and revisit		5. control the game	
collaboration and	and can apply this	how we can use our		from the beginning	
communication.	knowledge to play in	bodies to make us		(serve) by thinking	
Z	mini games.	run as fast as		about how and where to	
6. apply my knowledge whilst	5 mofiles	possible.		serve.	
working in a team in an	5. refine my			<u> </u>	



	unfamiliar environment.	shooting so that my shots are accurate and successful. 6.bring together my learning into a level 1 tournament.	2.explore running for speed. 3&4. understand and apply running for speed, into running as part of a team. 5&6. explore pacing and running for distance.		6. bring together my learning into a level 1 tournament.	
Skills	Games: communicate with their team and move into space to keep possession and score. identify how different activities can benefit their physical health. identify when they were successful and they need to do to improve. often make the correct decision of who to pass to and when. pass, receive and shoot the ball with some control under pressure. stay with an opponent and know when to intercept.	Athletics: choose the best pace for a running event. identify good athletic performance and explain why it is good. perform a range of jumps showing some technique. show control at take-off and landing in jumping activities. take on the role of coach, official and timer when working in a group.	 develop a wider range of fielding skills and begin to use them under pressure. identify how different activities can benefit their physical health. identify when they were successful ad what they need to do to improve. 	synchronisation, and matching and mirroring when performing with a partner and a group and say how it affects the performance. • use feedback provided to improve their work. • use set criteria to make simple judgments about	Dance: •accurately copy and repeat set choreography. •choreograph phrases individually and with others considering actions and dynamics. •confidently perform different styles of dance, clearly and fluently, showing a good sense of timing. •identify how different activities can benefit their physical health. •lead a group through short warm-up routines •refine the way they	



• use feedback provided to improve their work. • understand how stance with feet ways they could be use actions, dynamics, improve their work.	
improve their work staming and power parallel improved relationships and space	,
miprove men work. Stuffind and power parallel miproved. Telahoriships and space	
• know their position they help people to • strike a bowled ball • use strength and flexibility in my dance in response	
are playing in and how to perform well in with increasing to improve the quality of a to a stimulus.	
contribute to attacking and different athletic consistency. performance.	
defending. activities. • develop a • work safely when learning a improve their own and	
• understand the need for • use feedback to controlled swing. new skill to keep other people's work	
tactics and identify when improve their • use feedback themselves and others using key terminology.	
to use them in different sprinting technique. provided too safe.	
situations. • persevere to achieve improve their work. choreographing to stay	
understand the rules of their personal best. • work in time with others and	
the game and apply them • show accuracy and collaboratively the music.	
honestly most of the time. power when with others to • use feedback	
• understand that there are throwing for score runs. provided to	
different skills for distance. • work co- improve their	
different situations and operatively with work.	
begin to apply this. others to manage	
their game.	
• understand the	
need for tactics	
and identify when	
to use them in	
different	
situations.	
• understand the	
rules of the game	
and apply them	
honestly most of	
the time.	
• understand there	
are different skills	
for different	
situations begin to	



				use this.			
		•symmetrical balance		•random structure		•striking	
		• asymmetrical balance		• perform		•fielding	
		• straight roll		• actions		•long barrier	
		• forward roll		• quality		short barrier	
		• straddle roll		• control		bowler	
		backward roll		• dynamics		directional batting	
		• barrel roll		• performance		dominant hand	
		• canon		• relationships		●catcher	
		• synchronisation		• space		protect	
		• inverted movements		•		●wicket	
				posestransitions		•stance	
		progressionshandstand		• Iransilions		•grip	
						•swing	
		• sequence					
.,	- ·	• apparatus			T	1 4.11	4
Year	Topic	Dance- Carnival	Gym- Matching	Dance- Titanic	Throwing	Athletics	Competitions
6		Netball	and Mirroring	Football	Jumping Badminton	Cricket	Outdoor Ed-
		Hockey	Tag Rugby Basketball	Running	Baaminton	Tennis	Problem Solving Rounders.
	I can	<u>Dance</u>	<u>Gym</u>	<u>Dance</u>	Throwing	<u>Athletics</u>	Competitions
		1.create group movements	1. explore the concept	 create balances 	1&2 explore the	1. run for speed and	1. consolidate my learning
		selecting and applying	of matching.	and movements that	differences between	compete.	for running into a
		choreography into a routine.		represent The	throwing for accuracy and		competition.
			2.transfer my	Titanic.	throwing for distance.	2.running for distance	
		2.develop group movements	matching sequences			and complete.	2.consolidate my learning
		selecting and applying	onto apparatus.	2.create movements	3&4 develop my		for throwing into a
		appropriate choreography into a routine.	2	that represent the different social	understanding of throwing	3. bring together my	competition.
		into a routine.	3.exploring the concept of mirroring.	classes in 1912.	for distance.(javelin)	learning in throwing and	3.consolidate my learning
		3.experience and explore	concept of mirroring.	classes in 1912.	5&6 develop my	compete.	for jumping into a
		dances from different	4.transfer my	3.develop group	understanding of throwing	4.bring together my	competition.
		cultural traditions.	mirroring sequences	movements selecting	for distance.	learning in jumping and	competition.
		carrai ar ii aarrions.	onto apparatus.	and applying	(shot putt/discus)	compete.	4.consolidate jumping,
		4.using a stimulus(stylistic		choreography into a	(2 pa , 2)		throwing and running into



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movement), create dances	5. choreograph my	routine.	<u>Jumping</u>	5&6.bring together my	a mini athletics
extending my carnival	matching and		1&2. explore how we can use	learning for jumping,	competition.
choreography.	mirroring movements,	4.recreate through	our bodies to jump as far as	throwing and running	
	to create a sequence.	controlled	possible in one jump.	into a competition.	organise jumping,
5. rehearse and perform my		movement, The			throwing and running
carnival sequence with	6.perform my	Titanic hitting an	3&4 explore how I can use		activities into a class
technical control and a good	completed sequences	iceberg.	my body to jump as far as	<u>Cricket</u>	athletics competition.
sense of rhythm.	and evaluate others		possible, using a	 consolidate my 	
	effectively.	5.demonstrate	combination (triple jump)	understanding of	6. organise jumping,
6. perform, describe and		emotion, expression	hop, skip and jump.	batting.	throwing and running
evaluate mine and others		and characterisation			activities into a year
choreography and	Tag rugby	between the	5&6 apply my knowledge	2.effectively apply a	group athletics
performances.	1.recap and	passengers when the	into competitions.	range of fielding skills	competition.
	consolidate my passing	ship is sinking.		and tactics into mini	
<u>Netball</u>	and moving to create			games.	
 consolidate my passing and 	attacking	6. perform, describe	<u>Badminton</u>		
moving skills to keep	opportunities to score	and evaluate our	1.explore different	effectively apply a	Outdoor Ed
possession and score.	a try	dance performances.	forehand and backhand	range of bowling skills	1.make an effective team
			shots that can be played	and tactics into mini	with the focus on
2.consolidate rules of the	2.refine my tagging		during a game.	games.	cooperation and
game and apply this	and defensive				responsibility.
knowledge to play in mini	formations.		2.understand when, where	4.understand and apply	
games.			and why we can play	attacking tactics to the	2.make an effective team
	3.understand		different forehand and	mini games.	with the focus on
3.understand how to defend	attacking tactics and	<u>Football</u>	backhand shots during a		communication.
as soon as we lose possession	apply them into game	1.consolidate my	game.	5.understand and apply	
of the ball.	situations.	ability to use		defensive tactics to	3-6. make an effective
		passing, dribbling	3. consolidate different	the mini games.	team with the focus on
4.understanding attacking	4.understand	and moving skills to	ways of outwitting an		collaboration and
and defending tactics	defensive tactics and	keep possession and	opponent to score a point.	6.bring together	communication.
applying them to Stinger	apply them into game	score.		learning into a mini	
netball games.	situations.	0 1 1 1	4. understand how the game	tournament.	
	e 1:1:	2.understanding the	changes when we play in		Rounders
5.demonstrate other passing	5.consolidate my	rules of the game	pairs (doubles).	- .	4 1 1 1
styles effectively.	attacking and	and apply this	- 6	<u>Tennis</u>	1.roles when batting and
	defending in games of	knowledge to play in	5.refine my ability to think	1.develop my	fielding.
6.bring together learning	tag rugby.	mini games.	tactically about which shot	understanding of how	



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into a level 1 tournament.			to play during a game,	we can win a game of	2. play a full version of
	6.bring together	3.understand how to	whilst playing with a	doubles tennis.	rounders the rounders
	learning into a level 1	defend by applying	partner.		game.
Hockey	tournament.	different tactics.		2.develop my	
1.recap and consolidate my			6. bring together my	understanding of when,	Apply fielding tactics.
passing, dribbling and moving		understand	learning into a level 1	where and what shot to	
skills to keep possession and		positions and know	tournament.	play.	4.understand what
score.	<u>Basketball</u>	what skills and			happens if the batter
		attributes are		3&4 refine my ability	misses the ball and or
2.understand the rules of	1. recap and	required to be		to think tactically in	hits the ball backwards.
the game and can apply this	consolidate my ability	successful in these		game, considering which	
knowledge in mini games.	to use passing,	positions.		shot to play. (umpiring	5. consider and apply my
	dribbling and moving			and coaching their	batting tactics during
3.refine my knowledge and	skills to keep	apply formations		peers)	the game.
understanding of defending	possession and score.	when defending and			
(marking, tackling and		attacking in game		5 consolidate my game	6.bring together my
blocking).	2. understanding of	situations.		play considering when,	learning into a level 1
	the rules of the game			where and why pupils	tournament.
4. consolidate my	and apply this to mini	6.bring learning		are playing a shot to	
understanding of attacking	games.	together in a level 1		win a point.	
tactics and applying them		tournament.			
into game situations.	3.refine my knowledge			6.learning into a level 1	
(passing, dribbling and	and understanding of			tournament.	
moving tactics).	defending (marking)	Running			
	and how this is applied	•			
5.consolidate my	during a game.	body to make me run			
understanding of defensive	4	as fast as possible.			
tactics applying them into	4. create effective	2 .: .			
game situations.	attacking tactics that	2. continue to			
Z haring the eathers to continu	result in successful	explore running for			
6.bring together learning into a level 1 tournament.	shots.	speed (sprinting).			
into a level 1 tournament.	5.consolidate and	3&4. understand and			
	apply my defensive	apply running for			
	tactics creating effective tactics that	speed, into running			
	will prevent attacking	as part of a team.			
	will prevent attacking				



Skills Games:	opportunities. 6. bring together learning into a level 1 tournament. Athletics:	5&6. explore pacing and running for distance. Striking & Fielding:	Gymnastics:	Dance:	
 create and use space to help their team. dribble, pass, receive and shoot the ball with increasing control under pressure. select the appropriate action for the situation and make this decision quickly. use feedback provided to improve the quality of their work. use the rules of the game consistently to play honestly and fairly. work collaboratively with teammates to create tactics and evaluate their effectiveness work in collaboration with others so that games run smoothly. recognise their own and others' strengths and areas for development; suggest ways to improve. understand that there are different areas of fitness 	 compete within the rules showing fair play and honesty. help others to improve their technique using key teaching points. identify their own and others' strengths and areas for development and can suggest ways to improve. perform jumps for height and distance using good technique. select and apply the best pace for a running event. show accuracy and good technique when throwing for distance. understand that there are different areas of fitness and how this helps them 	consistency. use a wider range of skills with increasing control under pressure. use feedback provided to improve the quality of their work. use the rules of the game consistently to play honestly and fairly. work collaboratively with others to get batters out.		 choreograph a dance and work safely using a prop. lead a small group through a short warm-up routine. perform dances confidently and fluently with accuracy and good timing. refine the way they use actions, dynamics and relationships to represent ideas, emotions, feelings and characters. use appropriate language to evaluate and refine their own and others' work. use feedback provided to improve the quality of their work. work creatively and 	



and how this helps them in different activities. • understand when to use different styles of defence in games. • use different strokes of defence in games. • understand and apply some tactics in the game as a batter, bowler and fielder. • understand that there are different activities. Key Vocab • straddle • forward roll • backward roll • backward roll • counter balance • counter tension sequence • inverted movements • progressions • progressions • progressions • progressions • leadstand • cartwheel flight • formations • daparatus and inferent activities. areas for development and can suggest ways to improve. • understand and apply some tactics in the game as a batter, bowler and fielder. • understand that there are different activities. • repeat • set dance phrase • set dance phrase • sprint • technique • sprint • control t			TE HEAIGHT IN	CITITITION ZUZI ZU	<u> </u>		
their personal best. apply some tactics in the game as a batter, bowler and fielder. understand that there are different activities. Key Vocab • straddle • orepeat • forward roll • backward roll • counter balance • counter tension sequence • inverted movements • charce graph • charce graph • charce graph • control • prop • cartwheel flight • prop • cardwheel flight • prop • cardwheel flight • prop • dake estimulus • dynamics • apparatus • distance • communicate • communicate • accuracy		different activities. • understand when to	in different activities. use different	areas for development and can suggest ways	<u></u>	their own, with a partner and in a	
•forward roll •backward roll •backward roll •counter balance •counter tension sequence •inverted movements •create •headstand •cartwheel flight •formations •apparatus •forward roll •movements •movements •movements •speed •run •obstacles •control •control •control •co-ordination •take off position •jump •take off position •jump •triple jump •triple jump •dance stimulus •contrast •communicate •communicate		•	persevere to achieve	 understand and apply some tactics in the game as a batter, bowler and fielder. understand that there are different areas of fitness and how this helps them in different 		choreograph and	
 backward roll counter balance counter tension sequence inverted movements progressions create headstand prop take off position cartwheel flight performance formations apparatus dance stimulus throw accuracy accuracy 	Key Vocab	• straddle		repeat		•steady pace	
 counter balance counter tension sequence copy obstacles inverted movements choreograph control progressions create co-ordination headstand prop take off position cartwheel flight performance jump formations dynamics triple jump apparatus dance stimulus throw contrast distance communicate accuracy 				set dance phrase		•sprint	
 counter tension sequence inverted movements progressions headstand prop cartwheel flight formations apparatus dance stimulus communicate obstacles control control co-ordination take off position jump triple jump throw adance stimulus adance accuracy 		• backward roll		movements		technique	
 inverted movements progressions headstand prop take off position cartwheel flight performance jump formations dynamics triple jump apparatus dance stimulus throw contrast contrast communicate accuracy 		• counter balance		speed		•run	
 progressions headstand prop take off position jump formations apparatus dance stimulus contrast communicate accuracy 		·					
 headstand cartwheel flight formations apparatus dance stimulus contrast communicate take off position jump triple jump distance accuracy 							
 cartwheel flight formations apparatus dance stimulus contrast communicate jump triple jump distance accuracy 		, · ·					
• formations • apparatus • dance stimulus • contrast • communicate • accuracy				• •		·	
• apparatus • dance stimulus • contrast • communicate • accuracy				•			
• contrast • distance • communicate • accuracy							
• communicate • accuracy		• apparatus					
· ·							
• story • ottliciate						•	
• measure				• story			



	 time record height power control