Key Stage 1 and 2 PE Curriculum Overview September 2021

Term	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	Ball Skills and Fundamentals	Ball Skills and Fundamentals	Ball Skills and Fundamentals	Fitness and Netball	Fitness and Netball	Fitness and Netball
Autumn 2	Sending and receiving Dance	Invasion Games and Dance	Hockey and Dance	Football and Dance	Dance and Hockey	Dance and Football
Spring 1	Target Games and Gymnastics	Target Games and Gymnastics	Gymnastics and Netball	Gymnastics and Volleyball	Gymnastics and Tag Rugby	Gymnastics and Tag Rugby
Spring 2	Yoga and Team Building	Yoga and Team Building	Tennis and Dodgeball	Tennis and Yoga	Tennis and Badminton	Tennis and Cricket
Summer 1	Fitness and Athletics	Fitness and Athletics	Yoga and Athletics	Athletics and Cricket	Dodgeball and Athletics	Athletics and Yoga
Summer 2	Net and Wall Dance	Striking and Fielding Dance	Rounders and Football	Rounders and OAA	Rounders and Football	Rounders and OAA

Key Stage 1 PE Curriculum September 2021

<u>Y1</u>	<u>HT</u>	Autumn	Spring	Summer
		Ball Skills and Fundamentals	Target Games	<u>Fitness</u>
		Domains of Knowledge: Team Games 2	Domains of Knowledge: Team Games 1	Domains of Knowledge: Athletics
		Prior Learning	Prior Learning	Prior Learning
		To be able to combine different movements	To develop and refine a range of ball skills including: throwing, catching, kicking, passing,	To be able to combine different movements with ease and fluency (EYFS)
		with ease and fluency. (EYFS)	batting and aiming.	To be able to refine the fundamental movement skills (EYFS)
		End Points Following Get Set 4 PE units, children will	End Points	End Points
		complete a range of activities which will lead towards children achieving the following:	Following Get Set 4 PE units, children will complete a range of activities which will lead	Following Get Set 4 PE units, children will complete a range of activities
		Ball Skills	towards children achieving the following: -throw underarm and catch	which will lead towards children achieving the following: - Develop knowledge about exercise and health
		begin to throw a ball to hit a target.to stop a rolling ball.	-Develop overarm throwing -Strike with hand and bat	 Develop knowledge about how exercise relates to breathing Develop understanding of how exercise helps the brain
		-develop co-ordination and technique when throwing and catching.	-Retrieve a ball when fielding -Understand what "out" means	- Begin to understand the importance of daily exercise.
		-develop control and co-ordination when dribbling a ball with your hands	-Use scoring for small games.	Key Concepts Movement
	1	Fundamentals	Key Concepts Movement (object control)	Balance Coordination
		- explore balance and movement with control.	Balance Coordination	Speed Physical literacy
		explore changing direction and dodging.explore jumping, hopping and skipping	Agility Speed	Healthy Health and fitness
		actions. - explore co-ordination and combining jumps.	Spatial awareness Technique	Objectives
		 apply fundamentals skills to a variety of challenges. 	Determination	To be able to move by running and jumping with control and care. To be able to make my body curled, tense, stretched and relaxed.
		Key concepts	Objectives To be able to move and stop safely	To be able to control my body when travelling and balancing in different ways.
		Co-ordination Agility	To be able to throw underarm To begin to catch more consistently	To be able to move and stop safely.
		Speed Spatial awareness	To be able to strike with a racket or bat	
		Competition Health and fitness		Athletics
		Cooperation	<u>Gymnastics</u>	Domains of Knowledge: Athletics
		<u>Objectives</u>	Domains of Knowledge: Gymnastics	Brier Learning
		To be able to move and stop safely.	Prior Learning	Prior Learning

To be able to throw and kick in different ways. To be able to move by running and jumping with control and care.	To develop overall body-strength, balance, co- ordination and agility. (EYFS) End Points Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following: -travel safely in space -Perform gymnastic shapes -Improve stability -perform barrel, straight and forward roll -Link more than one gymnastic action in a short sequence Key Concepts Movement (Self) Balance Coordination Spatial awareness Performance Technique Physical literacy Evaluation Dbjectives To be able to make my body curled, tense, stretched and relaxed To be able to control my body when travelling and balancing in different ways With support, to be able to identify a good performance.	To be able to refine the fundamental movement skills: rolling, crawling, walking, jumping, running, hopping, skipping, climbing. (EYFS) End Points Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following: - Move at different speeds - be balanced and stable - Develop agility and co-ordination - Hop, jump and leap over a distance - Throw over different distances - Develop accuracy of throw. Key concepts Movement (self + object) Balance Agility Rules Competition Healthy Determination Objectives To be able to move by running and jumping with control and care. To be able to explore throwing and catching using a range of techniques.
Sending and Receiving	Yoga	<u>Dance</u>
Domains of Knowledge: Team Games 2Prior LearningTo be able to combine different movements with ease and fluency. (EYFS)End Points Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following:-Roll and throw a ball towards a	Domains of Knowledge: Gymnastics and Dance and movement Prior Learning To be able to combine different movements with ease and fluency (EYFS). End Points Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following: Recognise how yoga makes me feel both physically and mentally 	Domains of Knowledge: Dance Prior Learning To progress towards a more fluent style of moving, with developing control and grace. (EYFS) End Points Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following: - travel and use counts of 8 to move in time with the music. -remember and repeat actions -copy and repeat actions to a theme Use expression
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 Receive a rolling ball 	 Remember and repeat actions, linking 	Use a pathway
- Send and receive a ball using stick	poses together	-change level, expression and shape
and feet	- Show awareness of space when	······································
- Throw and catch over a short	travelling	Key concepts
		Movement (self)
distance	 Work with others to create poses 	
- Develop over a longer distance		Balance
 Play simple sending and receiving 	Key Concepts	Agility
games.	Movement (self)	Coordination
	Balance	Spatial awareness
Key concepts	Agility	Evaluation
Movement (object)	Coordination	
Agility	Spatial awareness	Objectives
Coordination	Evaluation	To be able to perform dance moves.
Speed		To be able to change rhythm, speed, level and direction in my dance.
Rules	Objectives	To be able dance with some control and coordination.
	To be able to move and stop safely.	To be able to perform dances using simple movement patterns.
Competition		To be able to perform dances using simple movement patterns.
	To be able to make my body curled, tense,	
Objectives	stretched and relaxed.	
To be able to move and stop safely.	To be able to control my body when travelling	
To be able to stop a ball.	and balancing in different ways.	Net and Wall
		Domains of Knowledge: Team Games 3
Dance	Team Building	
		Prior Learning
Domains of Knowledge: Dance	Domains of Knowledge: Team Games	Prior Learning
Domains of Knowledge: Dance	Domains of Knowledge: Team Games	Prior Learning To be able to refine the fundamental movement skills: rolling, crawling,
		To be able to refine the fundamental movement skills: rolling, crawling,
Prior Learning	Prior Learning	
Prior Learning To progress towards a more fluent style of	Prior Learning To be able to refine the fundamental movement	To be able to refine the fundamental movement skills: rolling, crawling, walking, jumping, running, hopping, skipping, climbing. (EYFS)
Prior Learning To progress towards a more fluent style of moving, with developing control and grace.	Prior Learning	To be able to refine the fundamental movement skills: rolling, crawling, walking, jumping, running, hopping, skipping, climbing. (EYFS)
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Evaluation	Evaluation	
<u>Objectives</u>	Competition <u>Objectives</u>	
To be able to perform dance moves.	To be able to move and stop safely.	
To be able to change rhythm, speed, level and direction in my dance.	To be able to throw and kick in different ways.	
To be able dance with some control and coordination.		
To be able to perform dances using simple		
movement patterns. With support, to be able to identify a good		
performance		
		<u> </u>

<u>Y2</u>	<u>HT</u>	Autumn	Spring	Summer
		Ball Skills and Fundamentals Domains of Knowledge: Team Games 2	<u>Target Games</u> Domains of Knowledge – Team Games <u>1</u>	Fitness Domains of Knowledge: Athletics
		Prior Learning To be able to move and stop safely. (Year 1) To be able to throw in different ways. (Year 1) To be able to move by running and jumping with control and care. (Year 1)	Prior LearningTo be able to throw underarm. (Year 1)To begin to catch more consistently. (Year 1)To be able to strike with a racket or bat. (Year 1)End PointsFollowing Get Set 4 PE units, children will complete a	Prior Learning To be able to move by running and jumping with control and care. (Year 1) To be able to make my body curled, tense, stretched and relaxed. (Year 1) To be able to move and stop safely. (Year 1)
	1	End Points Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following: Ball Skills - throw a ball to hit a target. - to stop a rolling ball. -develop co-ordination and technique when throwing and catching. -develop control and co-ordination when dribbling a ball with your hands	 range of activities which will lead towards children achieving the following: Throw, roll kick or strike a ball to a target. Work co-operatively with a partner and small group. Understand principles of a game and scoring system. Understand importance of good technique. Key concepts Movement (self + object) Balance 	 End Points Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following: Describe how the body feels during exercise. Show hopping and jumping movements with some balance and control. Persevere with new challenges. Show determination to continue working over a longer period of time. Understand that running at a slower speed
		 Fundamentals develop balance, stability and landing safely. develop changing direction and dodging. develop jumping, hopping and skipping actions. develop co-ordination and combining jumps. apply fundamental skills to a variety of 	Agility Rules Competition Healthy Determination	will allow you to run for longer periods of time Work with others to turn a rope. Key Concepts Movement Balance

challenges.

Key concepts

Co-ordination Agility Speed Spatial awareness Competition Health and fitness Cooperation

Objectives

To be able to send and receive. To be able to decide the best space to be in during a dame. To be able to follow rules. To use hand-eve coordination to control a ball. To be able to catch a variety of objects. To be able to master throwing and catching.

To be able to master running and jumping.

Objectives

To master basic throwing and catching. To use hitting, kicking and/or rolling in a game. To decide the best space to be in during a game. To use tactics in a game. To be able to follow rules.

Gymnastics

Domains of Knowledge: Gymnastics

Prior Learning

To be able to make my body curled, tense, stretched and relaxed. (Year 1) To be able to control my body when travelling and balancing in different ways. (Year 1)

End Points

Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following: -link gymnastic shapes together -create balances -travel in different ways -balance and travel on apparatus Perform different jumps -improve rolls from Year 1 Perform sequence on apparatus

Key Concepts

Movement (Self) Balance Coordination Spatial awareness Performance Technique Physical literacy Evaluation

Objectives

To be able to plan and perform a sequence of coordinated movements including a balance. To be able to use balance, agility and coordination in a range of activities.

Coordination Speed Physical literacy Communication Healthv Health and fitness

Objectives To have mastered running and jumping.

Athletics

Domains of Knowledge – Athletics

Prior Learning

To be able to move by running and jumping with control and care. (Year 1)

To be able to explore throwing and catching using a range of techniques. (Year 1)

End Points

Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following:

- Learn to sprint -
- -Jump over distance
- Jump to a height -
- -Throw over a distance
- Throw with accuracy -

Key concepts

Movement (self + object) Balance Agility Rules Competition Healthv Determination

Objectives

To master basic throwing and catching. To master basic running and jumping.

Invasion Games

Domain of knowledge: Team Games 2

Prior Learning

To be able to move and stop safely. (Year 1) To be able to throw and kick in different ways. (Year 1) To be able to stop a ball. (Year 1)

End Points

Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following:

- Send and receive a ball using stick
- Throw and catch over a short distance
- Develop over a longer distance
- Play simple sending and receiving games.

Key concepts

Movement (object) Agility Coordination Speed Rules Competition Technique

Objectives

2

To be able to send and receive. To be able to decide the best space to be in during a game. To be able to follow rules.

To use hand-eye coordination to control a ball. To be able to catch a variety of objects.

Dance

Domains of Knowledge: Dance

Prior Learning

To be able to perform dance moves. (Year 1) To progress towards a more fluent style of moving, with developing control and grace. (EYFS)

End Points

Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following:

<u>Yoga</u>

Domains of Knowledge: Gymnastics and Dance and movement

Prior Learning

To be able to move and stop safely. (Year 1) To be able to make my body curled, tense, stretched and relaxed. (Year 1)

To be able to control my body when travelling and balancing in different ways. (Year 1)

End Points

Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following:

- copy, remember and repeat yoga flows.
- Describe how my body feels during exercise
- Move from one pose to another thinking about my breath
- Use clear shapes when performing poses.
- Work with others to create simple flows showing some control.

Key Concepts

Movement (self) Balance Agility Coordination Spatial awareness Evaluation

Objectives

To be able to plan and perform a sequence of coordinated movements including a balance. To be able to use balance, agility and coordination in a range of activities.

Team Building

Domains of Knowledge: Team Games 1

Prior Learning To be able to move and stop safely. (Year 1) To be able to throw and kick in different ways. (Year 1)

End Points

Striking and Fielding

Domains of Knowledge: Team Games 1

Prior Learning

To be able to move and stop safely. (Year 1) To be able to throw underarm. (Year 1) To begin to catch more consistently. (Year 1) To be able to strike with a racket or bat. (Year 1)

End Points

Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following:

- Use throwing and catching in small sided games
- -throw overarm
- Strike with hand or bat
- Retrieve ball and throw when fielding
- Know how to get a batter out
- Score games with points.

Key Concepts

Movement (object control) Balance Coordination Agility Speed Spatial awareness Technique Determination

Objectives

To be able to send and receive To be able to follow rules To use hand-eye coordination to control a ball To be able to catch a variety of objects

<u>Dance</u>

Domains of Knowledge: Dance

Prior Learning

To be able to perform dance moves (Year 1) To progress towards a more fluent style of moving, with developing control and grace (EYFS)

End Points

 linking and repeating actions 	Following Get Set 4 PE units, children will complete a	Following Get Set 4 PE units, children will complete a
 create and copy actions 	range of activities which will lead towards children	range of activities which will lead towards children
 use facial expression 	achieving the following:	achieving the following:
 perform in unison with a partner 	 Follow instructions carefully 	 linking and repeating actions
- mirror a partner	- Say when I was successful at solving challenges	 create and copy actions
 understand dynamics in dance 	 Share my ideas and help to solve tasks 	 use facial expression
 change speed during a dance. 	 Work co-operatively with a partner and a small 	 perform in unison with a partner
	group	- mirror a partner
Key concepts	 Show honesty and can play fairly 	 understand dynamics in dance
Movement (self)	 Understand how to use, follow and create a 	 change speed during a dance.
Balance	simple diagram/map.	
Agility		Key concepts
Coordination	Key Concepts	Movement (self)
Spatial awareness	Movement (self)	Balance
Evaluation	Balance	Agility
	Agility	Coordination
<u>Objectives</u>	Coordination	Spatial awareness
To be able to change rhythm, speed, level and direction in	Spatial awareness	Evaluation
my dance.	Communication	
To be able dance with some control and coordination.	Rules	<u>Objectives</u>
To be able to perform dances using simple movement	Evaluation	To be able to change rhythm, speed, level and
patterns.	Competition	direction in my dance.
		To be able dance with some control and coordination.
	<u>Objectives</u>	To be able to perform dances using simple movement
	To be able to follow rules.	patterns.

Key Stage 2 PE Curriculum September 2021

부	Autumn	Spring	Summer
<u> </u>	Ball Skills and Fundamentals	<u>Gymnastics</u>	Yoga
	Domains of Knowledge: Team Games 2	Domains of Knowledge: Gymnastics	Domains of Knowledge: Gymnastics and Dance and
1	Domains of Knowledge: Team Games 2 Prior Learning To be able to send and receive. (Year 2) To be able to decide the best space to be in during a game. (Year 2) To be able to follow rules. (Year 2) To use hand-eye coordination to control a ball. (Year 2) To be able to catch a variety of objects. (Year 2) To be able to master throwing and catching. (Year 2) To be able to master running and jumping. (Year 2) To be able to master running and jumping. (Year 2) To be able to master running and catching. (Year 2) To be able to master running and jumping. (Year 2) End Points Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following: Ball Skills - throw a ball to hit a target. - to stop a rolling ball. -develop co-ordination and technique when throwing and catching. - develop control and co-ordination when dribbling a ball with your hands Fundamentals - develop balance, stability and landing safely. - Develop changing direction and dodging. - Develop co-ordination and combining jumps. - Apply fundamental skills to a variety of challenges. Key concepts	Domains of Knowledge: Gymnastics Prior Learning To be able to plan and perform a sequence of coordinated movements including a balance. (Year 2) To be able to use balance, agility and coordination in a range of activities. (Year 2) To be able to control my body when travelling and balancing in different ways. (Year 1) End Points Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following: -create interesting balances -perform controlled shape jumps -perform straight, barrel and forward roll -Move smoothly between balances -Create a simple sequence -Create a partner sequence on apparatus Key Concepts Movement (Self) Balance Coordination Spatial awareness Performance Technique Physical literacy Evaluation Objectives To be able to adapt sequences to suit different types of apparatus and criteria. To be able to explain how strength and suppleness affect performance.	
	Co-ordination Agility	To be able to compare and contrast gymnastic sequences.	To be able to repeat, remember and perform phrases.
	Speed Spatial awareness	To be able to compare my performances with previous ones, explaining differences and effectiveness.	

Competition Health and fitness Cooperation

Objectives

To be able to send and receive. To be able to decide the best space to be in during a game. To be able to follow rules.

To be able to follow rules.

To use hand-eye coordination to control a ball.

To be able to catch a variety of objects.

To be able to master throwing and catching.

To be able to master running and jumping.

<u>Netball</u>

Domains of Knowledge: Team Games 2

Prior Learning

To be able to send and receive. (Year 2) To be able to decide the best space to be in during a game. (Year 2) To be able to follow rules. (Year 2) To use hand-eye coordination to control a ball. (Year 2) To be able to catch a variety of objects. (Year 2)

End Points

Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following:

- begin to use simple tactics
- defend an opponent and try to win the ball
- pass, receive and shoot the ball with some control
- understand the benefits of exercise
- understand the role of an attacker and defender

Key Concepts

Movement Balance Coordination Speed Physical literacy Communication Cooperation Tactics, rules Attacking and defending

Objectives

To be able to throw and catch with control. To be aware of space and use it to support team-mates and to cause problems for the opposition. To know and use rules fairly.

Athletics

Domains of Knowledge –Athletics

Prior Learning

To master basic throwing and catching. (Year 2) To master basic running and jumping. (Year 2)

End Points

Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following:

- improve sprinting technique
- develop relay baton change
- jump from a range of take-off positions
- begin throwing for distance and accuracy

Key concepts

Movement (self + object) Balance Agility Rules Tactics Cooperation Competition Healthy Determination

Objectives

To show control, accuracy and coordination within running and jumping movements at different speeds. To be able to take part in a relay, remembering when to run and how to work within a team.

Hockey

Domain of knowledge: Team Games 2

Prior Learning

To be able to decide the best space to be in during a game. (Year 2) To be able to use tactics in a game when attacking and defending. (Year 2) To be able to follow rules. (Year 2)

End Points

Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following:

- sending a push pass
- receiving the ball
- begin dribbling with reverse stick
- move into space after passing
- tackle with open stick
- begin to apply simple tactics in attack and defence

Key concepts

Movement (object)

2

Agility Coordination Speed Attacking and defending Rules Competition Technique

Objectives

To be aware of space and use it to support team-mates and to cause problems for the opposition. To know and use rules fairly.

Dance

Domains of Knowledge: Dance

Prior Learning

To be able to change rhythm, speed, level and direction in my dance. (Year 2) To be able dance with some control and coordination.

<u>Tennis</u>

Domains of Knowledge – Team Games 3

Prior Learning

To be able to throw underarm (Year $\frac{1}{2}$) To begin to catch more consistently (Year $\frac{1}{2}$) To be able to strike with a racket or bat (Year $\frac{1}{2}$)

End Points

Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following:

- control a ball with a racket
- use a forehand shot
- hold a short rally using a forehand
- develop a 2 handed backhand
- know how to score in a simple game.

Key concepts

Movement (self + object) Balance Agility Rules Tactics Cooperation Competition Healthy Determination

Objectives

To be able to throw and catch with control. To be able to serve underarm. To be able to build up a rally.

Dodgeball

Domains of Knowledge – Team Games 1

Prior Learning

To be able to move and stop safely. (Year 1) To be able to move by running and jumping with control

<u>Rounders</u>

Domains of Knowledge – Team Games 3

Prior Learning

To be able to throw underarm. (Year $\frac{1}{2}$) To begin to catch more consistently. (Year $\frac{1}{2}$) To be able to strike with a racket or bat. (Year $\frac{1}{2}$)

End Points

Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following:

- bowl a ball towards a target
- beginning to strike a bowled ball
- develop an understanding for tactics
- learning the rules of the game
- use overarm and underarm throwing and catching skill
- work cooperatively with a group

Key concepts

Movement (self + object) Balance Agility Rules Tactics Cooperation Competition Healthy Determination Rules Technique

Objectives

To be able to throw and catch with control. To be aware of space and use it to support team-mates and to cause problems for the opposition. To be able to know and use rules fairly.

Football

Domains of Knowledge: Team Games 2

Prior Learning

To be able to send and receive. (Year 2)

(Year 2)	and care. (Year 1)	To be able to decide the best space to be in during a game.
To be able to perform dances using simple movement	To be able to throw and catch with control. (Year 2)	(Year 2)
	To be able to serve underarm. (Year 2)	To be able to follow rules. (Year 2)
patterns. (Year 2)		To use hand-eye coordination to control a ball. (Year 2)
	End Points	To use hand-eye coordination to control a ball. (real 2)
End Points		End Points
	Following Get Set 4 PE units, children will complete a	
Following Get Set 4 PE units, children will complete a	range of activities which will lead towards children	Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the
range of activities which will lead towards children	achieving the following:	•
achieving the following: - create actions and move in unison with a		following:
	 beginning to catch with some consistency 	- beginning to use simple tactics
partner	- understand the aim and benefits of the game	- learning the rules of the game
- move in contact with partner	 work cooperatively with a group 	- dribble, pass, receive and shoot the ball with some
 understand the effect of dynamics 		control
 relate an idea through dance perform a dance with different phrases 	Key concepts	 move with a ball towards goal with increasing control
 perform a dance with different phrases 	Movement (self + object)	control
- perform formations	Balance	 track an opponent to slow them down understand the role of an attacker and defender
 move in and out of shapes 	Agility	- understand the role of an attacker and defender
Kou concento	Rules	Keyeeneerte
Key concepts	Tactics	Key concepts Co-ordination
Movement (self)	Cooperation	
Balance	Competition	Agility
Agility	Healthy	Speed
Coordination	Determination	Spatial awareness
Spatial awareness	Determination	
Evaluation	Objectives	Health and fitness
Cooperation	To be able to show control, accuracy and coordination	Cooperation
Communication	within running and jumping movements at different	Tactics
Objectives	speeds.	Rules
Objectives	To be able to throw and catch with control.	Attacking and defending
To be able to improvise freely and translate ideas from	To be aware of space and use it to support team-mates	Objectives
a stimulus into movement.	and to cause problems for the opposition.	Objectives
To be able to share and create phrases with a partner	To know and use rules fairly.	To be aware of space and use it to support team-mates and
and small group.		to cause problems for the opposition.
To be able to repeat, remember and perform phrases.		To be able to know and use rules fairly.
To be able to compare my performances with previous		
ones, explaining differences and effectiveness.		

<u>Y4</u>

Year 4 – Swimming – To be able to use a range of strokes effectively. To perform safe self-rescue in different water based situations.

Y	H	Autumn	Spring	Summer
<u>4</u>	Т			
-		<u>Fitness</u>	<u>Gymnastics</u>	Athletics
		Domains of Knowledge: Athletics	Domains of Knowledge: Gymnastics	Domains of Knowledge – Athletics
		Prior Learning	Prior Learning	Prior Learning
	1	To have mastered running and jumping (Year 2). End Points Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following: - explain what happens to my body when I exercise - use key points to improve my sprinting technique - balance when changing direction at speed - show control when completing activities to improve balance Key Concepts Movement Balance Coordination Speed Physical literacy Communication Healthy Health and fitness Dbjectives	To be able to adapt sequences to suit different types of apparatus and criteria. (Year 3) To be able to explain how strength and suppleness affect performance. (Year 3) To be able to compare and contrast gymnastic sequences. (Year 3) To be able to compare my performances with previous ones, explaining differences and effectiveness. (Year 3) To be able to plan and perform a sequence of coordinated movements including a balance. (Year 2) End Points Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following: - perform individual and partner balances - perform rotating jumps - perform straight, barrel, forward and straddle roll - perform inverted movements - create a sequence with a partner on apparatus Key Concepts Movement (Self) Balance Coordination Spatial awareness Performance Technique Physical literacy Evaluation	To show control, accuracy and coordination within running and jumping movements at different speeds (Year 3) To be able to take part in a relay, remembering when to run and how to work within a team (Year 3) End Points Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following: - develop stamina to run further - develop sprinting technique - jump over a distance - throw over distance Movement (self + object) Balance Agility Cooperation Competition Healthy Determination Health and fitness To be able to run over a long distance and sprint a short distance.
		To be able to run over a long distance and sprint a short distance. To be able to change speed and direction	Health and fitness Determination	To be able to throw in different ways and hit a target. To be able to jump in different ways.
		with control.	Objectives To be able to confidently evaluate my own performance and discuss improvements.	<u>Cricket</u>
		Netball	To be able to include change of speed and direction with control. To be able to include a range of shapes in a sequence.	Domains of Knowledge: Team Games 1
		Domains of Knowledge: Team Games 2		

Prior Learning

To be able to throw and catch with control. (Year 3) To be aware of space and use it to support

team-mates and to cause problems for the opposition. (Year 3) To know and use rules fairly. (Year 3)

End Points

Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following:

- defend one on one and know when to win the ball
- move to space to help the team keep possession and score goals
- pass, receive and shoot the ball with increasing control
- use simple tactics to help score or gain possession

Key Concepts

understand the need for tactics and identify when to use Rules them in different situations Competition understand rules of a game and apply them honestly Movement -Balance Coordination Key concepts Speed **Objectives** Movement (self + object) Physical literacy Balance Communication Agility Cooperation accuracy. Rules Tactics, rules

Objectives

Attacking and defending

To be able to catch with one hand. To be able to throw and catch accurately with control. To be able to keep possession of the ball. To vary my tactics and adapt my skills depending on what is happening in the game.

To be able to work with a partner to create, repeat and improve a sequence with at least three phases.

Volleyball

Domains of Knowledge – Team Games 3

Prior Learning

To be able to move and stop safely. (Year 1) To be able to move by running and jumping with control and care. (Year 1) To be able to throw and catch with control. (Year 2) To be able to serve underarm. (Year 2)

End Points

Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following: use rules to referee a game -work cooperatively with others to manage a game

Tactics Cooperation Competition Healthy Determination Objectives To be able to throw and jump in different ways.

To be able to change speed and direction with control. To be able to hit, throw and catch accurately with control. To be able to vary my tactics and adapt my skills depending on what

is happening in a game.

Prior Learning To be able to throw and catch with control. (Year 3) To know and use rules fairly. (Year 3)

End Points

Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following:

- Throw overarm and catch -
- Bowl underarm
- Grip a bat and stance correctly
- Use a short barrier and two handed pick up to field a ball
- Develop overarm bowling -
- Play mini games of cricket

Key Concepts

Movement (object control) Coordination Spatial awareness Technique Determination Health and fitness Communication

To be able to catch with one hand. To be able to hit, bowl, throw and catch with increasing To be able to vary my tactics and adapt my skills depending on what is happening in a game.

	Football	Tennis	Rounders
	Domains of Knowledge: Team Games 2	Domains of Knowledge – Team Games 3	Domains of Knowledge – Team Games 3
	Prior Learning	Prior Learning	Prior Learning
2	 Prior Learning To be aware of space and use it to support team-mates and to cause problems for the opposition. (Year 3) To be able to know and use rules fairly. (Year 3) End Points Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following: Learn the rules of the game and use them to play honestly and fairly Delay an opponent and help prevent the other team from scoring Dribble, pass, receive and shoot the ball with increasing control Move to space to help my team keep possession and score goals Use simple tactics Key concepts Co-ordination Agility Speed Spatial awareness Cooperation Tactics Rules Attacking and defending Disple to keep possession of the ball. To be able to vary my tactics and adapt my skills depending on what is happening in a game. 	Prior Learning To be able to throw and catch with control (Year 3) To be able to serve underarm (Year 3) To be able to build up a rally (Year 3) End Points Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following: hit and return using a forehand develop backhand and when to use it hold a ally use simple tactics in short games be honest and fair. Key concepts Movement (self + object) Balance Agility Rules Tactics Cooperation Objectives To be able to play a variety of shots. To develop greater accuracy of strokes. Yoga Domains of Knowledge: Gymnastics and Dance and movement Prior Learning To be able to improvise freely and translate ideas from a stimulus into movement. (Year 3)	Prior Learning To be able to throw and catch with control. (Year 3) To be aware of space and use it to support team-mates and to cause problems for the opposition. (Year 3) To be able to know and use rules fairly. (Year 3) End Points Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following: bowl a ball with some accuracy and consistency communicate with teammates to apply simple tactics strike a bowled ball with adapted equipment use overarm and underarm throwing and catching skills with increasing accuracy share ideas and work with others to manage a game Key concepts Movement (self + object) Balance Agility Rules Tactics Cooperation Competition Healthy Determination Rules Tactics Cobjectives To be able to catch with one hand. To be able to hit, throw and catch accurately with control. To be able to vary my tactics and adapt my skills depending on what is happening in a game.
	Dance	To be able to share and create phrases with a partner and small group. (Year 3) To be able to repeat, remember and perform phrases. (Year 3)	OAA
		End Points	Domains of Knowledge: OAA
	(movement, sequences, communicating ideas, rhythm, performance)	Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following:	Prior Learning

Prior Learning To be able to improvise freely and translate ideas from a stimulus into movement. (Year 3) To be able to share and create phrases with a partner and small group. (Year 3) To be able to repeat, remember and perform phrases. (Year 3) To be able to compare my performances with previous ones, explaining differences and effectiveness. (Year 3)	 link poses together to create a yoga flow provide feedback using key terminology and understand what I need to do to improve transition from pose to pose in time with my breath work collaboratively and effectively with others demonstrate yoga poses which show clear shapes show increasing control and balance when moving from one pose to another Key Concepts Movement (self) Balance Agility Coordination	To be able to follow a map in a familiar context. (Year 3) To be able to use clues to follow a route safely. (Year 3) End Points Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following: - Teamwork and co-operation - Trust - Improved Listening skills - Identify objects on a map - Draw a route using directions - Orientate a map.
End Points Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following: -adapt actions using changes in space -choose appropriate actions to a theme -use actions, dynamics, spacing and timing -remember and repeat actions -choreograph simple ideas Key concepts Movement (self) Balance Agility Coordination Spatial awareness Evaluation Cooperation Communication Health and fitness	Spatial awareness Physical literacy Evaluation Objectives To be able to include a range of shapes in a sequence. To be able to work with a partner to create, repeat and improve a sequence.	Key Concepts Movement (object control) Balance Coordination Determination Communication Objectives To be able to work in a team and individually to use a map and solve problems with greater confidence and can identify risks whilst advising others. To be able to follow a route within a time limit.
<u>Objectives</u> To be able to confidently evaluate my own performance and discuss improvements. To be able to use dance to communicate an idea through a range of movements and patterns.		

H T	Autumn	Spring	Summer
<u> </u>	<u>Fitness</u>	<u>Gymnastics</u>	Dodgeball
	Domains of Knowledge: Athletics	Domains of Knowledge: Gymnastics	Domains of Knowledge – Team Games 1
	Prior Learning To be able to run over a long distance and sprint a	Prior Learning	Prior Learning
	short distance. (Year 4) To be able to change speed and direction with control. (Year 4) <u>End Points</u>	To be able to confidently evaluate my own performance and discuss improvements. (Year 4) To be able to include change of speed and direction with control. (Year 4) To be able to include a range of shapes in a sequence. (Year 4)	To be able to show control, accuracy and coordination within running and jumping movements at different speeds. (Year 3) To be able to throw and catch with control. (Year 3) To be aware of space and use it to support team-mates and to cause problems for the opposition. (Year 3) To know and use rules fairly. (Year 3)
	Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following: - Analyse my fitness date to improve	To be able to work with a partner to create, repeat and improve a sequence with at least three phases. (Year 4) <u>End Points</u>	End Points Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following:
	 movement. Choose the best pace for a running event and maintain speed. Identify how different activities can benefit my physical health. Understand the different components of fitness and how to test them. 	 Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following: Perform symmetrical and asymmetrical balances Perform straight, forward and straddle roll and develop backward roll Use different form of travelling Perform progressions of inverted movements 	 Identify how different activities can benefit my physical health Throw accurately at a target Work cooperatively with others to manage a game Understand the need for tactics and identify when to use them in different situations Understand the rules of the game
1	Key Concepts Movement	 Perform progressions of inverted movements Match and mirror on floor and apparatus Create a partner sequence 	Key concepts
1	Balance Coordination Speed	Key Concepts	Movement (self + object) Balance Agility
	Physical literacy	Movement (Self) Balance	Rules Tactics
	Communication Competition	Coordination Spatial awareness	Cooperation
	Healthy	Performance	Competition Healthy
	Health and fitness	Technique Physical literacy	Determination
	<u>Objectives</u> To be able to lead an effective warm up for a group. To be able to control my body when taking off and	Physical literacy Evaluation Health and fitness Determination	<u>Objectives</u> To be able to pass in different ways. To be able to choose a tactic for attacking and defending.
	landing.	<u>Objectives</u> To be able to confidently evaluate my own and other's performances, discussing improvements (verbally and written).	To be able to control my body when take-off and landing. To be able to throw with accuracy.
	<u>Netball</u>	To be able to make complex extended sequences. To combine action, balance and shape.	
	Domains of Knowledge: Team Games 2	To perform consistently to different audiences.	Athletics
	Prior Learning To be able to catch with one hand. (Year 4)		Domains of Knowledge – Athletics
	To be able to throw and catch accurately with	Tag Rugby	

<u>Y</u> 5

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	control. (Year 4)		Prior Learning
	To be able to keep possession of the ball. (Year 4)	Domains of Knowledge: Team Games 2	
	To vary my tactics and adapt my skills depending		To be able to run over a long distance and sprint a short
	on what is happening in the game. (Year 4)	Prior Learning	distance (Year 4)
		To be able to catch with one hand. (Year 4)	To be able to throw in different ways and hit a target (Year 4)
	End Points	To be able to throw and catch with control. (Year 4)	To be able to jump in different ways (Year 4)
		To be able to keep possession of the ball. (Year 4)	
	Following Get Set 4 PE units, children will	To be able to vary my tactics and adapt my skills depending on	End Points
	complete a range of activities which will lead	what is happening in the game. (Year 4)	Following Get Set 4 PE units, children will complete a range
	towards children achieving the following:	what is happening in the game. (Teal 4)	of activities which will lead towards children achieving the
	- Pass, receive and shoot the ball with	End Deinte	following:
	some control under pressure	End Points	- vary speed of running to distance
	- Stay with an opponent and attempt to	Following Get Set 4 PE units, children will complete a range of	-perform a relay baton change
	intercept	activities which will lead towards children achieving the	-develop a triple jump technique
	- Contribute when attacking and defending	following:	
	- Understand the need for tactics and the	- Communicate with my team and move into space to	Throw over longer distances with correct technique
	rules of the game	keep possession and score	
		 Pass and receive the ball with some control under 	Key concepts
	Key Concepts	pressure	Movement (self + object)
	Movement	- Tag opponents and close down space	Balance
	Balance	- Know what position they are playing and contribute to	Agility
	Coordination	attacking and defending	Competition
	Speed	- Understanding rules and tactics	Healthy
	Physical literacy		Determination
	Communication	Key Concepts	Health and fitness
	Cooperation	Movement	Health and huless
	Tactics, rules		Objectives
		Balance	<u>Objectives</u>
	Attacking and defending	Coordination	To be able to control my body when taking off and landing.
		Speed	To be able to throw with accuracy.
	<u>Objectives</u>	Physical literacy	
	To be able to gain possession by working as part	Communication	
	of a team.	Cooperation	
	To be able to pass in different ways.	Tactics, rules	
	To be able to choose a tactic for defending and	Attacking and defending	
	attacking.		
	To be able to use a number of techniques to pass	Objectives	
	and shoot.	To be able to gain possession by working as part of a team.	
		To be able to pass in different ways.	
		To be able to choose a tactic for defending and attacking,	
		To be able to use a number of techniques to pass.	
		10 be able to use a number of techniques to pass.	
	Dance	Tennis	Rounders
	Domains of Knowledge: Dance	Domains of Knowledge – Team Games 3	Domains of Knowledge – Team Games 3
2	Prior Learning	Prior Learning	Prior Learning
~	To be able to confidently evaluate my own		
	performance and discuss improvements. (Year 4)	To be able to play a variety of shots. (Year 4)	To be able to catch with one hand. (Year 4)
	To be able to use dance to communicate an idea	To demonstrate and use the correct grip on a racket. (Year 4)	To be able to hit, throw and catch accurately with control.
	through a range of movements and patterns.	To develop greater accuracy of strokes. (Year 4)	(Year 4)
	anough a range of movements and patterns.		To be able to vary my tactics and adapt my skills depending

(Year 4)

End Points

Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following: -create a dance with random structure -understand how to change dynamics -change performance through use of space -work with a group -choreograph as a group Copy and repeat movements Keep in time to music Work collaboratively

Key concepts

Movement (self) Balance Agility Coordination Spatial awareness Evaluation Cooperation Communication Health and fitness

Objectives

To be able to confidently evaluate my own and other's performances, discussing improvements (verbally and written). To be able to compose my own dances in creative ways. To be able to perform to an accompaniment. To be able to perform a dance which shows clarity, fluency, accuracy and consistency.

Hockey

Domain of Knowledge: Team Games 2

Prior Learning

To be able to pass, throw and catch accurately with control. (Year 4) To be able to keep possession of the ball. (Year 4) To be able to vary my tactics and adapt my skills depending on what is happening in a game. (Year 4)

End Points

Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following:

- Return using a forehand and backhand
- Work with a partner to hold a continuous rally
- Serve underarm
- Begin to volley

Key concepts

Movement (self + object) Balance Agility Rules Tactics Cooperation

Objectives

To be able to confidently referee a game applying my knowledge of the rules effectively. To be able to give tactical instructions to affect a game

situation.

To be able to lead an effective warm up for a group. To develop techniques for ground strokes and volleys. To develop a backhand technique and use it in a game. To be able to serve overarm.

Badminton

Domains of Knowledge – Team Games 3

Prior Learning

To be able to play a variety of shots. (Year 4) To demonstrate and use the correct grip on a racket. (Year 4) To develop greater accuracy of strokes. (Year 4)

End Points

Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following:

- Demonstrate forehand and backhand grips when holding the rackets
- Develop the backhand serve and rallying using both grips
- Develop the forehand serve and rallying using both grips

on what is happening in a game. (Year 4)

End Points

Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following:

- Beginning to strike a ball with a rounders bat
- Develop a wider range of fielding skills
- Work cooperatively with others to manage a game
- Understand the need for tactics and to use them in different situations
- Understand the rules of the game

Key concepts

Movement (self + object) Balance Agility Rules Tactics Cooperation Competition Healthy Determination Rules Technique

Objectives

To be able to pass in different ways. To be able to use forehand. To be able to field.

Football

Domains of Knowledge: Team Games 2

Prior Learning

To be able to keep possession of the ball. (Year 4) To be able to vary my tactics and adapt my skills depending on what is happening in a game. (Year 4)

End Points

Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following:

- Communicate with a team and move into space to keep possession and score

End Points

Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following:

- Begin to dribble to beat a defender
- Send a ball with a push pass
- Receive a ball under control
- Move into space to support teammates
- Develop a block and jab tackle
- Begin to apply skills to small games

Key concepts

Movement (object) Agility Coordination Speed Attacking and defending Rules Competition Communication Cooperation Technique Health and fitness

Objectives

To be able to confidently referee a game applying my knowledge of the rules effectively. To be able to give tactical instructions to affect a game situation. To be able to lead an effective warm up for a group. To be able to gain possession by working as part of a team. To be able to pass in different ways. To be able to choose a tactic for defending and attacking. To be able to use a number of techniques to pass, dribble and shoot. - Work cooperatively as a team and to understand rules of the game

Key concepts

Movement (self + object) Balance Agility Rules Tactics Cooperation

<u>Objectives</u>

To be able to use forehand and backhand with a racket. To be able to use a number of techniques to pass.

- Dribble, pass, receive and soot the ball with some control under pressure
- Often make the correct decision of who to pass to and when
- Use tracking and intercepting when playing in defence
- Use tactics for different situations
- Understand the rules of the game

Key concepts

Co-ordination Agility Speed Spatial awareness Competition Health and fitness Cooperation Tactics Rules Attacking and defending

Objectives

To be able to gain possession by working as part of a team. To be able to pass in different ways. To be able to choose a tactic for defending and attacking. To be able to use a number of techniques to pass, dribble and shoot.

Y	H T	Autumn	Spring	Summer
<u>6</u>	L	<u>Fitness</u>	<u>Gymnastics</u>	Athletics
		Domains of Knowledge: Athletics	Domains of Knowledge: Gymnastics	Domains of Knowledge –Athletics
		Prior Learning To be able to lead an effective warm up for a group. (Year 5)	Prior Learning	Prior Learning
		To be able to control my body when taking off and landing. (Year 5)	To be able to confidently evaluate my own and other's performances, discussing improvements (verbally and written). (Year 5) To be able to make complex extended sequences.	To be able to control my body when taking off and landing. (Year 5) To be able to throw with accuracy. (Year 5)
		End Points	(Year 5)	End Points
		Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following:	To combine action, balance and shape. (Year 5) To perform consistently to different audiences. (Year 5)	Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following:
		 Change my running technique to adapt different distances. 	End Points Following Get Set 4 PE units, children will	-measure, time and record -run at a steady pace over a longer distance
		 Collect, record and analyse data. Encourage and motivate others. Understand that there are different areas of fitness. 	complete a range of activities which will lead towards children achieving the following:	- Use good sprinting technique
		Key Concepts	 Perform forward, backward, straddle rolls Perform counter balances and counter 	 Correctly perform the stages of triple jump Throw over a long distance
	4	Movement	tension - Perform inverted movements	Key concepts
	1	Balance Coordination	 Perform the progressions of a cartwheel and headstand 	Movement (self + object) Balance
		Speed Physical literacy Communication	 Travel over apparatus from hands Create a group sequences 	Agility Rules
		Competition Healthy	Key Concepts	Cooperation
		Health and fitness	Movement (Self) Balance	Healthy Determination
		Objectives To be able to combine a range of running, jumping, throwing	Coordination Spatial awareness	Health and fitness
		and catching techniques. To be able to lead an effective warm up for a group.	Performance Technique Physical literacy Evaluation	Objectives To be able to combine a range of running, jumping, throwing and catching techniques with control.
		Netball	Health and fitness Determination	Varia
		Domains of Knowledge: Team Games 2	<u>Objectives</u> I confidently evaluate my own and other's	Yoga Domains of Knowledge: Gymnastics and Dance and
		Prior Learning To be able to gain possession by working as part of a team.	performances discussing improvements to deliver a better performance (personal best).	movement
		(Year 5) To be able to pass in different ways. (Year 5) To be able to choose a tactic for defending and attacking.	To develop technical sequences in a specific style. To be able to demonstrate flexibility, strength, control and balance in a sequence of movements.	Prior Learning

 (Year 5) End Points Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following: Pass, receive and shoot the ball with increasing control under pressure Use marking and/or interception to improve my defence Use the rules of the game consistently to play honestly and fairly Work collaboratively to create tactics with my team Key Concepts Movement Balance Coordination Speed Physical literacy Communication Cooperation Tactics, rules Attacking and defending Dbiectives To be able to play competitive games to agreed rules. To be able to communicate a plan to my team. To be able to apply basic principles suitable for attacking and defending. 	Tag Rugby Domains of Knowledge: Team Games 2 Prior Learning To be able to gain possession by working as part of a team. (Year 5) To be able to pass in different ways. (Year 5) To be able to choose a tactic for defending and attacking. (Year 5) To be able to use a number of techniques to pass. (Year 5) End Points Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following: Create and use space to help my tea, Pass and receive the ball with increasing control under pressure Tag opponents individually and when working within a unit Use the rules of the game consistently to play honestly and fairly Work collaboratively to create tactics Key Concepts Movement Balance Coordination Speed Physical literacy Communication Cooperation Tactics, rules Attacking and defending	To be able to work with a partner to create, repeat and improve a sequence. (Year 4) End Points Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following: - Confidence to lead others, demonstrating poses and teaching them flow. - Use my breath to transition from one pose to another with control - Use yoga poses to improve my flexibility, strength and balance - Recognise my own strengths and areas for development and suggest ways to improve. Key Concepts Movement (self) Balance Agility Coordination Spatial awareness Physical literacy Evaluation Leadership Objectives To be able to develop sequences in a specific style. To be able to confidently evaluate my own and other's performances. To demonstrate flexibility, strength, control and balance in a sequence of movements.
To be able to play competitive games to agreed rules. To be able to explain rules to others. To be able to communicate a plan to my team. To be able to apply basic principles suitable for attacking and	Key Concepts Movement Balance Coordination Speed Physical literacy Communication Cooperation Tactics, rules	To be able to develop sequences in a specific style. To be able to confidently evaluate my own and other's performances. To demonstrate flexibility, strength, control and balance in a

	Dance	<u>Tennis</u>	Rounders
	Domains of Knowledge: Dance	Domains of Knowledge – Team Games 3	Domains of Knowledge – Team Games 3
	Prior Learning	Prior Learning	Prior Learning
	To be able to confidently evaluate my own and other's performances, discussing improvements (verbally and written). (Year 5)	To be able to confidently referee a game applying my knowledge of the rules effectively. (Year 5) To be able to give tactical instructions to affect a	To be able to pass in different ways. (Year 5) To be able to use forehand. (Year 5) To be able to field. (Year 5)
	To be able to compose my own dances in creative ways. (Year 5)	game situation. (Year 5) To be able to lead an effective warm up for a group. (Year 5)	End Points Following Get Set 4 PE units, children will complete a range of
2	To be able to perform to an accompaniment. (Year 5) To be able to perform a dance which shows clarity, fluency, accuracy and consistency. (Year 5)	To develop techniques for ground strokes and volleys. (Year 5)	activities which will lead towards children achieving the following: - Strike a bowled ball with increasing consistency
	End Points Following Get Set 4 PE units, children will complete a range of activities which will lead towards children achieving the following:	To develop a backhand technique and use it in a game. (Year 5) To be able to serve overarm. (Year 5)	 Use the rules of the game consistently to play fairly Work collaboratively with others to get batters out Understand and apply some tactics in the game as a batter, bowler and fielder
	-copy and repeat set phrases -use changes of level and speed Use a prop in a dance	End Points Following Get Set 4 PE units, children will complete a range of activities which will lead	Key concepts Movement (self + object)
	Use choreography skills to improve a dance Convey emotions through dance	 towards children achieving the following: Use backhand, forehand and volley at appropriate times with accuracy 	Balance Agility Rules
	Communicate a story through dance	- Use underarm serve within a game	Tactics
	Key concepts	- Play a game of doubles	Cooperation Competition
	Movement (self) Balance	Key concepts	Healthy
	Agility	Movement (self + object)	Determination
	Coordination	Balance	Rules Technique
	Spatial awareness	Agility Rules	
	Evaluation Cooperation	Tactics	Objectives
	Communication	Cooperation	To be able to play competitive games to agreed rules.
	Health and fitness		To be able to explain rules to others. To be able to communicate a plan to my team.
	Objectives	Objectives To know where a shot should be aimed and show	
	Objectives I confidently evaluate my own and other's performances	increasing accuracy.	
	discussing improvements to deliver a better performance	To use good hand/eye co-ordination when playing	<u>0AA</u>
	(personal best).	and serving. To use different shots in a game situation to outwit	
	To be able to develop sequences in a specific style. To be able to choose my own music and style.	an opponent.	Domains of Knowledge: OAA
	To be able to perform dances using simple movement		Prior Learning
	patterns.		To confidently orientate myself and others to solve problems in
		<u>Cricket</u>	unfamiliar environments. (Year 5)
		Domains of Knowledge: Team Games 1	To be able to follow a map into an unknown location. (Year 5) To be able to use clues and a compass to navigate a route. (Year 5)
4			

<u>Football</u>	Prior Learning	
	To be able to confidently referee a game applying	End Points
Domains of Knowledge:	my knowledge of the rules effectively. (Year 5)	Following Get Set 4 PE units, children will complete a range of
	To be able to give tactical instructions to affect a	activities which will lead towards children achieving the
Team Games 2 (competitive games, attacking and defending,	game situation. (Year 5)	following:
passing, fielding, dribbling, shooting)	To be able to lead an effective warm up for a	-build communication and trust
······································	group. (Year 5)	Solve problems in groups
Prior Learning		Use tactics to solve problems
	To be able to use a range of techniques when	Share ideas as a team
To be able to gain possession by working as part of a team.	fielding. (Year 5)	Read maps and navigate
To be able to pass in different ways. (Year 5)	To be able to hit, throw, bowl and catch accurately	Use a key to identify objects and locations
To be able to choose a tactic for defending and attacking. (Year	and with control (Year 5)	
5)		Key Concepts
To be able to use a number of techniques to pass, dribble and		Movement (object control)
shoot. (Year 5)	End Points	Balance
		Coordination
End Points	Following Get Set 4 PE units, children will	
Following Get Set 4 PE units, children will complete a range of	complete a range of activities which will lead	Agility
activities which will lead towards children achieving the	towards children achieving the following:	Speed Spatial awareness
following:		
- Create and use space to help a team	-throw accurately and catch	Technique
 Dribble, pass, receive and shoot the ball with 	-Strike a ball in a given direction	Determination
increasing control under pressure	-catch in different ways (close, deep)	Rules
 Use marking, tackling and/or interceptions to improve 	-Bowl overarm	Competition
defence	-Use a variety of fielding techniques	Health and fitness
 Use the rules of the game consistently to play 	-Develop long and short barriers when fielding	Communication
honestly and fairly	Key Concepts	Objectives
 Work collaboratively to create tactics with a team 	Movement (object control)	To be able to plan route and a series of clues for someone
Kayaanaanta	Balance	else.
Key concepts	Coordination	To be able to take part in outdoor and adventurous activity
Co-ordination	Agility	challenges both individually and in a team.
Agility	Speed	
Speed	Spatial awareness	
Spatial awareness	Technique	
Competition	Determination	
Health and fitness	Rules	
Cooperation	Competition	
Tactics	Health and fitness	
Rules	Communication	
Attacking and defending		
	<u>Objectives</u>	
<u>Objectives</u>		
To be able to play competitive games to agreed rules.	To be able to play competitive games to agreed	
To be able to explain rules to others.	rules.	
To be able to communicate a plan to my team.	To be able to explain rules to others.	
To be able to apply basic principles for attacking and	To be able to communicate a plan to my team.	
defending.	To be able to use a range of techniques with	
	confidence and skill in a game situation.	