Hartford Primary School



PE Curriculum and Vocabulary

Term	Y1 Autumn 1	Y1 Autumn 2	Y1 Spring 1	Y1 Spring 2	Y1 Summer 1	Y1 Summer 2
Topic 1	Attack, Defend,	Dance 1	Dance 2	Attack, defend,	Run, Jump, Throw 1	Send and Return 2
	Shoot 1			shoot 2		
My Personal Best	HEALTHY ME - Self	THINKING ME -	SOCIAL ME -	THINKING ME -	HEALTHY ME -	HEALTHY ME -
	Belief	Imagination	Gratitude	Concentration	Honesty	Self Belief
Prior Learning	Learners will have experienced a vari-	Respond to hearing music.	Recognise that actions can be	Practised movements	Pupils will have experienced	Send objects with increased
	ety of games playing	Basic movements	reproduced in time	including running,	sending a variety	confidence using
	with beanbags and	including walking,	to the music; learn	jumping, throwing	of balls, quoits and	hand or bat
	hoops.	running, rolling,	beat patterns and	and catching.	beanbags.	Can move towards a
	'	crawling, jumping	different speeds.	Have played in	Can use a range of	moving ball to
		and taking weight	Perform a wide	some competitive	gross motor skills,	return
		on hands.	variety of dance	activities.	e.g. jumping,	Can attempt
		Able to follow	actions both	Experienced	hopping, stepping,	sending and
		simple instructions.	similar and	opportunities to	and changing	returning a variety
		Able to replicate	contrasting.	improve agility,	direction.	of balls
		basic	Copy, repeat and	balance, and	Able to walk, run	
		demonstrations	perform simple	coordination.	and travel at a	
		and copy and	movement		variety of speeds.	
		repeat simple	patterns.			
		movements and				
		shapes.				
Unit Focus	To practice basic	Recognise that	Count and move to	To recognise rules	Pupils will begin to	Develop sending
	movements including	actions can be	beats of 8.	and apply them in	link running and	skills with a variety
	running, jumping,	reproduced in time	Copy and repeat	competitive and	jumping.	of balls
	throwing and catch-	to music; beat	movement	cooperative games.	To learn and refine	Track, intercept
	ing	patterns and	patterns.	Use and apply	a range of running	and stop a variety
	T. h	different speeds.	Work as an	simple strategies	which includes	of objects such as
	To begin to engage	Perform a wide	individual, in	for invasion games.	varying pathways	balls and beanbags
	in competitive activ-	variety of dance	partners, and as a	Preparing for, and	and speeds.	Select and apply
	ities.	actions both	group.	explaining the	Develop throwing	skills to beat the
		similar and		reasons why we	techniques to send	opposition
		contrasting.		enjoy exercise.		

	To experience opportunities to improve agility, balance and coordination	Copy, repeat, and perform simple movement patterns.			objects over long distances.	
Vocabulary	Attack, catch, compete, defend, over-arm, play against, receive, rolling, send, throw, under-arm.	Dance, twist, turn, rhythm, step, music, beat, stretch, feet, curl, high, low, fast, slow.	Africa, beat, curl, dance, elephants, fast, feet, flow, giraffes, high, join, link, low, monkeys, music, rhythm, slow, step, stretch, teamwork, turn, twist.	Attack, catch, compete, cooperate, defend, fluency, heart rate, outwit, overarm, physical activity, pitch, play against, receive, rolling, send, throw, under-arm.	Backwards, distance, far, fast, forwards, furthest, high, hop, link, medium, power, run, sideways, skip, skipping, slow, step, straight, throw.	Backhand, bowl, catch, collect, court, feed, forehand, hit, hitter, net, pick up, roll, serve, stop, strike, throw.
Topic 2	Send & Return 1	Gymnastics	Gymnastics	Hit, Catch, Run 1	Attack, Defend, Shoot 2	Run, Jump, Throw 2
My Personal Best	THINKING ME - Curiosity	SOCIAL ME - Empathy	HEALTHY ME - Courage	THINKING ME - Concentration	SOCIAL ME - Fairness	THINKING ME - Imagination
Prior Learning	Pupils will have used a variety of balls, beanbags, bats and markers. Mastered basic running movements in different directions.	Basic movements including walking, running, rolling, crawling, jumping, and taking weight on hands Able to follow simple instructions Able to replicate basic demonstrations and copy and repeat simple	Basic movements including walking, running, rolling, crawling, jumping and taking weight on hands Able to follow simple instructions Able to replicate basic demonstrations and copy and repeat simple	Pupils will have used a variety of balls, beanbags, bats and markers. Can roll and follow a rolling ball. Mastered movements such as walking, running and jumping.	Practised movements including running, jumping, throwing and catching. Have played in some competitive activities. Experienced opportunities to improve agility, balance, and coordination.	Children have begun to link running and jumping. Have refined a range of running which includes varying pathways and speeds. Developed throwing techniques to send objects over long distances.

		movements and shapes	movements and shapes			
Unit Focus	Able to send an object with increased confidence using hand or bat. Move towards a moving ball to return. Sending and returning a variety of balls.	To develop confidence in fundamental movements To experience jumping, sliding, rolling, moving over, under and on apparatus To develop coordination and gross motor skills	To develop confidence in fundamental movements To learn and refine a variety of shapes, jumps, balances and rolls To link simple balance, jump and travel actions	Able to hit objects with hand or bat. Track and retrieve a rolling ball. Throw and catch a variety of balls and objects.	To recognise rules and apply them in competitive and cooperative games. Use and apply simple strategies for invasion games. Preparing for, and explaining the reasons why we enjoy exercise.	Increase stamina and core strength needed to undertake athletics activities Take part in a broad range of opportunities to extend strength, balance, agility and coordination Cooperate with others to carry out more complex physical activities
Vocabulary	Hit, collect, stop, net, throw, roll, strike, catch, bowl, feed, pick up, batter, hitter, forehand, backhand, court.	Balance, control, fast, high, jump, link, low, movement, music, pattern, roll, sequence, shape, slow, speed, timing, travel.	Jump, roll, balance, travel, control, speed, link, slow, fast, high, low, shape, sequence, pattern, movement, music, timing.	Batter, bowl, catch, collect, feed, field, hit, hitter, pick up, retrieve, roll, stop, strike, throw.	Attack, catch, compete, cooperate, defend, fluency, heart rate, outwit, over-arm, physical activity, pitch, play against, receive, rolling, send, throw, underarm.	Run, hop, skip, step, forwards, backwards, sideways, throw, high, far, straight, furthest, distance, fast, slow, medium, link, skipping, power, track, relay, tag, partner, sprint.

Term	Y2 Autumn 1	Y2 Autumn 2	Y2 Spring 1	Y2 Spring 2	Y2 Summer 1	Y2 Summer 2
Topic 1	Send and Return 1	Gymnastics 1	Attack, defend,	Attack, defend,	Hit catch run 1	Send and Return 2
			shoot 1	shoot 2		
My Personal Best	HEALTHY ME -	THINKING ME -	HEALTHY ME -	SOCIAL ME -	THINKING ME -	SOCIAL ME -
	Honesty	Curiosity	Self Belief	Fairness	Concentration	Fairness
Prior Learning	Developed sending	Have performed a	Can recognise rules	Can send a ball	Developed sending	Be able to track
	skills with a	variety of basic	and apply them in	using feet and can	and receiving skills	the path of a ball
	variety of balls	gymnastics actions	competitive and	receive a ball using	to benefit fielding	over a net and
	Tracked,	showing control	cooperative games.	feet	as a team	move towards it
	intercepted and	Introduced to	Can use and apply	Refine ways to	Can distinguish	Begin to hit and
	stopped a variety	turn, twist, spin,	simple strategies	control bodies and	between the roles	return a ball with
	of objects such as	rock and roll and	for invasion games.	a range of	of batters and	some consistency
	balls and beanbags	learned to link	Describe why we	equipment	fielders	Play modified
	Selected and	these into	take part in	Recall and link	Have been	net/wall games
	applied skills to	movement patterns	exercise and why	combinations of	introduced to the	throwing, catching,
	beat an opposition	Can perform longer	we enjoy it.	skills, for example,	concept of simple	serving and
		movement phrases		dribbling and	tactics	sending over a net
		and link with		passing		
		confidence				
Unit Focus	Be able to track	Describe and	Can send a ball	To select and apply	To developing	Be able to make it
	the path of a ball	explain how	using feet and can	a small range of	hitting skills with a	difficult for their
	over a net and	performers can	receive a ball using	simple tactics	variety of bats	opponent to score
	move towards it	transition and link	feet.	Recognise good	Practice	a point
	Begin to hit and	gymnastic	Refine ways to	quality in self and	feeding/bowling	Begin to choose
	return a ball using	elements	control bodies and	others	skills	specific tactics
	a variety of hand	Perform with	a range of	To work with	Hit and run to	appropriate to the
	and racquet with	control and	equipment.	others to build	score points in	situation
	some consistency	consistency basic	Recall and link	basic attacking	games	Transfer net/wall
	Play modified	actions at	combinations of	play		skills to volleyball
	net/wall games	different speeds	skills, e.g. dribbling			style games
	throwing, catching		and passing.			

	and sending over a net	and on different levels Challenge themselves to develop strength and flexibility Create and perform a simple sequence that is judged using simple gymnastic				Improve agility and coordination and use in a game
Vocabulary	Hit, collect, stop, net, throw, roll, strike, catch, bowl, feed, pick up, hitter, forehand, backhand, court, serve, bounce, drop, badminton, tennis, volleyball, squash, shuttlecock, racquet.	Jump, roll, balance, travel, control, speed, link, slow, fast, high, low, shape, sequence, pattern, movement, music, timing, hang, like, carry, relaxation, extension, body tension, muscles, strength, rock, roll, turn, spin.	Aim, attack, compete, controlling, cooperate, defend, direction, fluency, following, heart rate, kick, outwit, physical activity, pitch, play against, rebound, receive, scoring, send, speed.	Send, receive, defend, attack, compete, play against, cooperate, fluency, physical activity, heart rate, pitch, outwit, kick, rebound, aim, speed, direction, scoring, controlling, following, tactics.	Hit, catch, runs, wicket, bats, bowl, feed, throw, catch, underarm, overarm, field, hitter, bowler, umpire, posts, stumps.	Front, back, court, send, serve, receive, feed, feeder, volleyball, tactics, compete, score, umpire, wide, deep, rotate.
Topic 2	Run, Jump & Throw	Dance 1	Gymnastics 2	Dance 2	Run, jump & throw	Hit catch run 2
My Personal Best	HEALTHY ME - Honesty	THINKING ME - Imagination	HEALTHY ME - Courage	SOCIAL ME - Gratitude	SOCIAL ME - Empathy	HEALTHY ME - Honesty
Prior Learning	Children have attempted to link running and jumping, and have	Respond to a range of stimuli and types of music	Can describe and explain how performers transition and link	Describe and explain how performers can transition and link	Developed power, agility, coordination and balance over a	Have developed hitting skills with a variety of bats

	practised some	Explore space,	gymnastic	shapes and	variety of	Practised
	simple throwing	direction, levels	elements	balances	activities	feeding/bowling
	techniques	and speeds	Has performed	Perform with	Can throw and	skills
	Children have	Experiment	basic actions with	control and	handle a variety of	Can hit and run to
	worked on	creating actions	control and	consistency, basic	objects including	score points in
	increasing stamina,	and performing	consistency at	actions at	quoits, beanbags,	games
	strength, balance,	movements with	different speeds	different speeds	balls, hoops	gumes
	agility and	different body	and on different	and on different	Can negotiate	
	coordination in a	parts	levels	levels	obstacles showing	
	variety of	pui is	Can challenge him	Challenge	increased control	
	activities and		or herself to	themselves to	of body and limbs	
	exercises		develop strength	move imaginatively	of body and milbs	
	Children have		and flexibility	responding to		
	worked on		Can create and	music		
	cooperative		perform simple	Work as part of a		
	activities in run,		sequences that are	group to create		
	jump and throwing		judged using	and perform short		
	• •		simple gymnastic	movement		
	games		scoring	sequences to music		
Unit Focus	Develop power,	Describe and	Develop body	Perform using	Improve running	Work on a variety
Omi i ocus	agility,	explain how	management	more sophisticated	and jumping	of ways to score
	coordination and	performers can	through a range of	formations as well		runs in the differ-
	balance over a	transition and link	floor exercises	as an individual	movements, work for sustained	ent hit, catch, run
	variety of				periods of time	·
	activities	shapes and balances	Use core strength	Explore	Reflect on	games
	Can throw and	Perform basic	to link recognised	relationships	activities and make	Work in teams to
		actions with	gymnastics	through different dance formations	connections	field
	handle a variety of	control and	elements, e.g.,	• • • • • • • • • • • • • • • • • • • •		Tield
	objects including		back support and half twist	Explain the	between a healthy	Begin to play the
	quoits, beanbags,	consistency at	·	importance of	active lifestyle	role of wicket-
	balls, hoops	different speeds and on different	Attempt to use	emotion and	Experience and	keeper or backstop
	Can negotiate		rhythm while	feeling in dance	improve on jumping	Neeper or backstop
	obstacles showing	levels	performing a	Use the stimuli to	for distance and	
	increased control	Challenge	sequence	copy, repeat and	height	
	of body and limbs	themselves to				

		move imaginatively responding to music Work as part of a group to create and perform short movement sequences to music		create dance actions and motifs		
Vocabulary	Run, hop, skip, step, forwards, backwards, sideways, throw, high, far, straight, furthest, distance, fast, slow, medium, link, skipping, power.	Dance, twist, turn, rhythm, step, music, beat, stretch, feet, curl, high, low, fast, slow, direction, huddle, group, mood, feeling, musicality, respond, galloping, flying, jumping.	Balance, body tension, carry, control, extension, fast, hang, high, jump, like, link, low, movement, muscles, music, pattern, relaxation, rock, roll, sequence, shape, slow, speed, spin, strength, timing, travel, turn.	Unison, phrase, links, dance, dynamic, independent, pair, clock face, time, motif, freestyle, formation, on stage, off stage, mirror, match, copy, repeat, mood, emotion.	Lunges, strength, power, repetition, power, accuracy, burn, stamina, fitness, persevere, tally, develop, lap, cooperate, compete.	Hit, catch, runs, wicket, bats, bowl, feed, throw, catch, underarm, over arm, field, hitter, bowler, umpire, posts, stumps

Term	Y3 Autumn 1	Y3 Autumn 2	Y3 Spring 1	Y3 Spring 2	Y3 Summer 1	Y3 Summer 2
Topic 1	Tennis	Gymnastics 1	OAA	Dance 2	Athletics	Rounders
My Personal Best	THINKING ME -	THINKING ME -	THINKING ME -	HEALTHY ME -	HEALTHY ME -	HEALTHY ME -
	Decision Making	Evaluation	Problem Solving	Responsibility	Resilience	Integrity
Prior Learning	Experienced	Develop body	Taken part in a	Practise different	Link running and	Experienced
	different types of	management	range of PE games	sections of a dance	jumping	different games
			and activities	aiming to put	movements	and activities

	hitting with their hand and racquets Able to recognise boundaries on courts/playing areas Recognise how to score points in a game	through a range of floor exercises Used core strength to link recognised gymnastics elements Attempted to use rhythm while performing a sequence Challenged themselves to develop strength and flexibility	Followed simple instructions and apply rules Worked collaboratively as a pair and in a small group Used and applied simple diagrams with pictures and symbols	together a performance Perform using facial expressions Perform with a prop	Can move safely and appropriately around, between and over apparatus Have worked with a variety of equipment including balls, hoops, bean bags, quoits	where throwing and catching skills were used Had the opportunity to hit and strike a ball with racquets and bats Played in simple, striking and fielding games
Unit Focus	To identify and describe some rules of tennis. To serve to begin a game To explore forehand hitting	Modify actions independently using different pathways, directions and shapes Consolidate and improve the quality of movements and gymnastics actions Relate strength and flexibility to the actions and movements they are performing To use basic compositional ideas to improve	To work with others to solve problems To describe their work and use different strategies to solve problems To lead others and be led To differentiate between when a task is competitive and when it is collaborative	Building stylistic qualities of Barn Dance through repetition and applying movement to own bodies Building basic creative choreography skills in travelling, dynamics and partner work in the specific style of Barn Dance.	Control movements and body actions in response to specific instructions Demonstrate agility and speed Jump for height and distance with control and balance Throw with speed and power and apply appropriate force	To be able to play simple rounders games To apply some rules to games To develop and use simple rounders skills

		sequence work— unison				
Vocabulary	Hit, return, court, forehand, backhand, bounce, points, score, net, tactics, underarm, overarm	Fluency, contrasting, unison, low, combinations, full turn, half-turn, sustained, explosive, power, control, group, similar, different.	Maps, diagrams, scale, symbols, orienteering, controls, challenges, problem-solving, lead, follow, plan, trust	Do Se Do, hop step ball change, dynamics, partner work, floor patterns, shape, angular, energetic, strong, mirroring, linear.	Run, jump, throw, agility, power, speed, track, force, distance, curve, accelerate, hurdles, foam javelins, vortex howler, bounce	Batting, fielding, bowling, bat, bases, ball, run, batter, bowler, fielder, innings, no ball, batting box, backstop, rounders, half rounders
Topic 2	Netball	Dance 1	Handball	Gymnastics 2	Cricket	Athletics
My Personal Best	SOCIAL ME - Co- operation	HEALTHY ME - Self Motivation	THINKING ME – Resourcefulness	SOCIAL ME - Trust	SOCIAL ME - Communication	SOCIAL ME - Encouragement
Prior Learning	Experienced different types of small sided invasion games Able to throw and catch in a variety of ways Able to work with others in small teams	Describe and explain how performers can transition and link shapes and balances Perform with control and consistency, basic actions at different speeds and on different levels Challenged themselves to move imaginatively responding to music	Experience different types of small sided games Able to send and receive balls Use a variety of skills and techniques to defend and attack	Modified actions independently using different pathways, directions and shapes Consolidated and improved quality of movements and gymnastics actions Related strength and flexibility to the actions and movements they are performing Used basic compositional ideas to improve	Experienced different games and activities where throwing and catching skills were used Had the opportunity to hit and strike a ball with racquets and bats Played in simple, striking and fielding games	Link running and jumping movements Can move safely and appropriately around, between and over apparatus Have worked with a variety of equipment including balls, hoops, bean bags, quoits

Unit Focus	To be able to perform basic netball skills such as passing and catching using recognised throws To use space efficiently to build attacking play To implement the basic rules of netball	Worked as part of a group to create and perform short movement sequences to music Practise different sections of a dance aiming to put together a performance Perform using facial expressions Perform with a prop	Able to show basic passing and catching skills Learn basic defensive techniques To implement the rules of handball	Identify similarities and differences in sequences Develop body management over a range of floor exercises Attempt to bring explosive moves into floor work through jumps and leaps Show increasing flexibility in shapes and	To be able to adhere to some of the basic rules of cricket To develop a range of skills to use in isolation and a competitive context To use basic skills with more consistency including striking a bowled ball	Control movements and body actions in response to spe- cific instructions Demonstrate agil- ity and speed Jump for height and distance with control and bal- ance Throw with speed and power and ap- ply appropriate force
Vocabulary	Space, pass, accurately, mark, dodge, attack, defend, footwork, possession, change of direction, tactics, teamwork, shooting, zones, intercept	Dance, twist, turn, rhythm, step, music, beat, stretch, levels, fast, slow, direction, huddle, group, mood, feeling, musicality, emotions, facial expression, improvisation, rehearse, director	Shoot, defend, attack, block, run, control, catch, pass, teamwork, score, intercept, possession, movement, using space	balances Fluency, contrasting, unison, low, combinations, full turn, half- turn, sustained, explosive, power, control, group, similar, different, bounce, box splits.	Batting, fielding, bowling, bat, wicket, stumps, ball, crease, boundary, run, batsman, bowler, wicketkeeper, field, innings	Control movements and body actions in response to specific instructions Demonstrate agility and speed Jump for height and distance with control and balance

			Throw with speed
			and power and
			apply appropriate
			force

Term	Y4 Autumn 1	Y4 Autumn 2	Y4 Spring 1	Y4 Spring 2	Y4 Summer 1	Y4 Summer 2
Topic 1	Tag Rugby	Gymnastics 1	OAA	Football	Cricket	Athletics
My Personal Best	SOCIAL ME - Co-	SOCIAL ME -	HEALTHY ME -	SOCIAL ME -	SOCIAL ME -	THINKING ME -
·	operation	Trust	Self-Discipline	Respect	Communication	Reflection
Prior Learning	To perform basic	Identify	To work with	Able to show basic	Experienced	Show controlled
	tag rugby skills,	similarities and	others to solve	control skills	different types of	movements and
	throwing and	differences in	problems	including sending	striking and	body actions in
	catching	sequences	To describe their	and receiving the	fielding games	response to
	To be able to run	Develop body	work and use	ball.	including pairs	specific
	and create space	management over a	different	Experienced	cricket	instructions
	while attacking	range of floor	strategies to solve	sending the ball	Able to throw and	Can demonstrate
	To implement basic	exercises	problems	with some	catch balls	agility and speed
	rules of tag rugby	Attempt to bring	To lead others and	accuracy to	Experienced	Jump for height
		explosive	be led	maintain	striking a bowled	and distance with
		movements into	To differentiate	possession and	ball and applying	control and
		floor work through	between when a	build attacking	the rules of a	balance
		jumps and leaps	task is competitive	play.	game	Throw with speed
		Showed increasing	and when it is	Can implement the		and power and
		flexibility in	collaborative	basic rules of		apply appropriate
		shapes and		football		force
		balances				
Unit Focus	To consistently	To become	Work well in a	Introduce some	To develop the	Using running,
	perform basic tag	increasingly	team or group	defensive skills	range of Cricket	jumping and
	rugby skills	competent and	within defined and	Dribbling in	skills they can	throwing stations,
		confident to	understood roles	different	apply in a	children

	Implement rules and develop tactics in competitive situations To increase speed and build endurance during gameplay	perform skills more consistently Able to perform in time with a partner and group Use compositional ideas in sequences such as changes in height, speed and direction	Plan and refine strategies to solve problems Identify the relevance of and use maps, compass and symbols Identify what they do well and suggest what the could do to improve	directions using different parts of their feet Passing for distance Evaluating skills to aid improvement	competitive context Choose and use a range of simple tactics in isolation and in a game context Consolidate existing skills and apply with consistency	investigate in small groups different ways of performing these activities Using a variety of equipment, ways of measuring and timing, comparing the effectiveness of different styles of runs, jumps and throws.
Vocabulary	Passing, Running, Backwards, Tag, Straight, Space, Teamwork, Try- area, defend, attack, compete, evade, pace, pickup, step.	Fluency, contrasting, unison, low, combinations, full turn, half- turn, sustained, explosive, power, control, group, similar, different, direction, speed, partner, actions.	Maps, diagrams, scale, symbols, orienteering, compass, challenges, problem-solving, lead, follow, plan, trust, solve, cardinal points.	Control, use space, defend, attack, dribble, pass, tactics, compete, collaborate, teamwork, score, shoot, intercept, foot, inside of the foot, touch, possession.	Batting, fielding, bowling, bat, wicket, stumps, ball, crease, boundary, run, batsman, bowler, wicketkeeper, field, innings, strike, cross, four, six, single, over, balls, pull, shot, forward	Run, jump, throw, agility, power, speed, track, force, distance, curve, accelerate, hurdles, foam javelins, vortex howler, bounce.
Topic 2	Hockey	Dance 1	Netball	Gymnastics 2	Rounders	Tennis
My Personal Best	HEALTHY ME - Resilience	THINKING ME - Evaluation	THINKING ME - Resourcefulness	HEALTHY ME - Self Motivation	THINKING ME - Decision Making	HEALTHY ME - Integrity
Prior Learning	Experienced different types of small sided invasion games	Practise different sections of a dance aiming to put together a performance	To be able to perform basic netball skills including passing	Modified actions independently using different pathways,	Experienced different types of striking and fielding games	Have experienced playing some tennis rules Have explored serving in tennis

	Able to send and receive balls Use a variety of techniques and tactics to play competitively both attacking and defending	Perform using facial expressions Perform with a prop	and catching using recognised throws. To use space effectively to build attacking play To implement the basic rules of netball	directions and shapes Consolidated and improved quality of movements and gymnastics actions Related strength and flexibility to the actions and movements they are performing Used basic compositional ideas to improve sequence work—unison	including some rounders game Able to throw and catch balls Experienced striking a bowled ball and applying the rules of a game	Can play with a racquet to hit using some shots
Unit Focus	To be able to consistently perform basic hockey skills such as dribbling and push pass To implement the basic rules of hockey To develop tactics and apply them in competitive situations To increase speed and endurance during gameplay	Work to include freeze frames in routines Practise and perform a variety of different formations in dance Develop a dance to perform as a group with a set starting position	Introduce high five netball positions Acquire and apply basic shooting techniques Demonstrate and implement some basic rules of high five Develop netball skill such as marking and footwork	Identify similarities and differences in sequences Develop body management over a range of floor exercises Attempt to bring explosive moves into floor work through jumps and leaps Show increasing flexibility in shapes and balances	To develop the range of rounders skills that can apply in a competitive context Choose and use a range of simple tactics in isolation and a game context Identify different positions in rounders and the roles of those positions	Explore different shots (forehand, backhand) Work to return the serve Positions in game-play

Vocabulary	Control, use space,	Dance, turn,	Control, use space,	Fluency,	Batting, fielding,	Hit, return, court,
	defend, attack,	rhythm, stretch,	defend, attack,	contrasting,	bowling, bat, ball,	forehand,
	dribble, pass, push,	levels, fast, slow,	chest pass,	unison, low,	batsman, bowler,	backhand, bounce,
	slap, tactics,	direction, huddle,	tactics, compete,	combinations, full	bases, backstop,	points, score, net,
	compete,	mood, feeling,	collaborate,	turn, half- turn,	field, innings,	tactics, underarm,
	collaborate,	emotions, facial	teamwork, score,	sustained,	strike, cross,	overarm, position,
	teamwork, score,	expression,	shoot, footwork,	explosive, power,	rounder, half-	ready.
	shoot.	improvisation,	foul, free pass.	control, group,	rounder, balls,	
		rehearse, director,		similar, different,	shot, forward.	
		choreographer,		bounce, box splits.		
		slide, formation,		·		
		freeze frames.				

Term	Y5 Autumn 1	Y5 Autumn 2	Y5 Spring 1	Y5 Spring 2	Y5 Summer 1	Y5 Summer 2
Topic 1	Tennis	Gymnastics 1	OAA	Phys Kids Training	Cricket	Handball /
						Basketball
My Personal Best	THINKING ME -	SOCIAL ME -	HEALTHY ME -	SOCIAL ME-	SOCIAL ME - Co-	THINKING ME -
	Decision Making	Trust	Self-Discipline	Communication	operation	Resourcefulness
Prior Learning	Explored forehand	Have become more	Work well in a	Developed warm up	Developed a range	Develop 3 step rule
	and backhand	confident to	team or group	activities as a	of striking,	incorporating
	shots	perform skills	within defined and	group. Shared	fielding & Cricket	bounce
	Worked to serve	consistently	understood roles	warm up ideas with	skills they can	Defend and
	and return serve	Can work to	Plan and refine	other groups.	apply in a	prevent attacks by
	Can identify good	improve sequences	strategies to solve	Set up activities	competitive	blocking and
	positions to stand	and individual	problems	from Quicksticks	context	intercepting
	on the court	actions	Identify the	Hockey cards.	Choose and use a	Pass and move with
		Can work in groups	relevance of and		range of simple	the ball to set up
		and aim to perform	use maps, compass		tactics in isolation	attacks
		sequences in time	and symbols		and a game	
		with others			context	

Unit Focus	Introduce Volley shots and Overhead shots	Can make changes to sequences using compositional ideas Create longer and more complex sequences and	Identify what they do well and suggest what the could do to improve Explore ways of communicating in a range of		Consolidated existing skills and can apply with consistency Link together a range of skills and use in combination	Demonstrate and implement the rules of handball To confidently use specific handball skills in games, for
	Apply new shots into game situations Play with others to score and defend points in competitive games Further, explore Tennis service rules	adapt performances Take the lead in a group when preparing a sequence Develop symmetry individually, as a pair and in a small group Compare performances and judge strengths and areas for improvement Select a component for improvement. For example—timing or flow	challenging activities Navigate and solve problems from memory Develop and use trust to complete the task and perform under pressure	children. Organise time, equipment and space effectively. Work well as part of a group. Learn qualities of an effective leader.	Collaborate with a team to choose, use and adapt rules in games Recognise how some aspects of fitness apply to cricket, e.g. power, flexibility and cardiovascular endurance	example, dribbling, blocking, shooting and keeping goal To begin to play effectively in different positions on the pitch in both attack and defence To increase power and strength of passes, moving the ball over longer distances Use a wide range of handball rules consistently
Vocabulary	Hit, return, court, forehand, backhand, bounce, points, score, net, tactics, underarm, overarm, position, ready, volley,	Symmetry, sequences, combinations, direction, speed, partner, asymmetrical, elements, control,	Maps, diagrams, remember, symbols, orienteering, challenges, problem-solving, lead, challenge,	STEP (Space, Task. Equipment, People) Enthusiasm, organisation, leadership, teamwork.	Stance, bowling, bat, wicket, stumps, crease, boundary, batsman, bowler, wicketkeeper, bail, field, innings,	Control, use space, defend, attack, tactics, compete, collaborate, teamwork, score, shoot, footwork, foul, free pass,

Topic 2 My Personal Best	overhead, singles, doubles Hockey HEALTHY ME -	balance, strength, flexibility, asymmetrical. Dance 1 HEALTHY ME -	plan, trust, solve, team, design, instructions, extend, orient, Morse code, decipher, individual. Dance 2	Gymnastics 2 THINKING ME -	strike, cross, four, six, single, over, balls, shot, forward, defensive, offensive. Rounders THINKING ME -	dribble, block, screen, steps, double fault, offensive foul, free throw. Athletics THINKING ME -
Prior Learning	Integrity Developed passing, dribbling and shooting skills Can confidently select and apply basic skills in a game situation Learnt ways of marking and defending	Self Motivation Worked to include freeze frames in routines Practised and performed a variety of different formations in dance Developed a dance to perform as a group with a set starting position	Responsibility Developing choreography and devising skills in relation to a theme. Exploring dynamic quality and formations to communicate character. Concentrating on one simple theme throughout and linking all activities to the communication of this to an audience.	Evaluation Have become more confident to perform skills consistently Can work to improve sequences and individual actions Can work in groups and aim to perform sequences in time with others Can make changes to sequences using compositional ideas	Decision Making Developed a range of striking, fielding & rounders skills they can apply in a competitive context Choose and use a range of simple tactics in isolation and a game context Consolidated existing skills and can apply with consistency	Reflection Used running, jumping and throwing; investigated in small groups different ways of performing these activities Used a variety of equipment, ways of measuring and timing and compared the effectiveness of different styles of runs, jumps and throws.
Unit Focus	To choose and implement a range of strategies and tactics to attack and defend	Perform different styles of dance fluently and clearly Refine & improve dances adapting	Using professional examples to inspire ideas for explosive action.	Create longer and more complex sequences and adapt performances	Link together a range of skills and use in combination. Collaborate with a team to choose,	Sustain pace over short and longer distances such as running 100m and

	To combine and perform more complex skills at great speed To recognise and describe good individual and team performances To suggest, plan and lead a warm-up as a small group	them to include the use of space rhythm & expression Worked collaboratively in groups to compose simple dances Recognise and comment on dances suggesting ideas for improvement	Owning and exploring new movement possibilities. Work with devices to add interest to action and explore different types of jumps.	Take the lead in a group when preparing a sequence Develop symmetry individually, as a pair and in a small group Compare performances and judge strengths and areas for improvement Select a component for improvement. For example—timing or flow	use and adapt rules in games. Recognise how some aspects of fitness apply to rounders, e.g. power, flexibility and cardiovascular endurance	running for 2 minutes Able to run as part of a relay team working at their maximum speed Perform a range of jumps and throws demonstrating in- creasing power and accuracy
Vocabulary	Control, use space, defend, attack, dribble, pass, push, tactics, compete, collaborate, teamwork, score, shoot, positions, power, distance, perform, consistent, fair play, tackle, covering, supporting.	Dance, stretch, levels, mood, feeling, emotions, facial expression, improvisation, rehearse, director, choreographer, slide, formation, locomotion, Bangra, wall patterns, steps, dance style.	Performance quality, dynamics, formations, floor patterns, assemblé, sissone, sauté, jump, fall, travel, turn, gesture, stillness, chainé, retrograde, inversion, instrumentation, fragmentation.	Symmetry, sequences, combinations, direction, speed, partner, asymmetrical, elements, control, balance, strength, flexibility, asymmetrical.	Stance, bowling, bat, box, batsman, bowler, backstop, field, innings, strike, cross, rounder, half-rounder, over, balls, shot, defensive, offensive	Run, jump, throw, agility, power, speed, track, force, distance, curve, accelerate, hurdles, foam javelins, vortex howler, bounce, relay, baton, safety, rules, targets, record, set, take over, pass.

Term	Y6 Autumn 1	Y6 Autumn 2	Y6 Spring 1	Y6 Spring 2	Y6 Summer 1	Y6 Summer 2
Topic 1	Tag Rugby	Gymnastics 1	OAA	Football	Cricket	Athletics
My Personal Best	HEALTHY ME -	THINKING ME -	THINKING ME -	THINKING ME -	SOCIAL ME -	HEALTHY ME -
·	Integrity -	Evaluation	Problem Solving	Resourcefulness	Communication	Resilience
Prior Learning	To combine basic	Can create longer	Explore ways of	Can play	Link together a	Used running,
	tag rugby skills	and more complex	communicating in a	effectively in a	range of basic	jumping and
	such as catching	sequences and	range of	variety of	cricket skills and	throwing;
	and quickly passing	adapt	challenging	positions and	used in	investigated in
	in one movement	performances	activities	formations on the	combination	small groups
	To be able to	Take the lead in a	Navigate and solve	pitch	Collaborated as a	different ways of
	select and	group when	problems from	Related a greater	team to choose,	performing these
	implement	preparing a	memory	number of	use and adapt rules	activities
	appropriate skills	sequence	Develop and use	attacking and	in games	Used a variety of
	in a game situation	Can develop	trust to complete	defensive tactics	Relate some	equipment, ways of
	To begin to play	symmetry	a task and perform	to gameplay	aspects of fitness	measuring and
	effectively when	individually, as a	under pressure	Have attempted	which apply to	timing and
	attacking and	pair and in a small		more skills when	cricket, e.g. power,	compared the
	defending	group		performing	flexibility and	effectiveness of
	To increase the	Can compare		movements at	cardiovascular	different styles of
	power of passes so	performances and		speed	endurance	runs, jumps and
	the ball can be	judge strengths				throws.
	moved quickly over	and areas for				
	greater distance	improvement				
Unit Focus	Choose and	Lead group warm-	Use information	Choose and	Apply with	Sustain pace over
	implement a range	up showing	given by others to	implement a range	consistency	short and longer
	of strategies and	understanding of	complete tasks and		standard cricket	distances such as

	tactics to attack and defend Combine and perform more complex skills at speed Observe, analyse and recognise good individual and team performances Suggest, plan and lead a warm-up as a small group	the need for strength and flexibility Demonstrate accuracy, consistency, and clarity of movement Work independently and in small groups to make up own sequences Arrange own apparatus to enhance work and vary compositional ideas Experience flight on and off of high apparatus	work collaboratively Undertake more complex tasks Take responsibility for a role in a task Use knowledge of PE and physical activities to suggest design ideas & amendments to games	of strategies to attack and defend To perform a wider range of more complex skills Recognise and describe good individual and team performances Suggest, plan and lead simple drills for given skills	rules in a variety of different styles of games Attempt a small range of recognised shots in isolation and in competitive scenarios Use a range of tactics for attacking and defending in the role of bowler, batter and fielder	running 100m and running for 2 minutes Able to run as part of a relay team working at their maximum speed Perform a range of jumps and throws demonstrating increasing power and accuracy
Vocabulary	Passing, Running, Backwards, Tag, Straight, Space, Teamwork, Try- area, defend, attack, retain, contest, possession, pressure, support.	Flight, vault, sequences, combinations, direction, speed, partner, asymmetrical, elements, control, balance, strength, flexibility	Maps, diagrams, scale, symbols, orienteering, compass, challenges, problem-solving, lead, follow, plan, trust, solve, team, design, instructions, extend, knot, orient.	Control, use space, defend, attack, dribble, pass, tactics, compete, collaborate, teamwork, score, shoot, positions, power, distance, perform, consistent, fair play, tackle, covering, supporting.	Tactics, shots, bowling, wicket, stumps, crease, boundary, stance, innings, strike, cross, four, six, single, over, balls, shot, forward, defensive, offensive, wide, no ball.	Run, jump, throw, agility, power, speed, track, force, distance, curve, accelerate, hurdles, foam javelins, vortex howler, bounce, relay, baton, safety, rules, targets, record, set, take over, pass.

Topic 2	Hockey	Dance 1	Netball	Gymnastics 2	Tennis	Rounders
My Personal Best	HEALTHY ME -	SOCIAL ME -	SOCIAL ME - Co-	THINKING ME -	THINKING ME -	SOCIAL ME -
	Self Motivation	Respect	operation	Reflection	Decision Making -	Encouragement
Prior Learning	Developed passing,	Have performed	To be able to	Have lead group	Have experienced	Linked together a
	dribbling and	different styles of	confidently use	warm-up showing	a variety of shots	range of skills and
	shooting skills	dance fluently and	specific netball	understanding of	including forehand,	use in combination
	Can confidently	clearly	skills in games, for	the need for	backhand, volley,	Collaborated as
	select and apply	Refined &	example: pivoting,	strength and	and overhead	part of a team to
	basic skills in a	improved dances	dodging, bounce	flexibility	Can begin games	choose, use and
	game situation	adapting them to	pass and previous	Have worked	using serves and	adapt rules in
	Learnt ways of	include the use of	skills learnt	independently and	appropriate	games
	marking and	space rhythm &	To play efficiently	in small groups to	service rules	Understand how
	defending	expression	in different	make up own	Can play in singles	some aspects of
		Worked	positions on the	sequences	and doubles games	fitness apply to
		collaboratively in	pitch both attack	Began to use music		rounders, e.g.
		groups to compose	and defence	in sequences		power, flexibility
		simple dances	To increase power	Have experienced		and cardiovascular
		Recognized and	and strength of	taking part in and		endurance
		commented on	passes, moving the	remembering more		
		dances suggesting	ball over longer	complex sequences		
		ideas for	distances			
		improvement				
Unit Focus	To choose and	Work	Work as a team to	Perform	Develop backhand	Apply rounders
	implement a range	collaboratively to	improve group	increasingly	shots	rules consistently
	of strategies and	include more	tactics and	complex sequences	Introduce the lob	in conditioned
	tactics to attack	complex	gameplay	Combine own ideas	Begin to use full	games
	and defend	compositional ideas	Play within the	with others to	tennis scoring	
	To combine and	Develop motifs and	rules using	build sequences	systems	Play small sided
	perform more	incorporate into	blocking skills for	Compose and		games using stand-
	complex skills at	self-composed	shots and passes	practise actions	Continue develop-	ard rounders pitch
	great speed	dances as	Develop defensive	and relate to music	ing doubles play	layout
	To recognise and	individuals, pairs &	skills	Show a desire to	and tactics to im-	
	describe good	groups		improve	prove	

	individual and team performances To suggest, plan and lead a warm-up as a small group	Talk about different styles of dance with understanding, using appropriate language & terminology		competency across a broad range of gymnastics actions		Use a range of tactics for attack- ing and defending in the role of bow- ler, batter and fielder
Vocabulary	Control, use space, defend, attack, dribble, pass, push, tactics, compete, collaborate, teamwork, score, shoot, positions, power, distance, perform, consistent, fair play, tackle, covering, supporting.	Motif, phrase, street dance, Hakka, Step, slide, repeat, beat, composition, collaborate, formations, stag leap, rebound, expression, gesture, dynamics.	Control, use space, defend, attack, chest pass, tactics, compete, collaborate, teamwork, score, shoot, footwork, foul, free pass, pivot, blocking.	Flight, sequences, combinations, direction, speed, partner, asymmetrical, actions, control, balance, strength, flexibility, half lever, box splits, bridge, broad jump, splits, dish, arch, bounce.	Hit, return, court, forehand, backhand, bounce, points, score, net, tactics, underarm, overarm, position, ready, volley, overhead, singles, doubles.	Stance, bowling, bat, box, batsman, bowler, backstop, field, innings, strike, cross, rounder, half-rounder, over, balls, shot, defensive, offensive, predict, place, select, tactics, stance.