Subject: Physical Educati	<u>on</u>				
Year: 9					
Autumn HT 1	Autumn HT 2	Spring HT 1	Spring HT 2	Summer HT 1	Summer HT 2 –
Boys Football (Developing Techniques, Tactics & Strategies) Girls Netball (Developing Techniques & Tactics and Strategies)	Group 1 (Mixed) Basketball (Developing Techniques & Tactics and Strategies) Group 2 (Mixed) Trampolining (Developing Techniques & Analysing Performance) Cross Country & Orienteering (Development of Personal Health, Problem Solving)	Group 1 (Mixed) Trampolining (Developing Techniques & Analysing Performance) Group 2 (Mixed) Basketball (Developing Techniques & Tactics and Strategies)	Boys Rugby League (Developing Techniques, Tactics & Strategies) Girls Rugby League (Developing Techniques, Tactics & Strategies)	Group 1 Athletics (Developing Techniques & Analysing Performance) Group 2 Athletics (Developing Techniques & Analysing Performance)	Boys/Girls Health for Life (Social, Mental) (Problem Solving, and development of personal Health) Cricket (Mixed) (Tactics & Strategies, Developing Techniques) Rounders (Mixed) (Tactics & Strategies, Developing Techniques)
<u>Football</u>	Trampolining	Trampolining	Rugby League	<u>Athletics</u>	Health for Life (HFL)
 Game Familiarisation (rules, structure, positions) Ball control under pressure Attack effectively using short/ long passes Dribbling- use of both feet Advanced turns and direction changes Defending effectively-individual and team Shooting- direction and Power Game application Netball Game Familiarisation (rules, structure, positions of full court play) Advanced footwork 	 Health and safety, straight bouncing/ shapes/seat landing Secure swivel hips Front landing- confidence and height Front to seat landing Secure back landing (half twist out variation) Create a competitive - 10 bounce routine Basketball Game Familiarisation (rules, structure, positions) Footwork, square to the basket and triple threat position Passing around the key to create space Cutting to the basket Crossovers 	 Front to seat landing Secure back landing (half twist out variation) 	 Game Familiarisation (Tag Rugby) Attacking effectively-playing the ball from lying position, evasive skills, wedge pass Use of different tactics on particular attacking phases and pitch locations Defending effectively- Using a variety of individual tackles in a game, side, front, behind Game application (Contact Rugby) 	Improve outcomes from year 8 • Sprint start- drive phase (100m) • Sprint start- specific technique 200m • Relay changeovers- tactics • Middle Distances- tactics; bend running/ drafting (400m/800m) • Long Jump- technique and measure run up • Triple Jump- technique and measure run up • Discus- knowledge of rotation footwork	 Physical- cooldown after physical activity Physical- recovery rate Social skills- apply effective communication skills to work effectively as a team Mental wellbeing-mindfulness and breathing, application to school/life Mental wellbeing-Yoga; breathing, developing more complex asanasstrength Mental wellbeing-Yoga importance of focus balancing session End of unit test Cricket/ Rounders

Passing and	Fake and rake- layup	Fake and rake- layup		 Shot Put- add 	
receiving effectively	Jump shot	Jump shot		shuffle approach	 Game familiarisation
on the move	 Defending effectively 	 Defending effectively 		Javelin- add	and positions
 Centre pass tactics 	on the move	on the move		shuffle approach	 Fielding- throwing
 Shooter movement 	 Game application 	 Game application 		situitie approach	and catching
in the `D'		от принасти			accurately and
 Advanced methods 	Cross-Country/				consistently over
of movement in	Orienteering (2 weeks)				distance in a game
attack	<u> </u>		M		Batting- variety of
Defending effectively	Cross Country				techniques
on and off the ball,	Pacing	A A			(backhand hit, drive,
interceptions	 Resilience and positive 		W 11		pull shot)
Shooting advanced	·				Bowling- types (spin/
footwork	mindset				donkey) and game
	 Cardiovascular 				
 Game application 	endurance, recovery				application
	rate				Fielding- Retrieval tachniques at another
					techniques at speed
	Orienteering	MAN'			(scoop/flick/ long
	 Course familiarisation 				barrier/ chase and
	(problem solving/				turn) strategies in a
	competition)				game
	Competition)	11 12			
	Use of controls to solve	//			
	literacy/ numeracy		/ N / ł		
	challenges (problem				

solving).

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