

## **Physical Education Curriculum Overview**

**Scheme of Work: PE Passport** 

Swimming
Athletics
OAA
Games (invasion)
Striking and fielding
Dance
Gymnastics

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<u>Nursery</u>	Fine Motor Skills: Elmer	Fine Motor Skills: Hungry Caterpillar				Fundamental Movement Skills

Reception  Key Stage One C	Fundamental Movement Skills Curriculum on a Two	Fundamental Movement Skills - Transport  Year Cycle	Fine Motor Skills: Hungry Caterpillar	Fine Motor Skills: Beanstalk	Fine Motor Skills: Mini Beasts	Fine Motor Skills: Seaside
Year 1	FMS- Games  Catch and bounce a ball  FMS - Striking and fielding Throw underarm	FMS - Games  Use rolling skills in a game  Gymnastics 2 footed landing Hold shapes and balances Travelling ,rolling, jumping, still	FMS - Striking and fielding  Throw overarm  Dance Communicate a mood Copy and remember moves	FMS - Games  Use kicking skills Pass the ball Travel with the ball in different directions Gymnastics Move with control Show contrasts Perform different shapes	FMS - Games  Marking, attacking, defendin g, dodging  Athletics Running, jumping and throwing Sprints and distance	Dance     Communicate a mood     Copy and remember moves  FMS - Striking and fielding     Use hitting skills in a game
Year 1/2	FMS- <mark>Games</mark> • Catch and	FMS - Games  Use rolling	FMS - Striking and fielding	FMS - Games  Gymnastics	FMS - Games  Marking, attacking,	OAA Day  Dance

	FMS - Striking and fielding  Throw underarm	Gymnastics  • 2 footed landing  • Hold shapes and balances  • Travelling rolling, jumping, still	<ul> <li>Throw overarm</li> <li>Dance</li> <li>Communicate a mood</li> <li>Copy and remember moves</li> </ul>	<ul> <li>Move with control</li> <li>Show contrasts</li> <li>Perform different shapes</li> </ul>	defending dodging  Athletics  Running, jumping and throwing  Sprints and distance	<ul> <li>Communicate a mood</li> <li>Copy and remembe removes</li> <li>FMS - Striking and fielding</li> <li>Use hitting skills in a game</li> </ul>
Year 2	Games  Throw, catch and bounce a ball  Dance Explore different speeds Perform moveme nts using body parts	Games  Throw ball for distance Throw different shapes/si zes  Dance Perform a sequence with beginning and end	Games  Defending and attacking Travelling  Gymnastics Copy and repeat movemen ts Hold shapes whilst balancing Travelling repelling rolling	Games  Kicking skills Pass to another player Travel with the ball Dribbling  Gymnastics Link moves together - make a sequence	Athletics  Striking and fielding  Strike a ball  Throw for distance  Vary throws  Throwing and catching	FMS  Striking and fielding  Strike a ball  Throw for distance Vary throws Throwing and catching

		<ul><li>Move in time to the music</li></ul>	forwards/ backward s/sideway s	<ul><li>Show control</li><li>Jump in a variety of ways</li></ul>		
Key Stage Two						
Year 3	Games Invasion Throw and catch Pass in a variety of ways Travelling in different ways  Gymnastics Link balances, jumps and rolls individual ly Move in an expressiv e manner	Games Invasion Throw and catch Pass in a variety of ways Travelling in different ways  Gymnastics Link balances, jumps and rolls with a partner Show control	Games Invasion  Attacking and defendin g Finding space to pass to teammat es Keep and win back possessi on  Dance Plan, perform and repeat sequence s	Games  Attacking and defendin g  Finding space to pass to teammat es  Keep and win back possessi on Dance Show changes of speed/direction Compare and adapt	Athletics  Jump - using a run up if required Sprint and distance running Range of throwing - throw to hit a target  Striking and fielding Throw and catch Strike for distance Batting Overarm bowl	Athletics  Jump - using a run up if required  Sprint and distance running Range of throwing - throw to hit a target  Striking and fielding Throw and catch Strike for distance Batting

	Travel in a variety of ways	<ul><li>Refine moveme nts</li></ul>	<ul> <li>Move in an expressive manner</li> <li>Travel in a variety of ways</li> </ul>	moveme nts	<ul> <li>Fielding to stop balls going past</li> </ul>	<ul> <li>Overarm bowl</li> <li>Fielding to stop balls going past</li> </ul>
Year 4	Games - Invasion  Throw and catch with control Pass to teammat es Throw a ball in a different way Build a rally  Gymnastics Link balances, jumps and rolls individual ly	Make best use of space Move the ball with a range of technique s Keep possessi on and run Work with teammat e to make it difficult for the oppositio n	Games Invasion  Use a range of attacking and defendin g Pass with increasin g speed and accuracy Help teammat es keep and win back possessi on Marking technique s	Swimming  Coordinate eleg and arm moveme nts Coordinate e breathing Dance Show changes of speed/direction Compare and adapt moveme nts	Swimming Swim at the surface and below the water  Striking and fielding Use fielding skills to prevent scoring Strike a ball and field with control Send and receive Use bat/racqu	Swimming Swim between 25-50m Use more than one stroke  Athletics Jump - using a run up if required Sprint and distance running Range of throwing throw to hit a target

	<ul> <li>Move in an expressiv e way</li> <li>Swing from equipme nt</li> </ul>	Dance     Plan,     perform     and     repeat     sequence     s     Move in     an     expressiv     e manner     Travel in     a variety     of ways	Gymnastics  Perform in canon and unison Link balances, jumps and rolls with a partner Show control		et to hit a ball Strike a moving and stationary ball	
Year 5	Swimming Coordinat e leg and arm moveme nts Coordinat e breathing  Gymnastics Link balances, rolls and jumps together	Swimming Swim at the surface and below the water  Gymnastics Form longer, more complex sequence s Show control	Swimming Swim between 25-50m Use more than one stroke  Dance Compose creative, imaginati ve sequence s	OAA  • Use communi cation effectivel y within roles • Orientate themselv es around a large trail • Use maps and compass es	Games - Invasion  Work alone or with teammat es to gain points  Awarene ss of space Keep and win back possessi on Pass a ball with	Athletics

	Practice symmetrical and asymmetrical shapes	and precision	transition s to link Perform expressiv ely	Games - Invasion  Work alone or with teammat es to gain points Awarene ss of space Keep and win back possessi on Pass a ball with speed/ac curacy Use ball skills in different ways and link Different ways of throwing and catching	speed/ac curacy Use ball skills in different ways Dribbling  Dance Compose creative, imaginati ve sequence s Use transition s to link Perform expressiv ely	and landing Throwing accuratel y Refine and analyse  Striking and fielding Play confidentl y in the role of fielder/stri ker Direct a hit from a bowled ball Use different technique s to hit a ball Overarm ball/serve Use fielding
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						skills to prevent scoring
Year 6	Games - Invasion  Work alone or with teammat es to gain possessi on, defend and attack Lead a warm up Show confidenc e using ball skills Linking skills forever Good awarenes s of space Make the best pass	Games - Invasion  Work  alone or with teammat es to gain possessi on, defend and attack Lead a warm up Show confidenc e using ball skills Linking skills forever Good awarenes s of space Make the best pass	Striking and fielding  Hit a bowled ball over longer distances Hand eye coordinati on when striking Throw and catch under pressure  Dance Self and peer evaluation n Compose creative, imaginati ve sequence s Improvise	Games-Invasion  Build on set plays  Gymnastics  Create complex and well executed sequence s  Hold strong shapes Choose linking elements  Use equipme nt to vault and swing  Vary speed/dir ection/rot ation	• Embrace both roles • Use a range of devices to orientate themselv es  Striking and fielding • Hit a bowled ball over longer distances • Hand eye coordinati on when striking • Throw and catch under pressure	Athletics      Compete     Set     targets     Combine     sprinting     with     hurdles     Choose     the best     running     pace     Control     when     taking off     and     landing     Throwing     accuratel     y     Refine     and     analyse  Games

Dance  Self and peer evaluation  Compose creative, imaginative sequences  Improvise Perform and create complex sequences  Hold posture	<ul> <li>Hold strong shapes</li> <li>Choose linking elements</li> <li>Use equipme nt to vault</li> </ul>	<ul> <li>Perform and create complex sequence s</li> <li>Hold posture</li> </ul>	• Refine		
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