

Whole School Curriculum Map 2019/20

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception Lessons 1 and 2	<b>FMS</b> Moving around the space safely, finding a space, running, balancing, jumping, hopping,	<b>Dance</b> link to topic	<b>Gymnastics</b> Climbing, balancing, jumping and landing. Using apparatus safely, travel on hands and feet using apparatus.	<b>FMS</b> Using a variety of equipment – hoops, quoits, beanbags (object control)	<b>Athletics</b> Running fast, throwing far and jumping on 2 feet and 1 foot	<b>Using equipment</b> Ball skills, including throwing, catching and kicking a ball (object control)
Year 1 Lesson 1	<b>FMS</b> Baseline assessment and skill development – movement skills	<b>Dance</b> link to topic	<b>Gymnastics</b> Travel, jump, roll, tuck and straight shapes. Using apparatus. <b>Core task – Making shapes</b>	<b>Invasion Games</b> Underarm throw and catch, side gallop, dodging. <b>Core task – ten point hoops</b>	<b>Athletics</b> Run fast, relay races, running over obstacles hop, jump for distance, land safely, overarm throw. <b>Core task – Honey Pot</b>	<b>FMS</b> Skill development and baseline assessment
Year 1 Lesson 2	<b>FMS</b> Baseline assessment and skill development – using equipment	<b>FMS</b> Bouncing, rolling and stopping, underarm throw.	<b>Gymnastics</b> As above	<b>Invasion Games</b> As above	<b>Athletics</b> As above	<b>Throwing and Catching.</b> Core task – Competitive Pairs
Year 2 Lesson 1	<b>FMS</b> Skill development from end of Y1 results	<b>Dance</b> Link to topic	<b>Gymnastics</b> Travel on hands and feet, balance, roll jump, using apparatus. Core task – Families of Actions	<b>Invasion Games</b> Underarm throw, catch, dodging, pass and move. <b>Core task – Piggy in the Middle</b>	<b>Athletics</b> Push throw, running fast, running far, relay races, running over obstacles, jumping high, jumping far	<b>FMS</b> Skill development and end of KS1 assessment
Year 2 Lesson 2	<b>FMS</b> Skill development	<b>FMS</b> Throwing and catching games	<b>Gymnastics</b> As above	<b>Invasion Games</b> As above	<b>Athletics</b> As above	<b>Net/Wall Games through Tennis</b> Underarm throw, side gallop, holding a racquet, ready position, strike ball
Year 3 Lesson 1	<b>FMS</b> Skill development – focus on skill development from end of KS1 results	<b>Teaching Games for understanding through Basketball or Handball</b> Decision making, finding space, pass and move.	<b>Gymnastics</b> Hands and feet travel, balance on small body parts, rolling, balancing, using apparatus. <b>Core task – Balancing Act</b>	<b>Striking and Fielding Games through Rounders</b> Bowl, catch, field, strike a ball, tactics. <b>Core task – Run the Loop - Rounders</b>	<b>Athletics</b> Push and pull throws, relays with a baton, run over hurdles, sprint, long distance, jumping and landing safely.	<b>Net/wall games through tennis</b> Throwing actions, catching, aiming, strike a ball with hand/racquet
Year 3 Lesson 2	<b>Invasion games through Rugby</b> <b>Core task three touch ball</b>	<b>Dance</b> Link to topic	<b>Gymnastics</b> As above	<b>Fitness/Healthy Lifestyles</b>	<b>Athletics</b> As above	<b>Creative Games</b> Chasing and target games – FMS development.

Year 4 Lesson 1	<b>FMS</b> Skill development	<b>Teaching Games for Understanding through Handball</b> Decision making, attacking principles	<b>Gymnastics</b> Hands and feet travel, balance on small and large body parts, rolling, balancing, using apparatus, partner work. <b>Core task – Partner work</b>	<b>Net/Wall Games through Tennis</b> Throwing actions, catching, aiming, strike a ball with hand/racquet	<b>Athletics</b> Push, pull and sling throws, running over various distances, run over hurdles, relay change over, long jump – standing and 3 step run up	OAA- Team building
Year 4 Lesson 2	<b>Invasion Games through Rugby</b> Throw and catch, travel with the ball, use attacking principles. Core task – On the attack	<b>Dance</b> Link to topic	<b>Gymnastics</b> As above	<b>Fitness</b>	<b>Athletics</b> As above	<b>Striking and Fielding Games through Cricket</b> Bowl, catch, field, strike a ball, tactics. <b>Core task – Run the Loop - Cricket</b>
Year 5 Lesson 1	<b>Teaching Games for Understanding through Handball</b> Attacking and defending principles	<b>Fitness/Healthy Lifestyles</b>	<b>Gymnastics</b> Match/mirror balances, counterbalance/tension, partner work, using apparatus. Core task – Acrobatic Gymnastics	<b>Invasion Games through Hockey (Quiksticks) or Tag Rugby</b>	<b>Athletics</b> Push, pull and sling throws, running and pacing, racing starts, long jump, triple jump	<b>OAA - Orienteering</b>
Year 5 Lesson 2	<b>Swimming</b>					
Year 6 Lesson 1	<b>Teaching Games for understanding through Netball</b>	<b>Dance</b> Link to topic	<b>Gymnastics</b> Match/mirror balances, counterbalance/tension, partner work, part-weight bearing balances, group balances, using apparatus. Core task – Group Dynamics	<b>Invasion Games through Hockey (Quicksticks) or Tag Rugby</b>	<b>Athletics</b> Rules and techniques for push, pull and sling throws, fast starts, relay changeover, run over various distances, long jump, triple jump	<b>Striking and fielding games through cricket/rounders</b> Underarm bowl, fielding, overarm throw, strike a ball, tactics and rules
Year 6 Lesson 2	<b>Fitness/ Healthy Lifestyles</b>	<b>Fitness</b>	<b>Gymnastics</b> As above	<b>OAA - Orienteering</b>	<b>Net/Wall games through tennis</b> Striking a ball, forehand, backhand, attacking principles.	<b>OAA - Orienteering</b>