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| * **What we are learning**: The topic or focus for the half term. * **Key knowledge & skills**: What students should understand and be able to do. * **How we assess learning**: knowledge checks, practical tasks, written responses and formal assessments. * **Key words to know**: Vocabulary students will learn and use. |

**Curriculum Overview: Physical Education**

**Year group 7 and 8**

**What your child will learn each half term**

This overview shows the key topics, skills, and knowledge your child will be learning in **PE** in **Year 7 and 8** It helps families understand what’s being taught, how it builds on previous learning, and how you can support your child at home.

Our year 7 and 8 curriculum encompasses a carousel style activity list that changes throughout the year. Our aim is to build knowledge and skills throughout year 7, consolidate learning in year 8 and work towards mastery in year 9 and 10.

**Boys set**

**Mixed set**

**Girls Set**

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| Sport | Half term | Key knowledge/skills | How we will assess learning in this unit | Homework | Key vocabulary for this unit |
| Hockey | Half term 1  Half term 2  Half term 3  Half term 4  Half term 5  Half term 6 | Develops skills, rules tactics and strategies   Fair play  Aspiration  Respect  Endeavour  Integrity   School clubs and external clubs promoted for lifelong sports  Skills covered:   * Passing * Dribbling * Grip * Shooting | Observations  Q + A  Peer assessment  Testing | Attend extra curricular  Bring correct PE kit | **Push Pass** – A pass where the ball is pushed along the ground without a backswing.  **Hit** – Striking the ball with a backswing and follow-through.  **Dribble** – Moving the ball using short, controlled touches with the stick.  **Tackle** – Trying to win the ball from an opponent legally.  **Marking** – Staying close to an opponent to stop them receiving the ball. |
| Rugby | Half term 1  Half term 2  Half term 3  Half term 4  Half term 5  Half term 6 | Develops skills, rules, tactics, strategies and basic positions.   * Fair play * Aspiration * Respect * Endeavour * Integrity    School clubs promoted for life long sports.  Skills covered:   * Passing * Tackling * Rucks * Basic scrums | Observations  Q + A  Peer assessment  Testing | Attend extra curricular  Bring correct PE kit | **Try**: When a player grounds the ball in the opponent’s in-goal area (like a touchdown); worth **5 points**.  **Knock-on**: When a player accidentally knocks the ball forward with their hands or arms; results in a **scrum** for the other team.  **Forward Pass**: Passing the ball forward, which is **not allowed** in rugby. |
| Badminton | Half term 1  Half term 2  Half term 3  Half term 4  Half term 5  Half term 6 | Develops skills, rules, tactics and strategies    Fair play  Aspiration  Respect  Endeavour  Integrity    School clubs promoted for life long sports.  Skills covered:   * Serve (backhand and forehand) * Lift shot * Overhead clear shot * Net/drop shot | Observations  Q + A  Peer assessment  Testing | Attend extra curricular  Bring correct PE kit | **Racket** – The equipment you use to hit the shuttlecock.  **Shuttlecock (or Shuttle)** – The object you hit over the net (looks like a cone with feathers or plastic).  **Court** – The area where the game is played, with boundary lines.  **Net** – The barrier in the middle of the court that you hit the shuttle over. |
| Fitness/Dance | Half term 1  Half term 2  Half term 3  Half term 4  Half term 5  Half term 6 | Knowledge of why health and fitness is important.    Knowledge of how to develop or maintain Health and fitness for life long mental, health & well-being.    School clubs and external clubs promoted for lifelong sports.  Areas covered:   * Understanding Heart rate * Nutrition * How to warm up/cool down * Basic circuit training * Impact of exercise | Observations  Q + A  Peer assessment  Testing | Attend extra curricular  Bring correct PE kit | **Fitness** – How well your body can handle physical activity.  **Exercise** – Physical activity that improves your health and fitness.  **Heart Rate** – The number of times your heart beats per minute.  **Warm-Up** – Gentle exercises to get your body ready for more activity.  **Cool-Down** – Light activity and stretches after exercise to help your body recover.  **Muscle** – A body part that helps you move.  **Stamina** – Another word for endurance; how long you can keep going.  **Body Composition** – What your body is made of (fat, muscle, bones, etc.). |
| Trampolining | Half term 1  Half term 2  Half term 3  Half term 4  Half term 5  Half term 6 | Develops Health and Safety, practical skills. Students develop their analytical and coaching skills to help develop their own and others performance and success.    School clubs promoted for lifelong sports.  Skills covered:   * Shapes (tuck, straddle, pike) * Half/full turn * Seat drop * Swivel hips * Front bounce * Back bounce * Advanced rotations (half turntable/cradle) | Observations  Q + A  Peer assessment  Testing | Attend extra curricular  Bring correct PE kit | **Spotting** – Watching a performer closely to help keep them safe.  **Controlled bounce** – A small, safe jump used to stay in control.  **Stop bounce** – A landing technique used to stop bouncing quickly and safely by bending knees and pressing feet into the bed.  **Trampoline** – A strong fabric stretched over a metal frame with springs, used for jumping.  **Spring pads** – Cushions that cover the springs around the edge for safety.  **Bed** – The part of the trampoline you bounce on. |
| Netball | Half term 1  Half term 2  Half term 3  Half term 4  Half term 5  Half term 6 | Develops skills, rules, tactics, strategies and knowledge of basic positions    Fair play  Aspiration  Respect  Endeavour  Integrity    School clubs promoted for life long sports  Skills covered:   * Passing * Footwork * Shooting | Observations  Q + A  Peer assessment  Testing | Attend extra curricular  Bring correct PE kit | **Centre Pass** – The method used to start the game or resume after a goal.  **Goal Circle** – The semi-circle area around the goal post where shooting must occur.  **Obstruction** – When a player defends from less than 3 feet away.  **Contact** – A foul where a player makes physical contact that impedes another.  **Footwork** – A rule that prevents players from stepping incorrectly after receiving the ball (no moving the landing foot).  **Offside** – Being in an area of the court you're not allowed in, based on your position. |
| Athletics | Half term 6 – ALL groups | Students experience most athletic events, focusing on Health and safety, skills and techniques to improve performance.    Analytical Skills are also encouraged to improve overall performance.    School clubs and external clubs in the community are promoted for life long sports.  Events covered:   * 100/200/300/400m sprint * 800/1500m run * Javelin/shot put/discus * Long/triple/high jump * Relay (4x100m) | Observations  Q + A  Peer assessment  Testing | Attend extra curricular  Bring correct PE kit | **Sprint** – A short, fast race (e.g., 100m, 200m).  **Middle Distance** – Races that are longer than sprints, like 800m or 1500m.  **Long Distance** – Races over longer distances, such as 3000m or more.  **Relay** – A team race where runners pass a **baton** to each other.  **Pacing** – Running at a steady speed to conserve energy. |
| Rounders | Half term 1  Half term 2  Half term 3  Half term 4  Half term 5  Half term 6 | Develops skills, tactics, strategies and specific rounders rules    Fair play  Aspiration  Respect  Endeavour  Integrity    School clubs promoted for life long sports.  Skills covered:   * Striking the ball * Throwing/catching * Fielding (on and off a base) | Observations  Q + A  Peer assessment  Testing | Attend extra curricular  Bring correct PE kit | **Batting** – Hitting the ball with the bat.  **Bowling** – Throwing the ball towards the batter.  **Base** – The posts players run to score points.  **Rounder** – Scoring a point by running around all four bases.  **Out** – When a batter or runner is dismissed.  **Catching Out** – Catching the ball before it hits the ground to get a player out.  **Stumping** – Touching a base with the ball before the runner gets there to get them out.  **No Ball** – An illegal ball (usually if it bounces twice before reaching the batter or is too high).  **Pitch** – The area where bowling happens.  **Runner** – The player running between bases. |
| Cricket | Half term 1  Half term 2  Half term 3  Half term 4  Half term 5  Half term 6 | Develops skills, rules, tactics and strategies    Fair play  Aspiration  Respect  Endeavour  Integrity    School clubs promoted for life long sports.  Skills covered:   * Batting (pull shot, forward defensive, forward drive) * Bowling * Fielding | Observations  Q + A  Peer assessment  Testing | Attend extra curricular  Bring correct PE kit |  **Bowler** – The player who throws the ball to try and get the batsman out.  **Batsman** – The player who tries to hit the ball and score runs.  **Runs** – The points scored by the batting team by running between the wickets or hitting boundaries.  **Wicket** –   * The set of three stumps and two bails the bowler aims at. * Also means when a batsman gets out.   **Over** – A set of 6 legal balls bowled by one bowler.  **Catch** – When a fielder catches the ball after the batsman hits it, without it touching the ground, the batsman is out.  **Run out** – When the fielding team hits the stumps with the ball before the batsman reaches the crease while running.  **Crease** – The lines near the wickets that mark safe zones for batsmen. |
| Tennis | Half term 6- ALL groups | Develops skills, rules, tactics and strategies    Fair play  Aspiration  Respect  Endeavour  Integrity    School clubs promoted for life long sports.  Skills covered:   * Basic forehand * Basic backhand * Serve | Observations  Q + A  Peer assessment  Testing | Attend extra curricular  Bring correct PE kit | **Serve** – The shot that starts each point. The player hits the ball from behind the baseline into the opponent’s service box.  **Forehand** – A shot hit with the palm of the hand facing forward (usually the dominant hand side).  **Backhand** – A shot hit with the back of the hand facing forward, usually with both hands or one hand on the racket.  **Rally** – When players hit the ball back and forth during a point.  **Volley** – A shot hit before the ball bounces on the ground. |