



The Long-term plan has been developed using the Howard Todd PE & Sport assessment (Participation and achievement tracker) you will see the skill below have been picked of the assessment sheet. This is a working document and may need changing/altering over the years to work effectively.

Although the plan states a focus sport per half term this is just a guide and any sports/games/drills/activities that incorporate the focus skill area can be used.

Many of the pupil skills may be relevant and repeated in other sports throughout the year, this is good as its important to recap and revisit skills to develop and consolidate the child's skill level in that area.

Please make sure you also include thinking pupil, social pupil and healthy pupil (included in the assessment document) into your PE lessons to help develop all aspects of PE.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	GV: Self Belief	GV: Passion	GV: Determination	GV: Team work	GV: Respect	GV: Honesty
	FUNdamentals	Dance	Gymnastics/Yoga	FUNdamentals	Balance Bikes	FUNdamentals
	Travel/Movement	FUNdamentals	Balance & Shape	Object	Athletics (Sports	Object
	Run, walk, march, skip, jump with some control. Travel over, under, around and through indoor apparatus.	Travel/Movement Travel according to simple musical beat. Respond to action rhymes, words & story in movement	Balance on small/large body parts + combinations for 3 seconds. Rock on feet & front, back and side & understand stillness.	Control/games Send and receive a ball by rolling from hand and striking with foot. Dribble and kick a ball with increasing control.	day) Balance/Travel Use space, change direction and adjust speed. Use and balance different equipment on different parts of the body.	Control/games Aim and throw object under arm to where I want it to go. Catch balloon/bean bag/scarf and sometimes a bouncing ball.
				Play a passing & target game by myself and with a partner.		Play a passing & target game by myself and with a partner.
Year 1 &2	GV: Self Belief	GV: Passion	GV: Determination	GV: Team work	GV: Respect	GV: Honesty







	FUNdamentals	Dance	Gymnastics	Hockey	Tennis	FUNdamentals
	Travel/Movement	Travel/Movement	Balance/Shape	Games	Object control	Recap
	Change direction, speed, strength & flow of movements (Yr1). Change in speed & direction to stay with or outwit a partner (Yr2). FUNdamentals Balance & Shape	Travel/Movement Choose actions & link them to stimuli, e.g. stories poem, music etc (Yr1). Remember & use simple dance steps with good control (Yr1). Choose & perform actions that reflect an idea, mood, feeling (Yr2).	Perform & link rocking & simple rolling actions with control (Yr1). From low object perform 3 basic jumps landing with control (Yr1). Link known shape/travel/roll/jump to a balance with control (Yr 2). Jump/land with control using different body	Games(Yr 1) Make simple decisions about when /where to move in game (Yr2). FUNdamentals Object Control/games Create and play chase and avoid	Balance, drop and collect ball on racket and travel with it. (Yr 1). Send ball off tee using bat or racket to where I want it to go (Yr 2). Athletics Travel/Movement Run straight on a	Recap FUNdamentals Recap
	Keep balance traveling along bench, and/or on bike, scooter (Yr1). Combine moving, pausing and stillness in response to partner (yr2).	Link movements/skills with good control and co-ordination (Yr2). FUNdamentals Object Control/games Show some different ways of hitting, throwing & striking the ball	shapes in flight (Yr 2). Ball Games (dodgeball, bench ball) Games Intercept and retrieve a moving ball (Yr 1). Perform dodging, staying close and travel	games with and without equipment (Yr 1). Perform dribbling skills with hands and feet using space well (Yr2).	curve and sidestep with the correct technique (Yr 1). Vary the dynamics, speed and direction. (Yr 2).	
		(Yr 1). Pass a ball accurately (hands and feet) over different distances (Yr 2),	skills in game situations (Yr 2)			
Year 3 & 4	GV: Self Belief Football	GV: Passion Dance	GV: Determination Gymnastics	GV: Team Work Cricket	GV: Respect Tennis	GV: Honesty Rounders(Yr3)





	Perform ball handling skills well, with awareness of space & others (YR 3). Apply dribbling & passing skills in small sided competitive games (Yr 4). Kick a football accurately with good technique (Yr 4). Netball Consolidate passing/catching skills in various games (Yr 3). Keep up throwing/catching game & apply tactics according to need (Yr 4).	Perform pair/group dance involving canon & unison, meet & part (Yr 3). include contrasting dynamics and qualities into group motif/phase (Yr 3). Improvise freely translating ideas from stimuli to movement (Yr 3). Perform clear & fluent dances that show sensitivity to idea/stimuli (Yr 4). use simple motifs/patterns to structure phases with partner/group (Yr 4). Respond imaginatively to stimuli related to character/music/story (Yr4). Tri-golf	Alone/with partner perform a sequence of travelling actions/balances (Yr 3). Travel while using various hand apparatus, (ribbon/hoop/ rope/ball) (Yr 3). Know principles of balance and apply them on floor & apparatus (Yr 4). Link a roll with travel and balance using floor and apparatus (Yr 4). Perform at least 3 different rolls with good control (Yr 4). Hockey Keep control & possession & make good decisions on what to do (Yr 3). Move to stop a ball or object reaching a target in varying situations (Yr 4).	Use batting & fielding techniques with control & consistency (YR 3). Move to stop a ball or object reaching a target in varying situations (Yr 4). Rugby Play a game successfully, -apply some tactics to outwit opponents (Yr 3). Use skills/apply tactics to retain possession in invasion games (Yr 4).	play a net/racket/striking small sided game (Yr 3). Send a ball by using a racket (Yr 4). Athletics (Sports day) Run at fast/medium/slow speeds appropriate for distance covered (Yr 3). Jump from standing position, link jump to running and other travel (Yr 3). Run consistently & smoothly at different speeds (Yr 4).	Send a ball (1) by overarm bowl or throw (Yr 4). Orienteering Follow instructions and simple trails (Yr 3). Read & follow a simple map & diagrams to orientate myself (Yr 4).
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Year 5 &6	GV: Self Belief	GV: Passion	GV: Determination	GV: Team work	GV: Respect	GV: Honesty
rear 5 do	Football	Dance	Gymnastics	Cricket	Tennis	Rounders
	Dribble a ball using	Perform fluent dances	Create	Know how/where to	Use a bat/racket/or	Strike a ball with a
	the inside and the	with characteristics of	mirror/matching/cannon	send a ball/object	part of my body to hit	range of bats for
	outside of each foot	different styles/eras	(pair) sequence varying	according to the	a ball into a space (Yr	accuracy and
	(Yr 5).	(Yr 5).	dynamics (Yr 5).	game situation (Yr 5).	5).	distance (Yr 5).
		Adapt and refine	Demonstrate more			
	Use both hands and	motifs that vary in	complex sequences on	Throw for distance	Perform/apply skills	Use different &
	feet to dribble a	weight/space/rhythm	floor/apparatus (Yr 5).	efficiently, accurately	in additional net/wall	appropriate shots
	moving ball avoiding	(Yr 5).		and with good	game. (Yr 6).	when batting/striking
	defender (Yr 6).	Show/fluency/control	Perform 6-8-part floor	control (Yr 6).		(Yr 6).
	Netball	n chosen dynamics in	sequences as an	Rugby	Athletics (Sports	Orienteering
	Play different	response o stimuli (Yr	individual, pair and	Apply	day)	Walk along a
	positional roles in	5).	small group (Yr 6). Perform sequence	attacking/defending	Complete a	compass direction
	game, know what to	Create and perform	combining action skills	strategies as part of	run/jump/throw	and identify some
	do to improve (Yr 5).	motifs in a variety of	with apparatus (Yr 6).	a team game (Yr 5).	event & measure	map symbols (Yr 5/
	Know and play	style consistently (Yr	Use appropriate criteria	Apply skills	outcome (Yr 5). Show good running	
	different positional	6).	and terminology to	appropriately to	style at different	
	roles in relation to	Be aware of and use	evaluate performances	circumstances in the	speeds in various	
	mini games (Yr 6).	musical structure,	(Yr 6).	game (Yr 6).	events (Yr 5).	
	iiiiii gaiiies (11 o)i	rhythm, mood and		game (11 o).	events (11 3).	
		phrasing (Yr 6).				
			Hockey		Choose and sustain	
		Tri Golf	Handle a ball and pass		pace suited to	
			and shoot with control		distance (e.g. sprint 7	
			and consistency (Yr 5).		seconds. Run for 5	
					mins) (Yr 6).	
			Choose and use a			
			combination of skills			
			confidently in games (Yr			
			<i>6).</i>			

^{*}School Game values.





*Focus sport.

*Physical Pupil skills.

Two-week block of swimming for KS1 and KS2 children.

	Swimming skills
Class 1 (Reception)	 Get in and out of swimming pool using steps.
	 Float with the use of aids.
	 Travel in the water independently with buoyancy aid.
Year 1&2	 Put my face in water and blow bubbles. (Yr1)
	 Float on back and front with aids to show breathing control. (Yr1)
	Combine front paddle action with crawl leg action with aids. (Yr1)
	Swim 5+ metres using back stroke leg action without aids. (Yr 2)
	 Swim 5+ metres front crawl with & later without aids. (Yr 2)
	 Push and glide confidently over a longer distance. (Yr 2)
Year 3 & 4	 Achieve leg & arm action for one stroke & start to combine. (Yr 3)
	 Float without the use of aids. (Yr 3)
	 Swim 10+ metres, one basic method without aid. (Yr 3)
	 Achieve leg & arm action for two strokes & start to combine. (Yr 4)
	 Use a sculling action to stay afloat. (Yr 4)
	Swim 10+ metres front or back without aids & using correct style.
Year 5 &6	(Yr 4)
Teal 5 &6	• Swim 25+ metres unaided and competently using 1 stroke. (Yr 5)
	 Submerge & pick up object off bottom of pool & tread water 30secs. (Yr 5)
	• Swim 10+ metres using two strokes & jump into deep water. (Yr 5)
	Swill 10+ lifeties using two strokes & jump into deep water. (11 3)
	• Swim 25+ metres using three different strokes stroke. (Yr 6)





• Swim competently, confidently and efficiently at least 25 metres.
(Yr 6)
• Perform safe self-rescue in different water-based situations. (Yr 6)

The six School Games values - Passion, Self-Belief, Respect, Honesty, Determination and Teamwork - were developed by young people to recognise how the experience of sport should be epitomised and embodied within schools, and to reflect the 'spirit' of the School Games.

We encourage all children, leaders, teachers, coaches and spectators to adopt and demonstrate the 'Spirit of the Games' during all PE lessons and at all events. Each half term we are going to adopt one particular 'focus' value, where individuals are rewarded for their exceptional demonstration of that value during the lesson or at play time etc.

We aim to use the School Games values alongside our whole school values - developing a range of behaviours, qualities and inter-personal skills with our students based on sporting experiences, scenarios and attitudes.

