

Curriculum Intent for

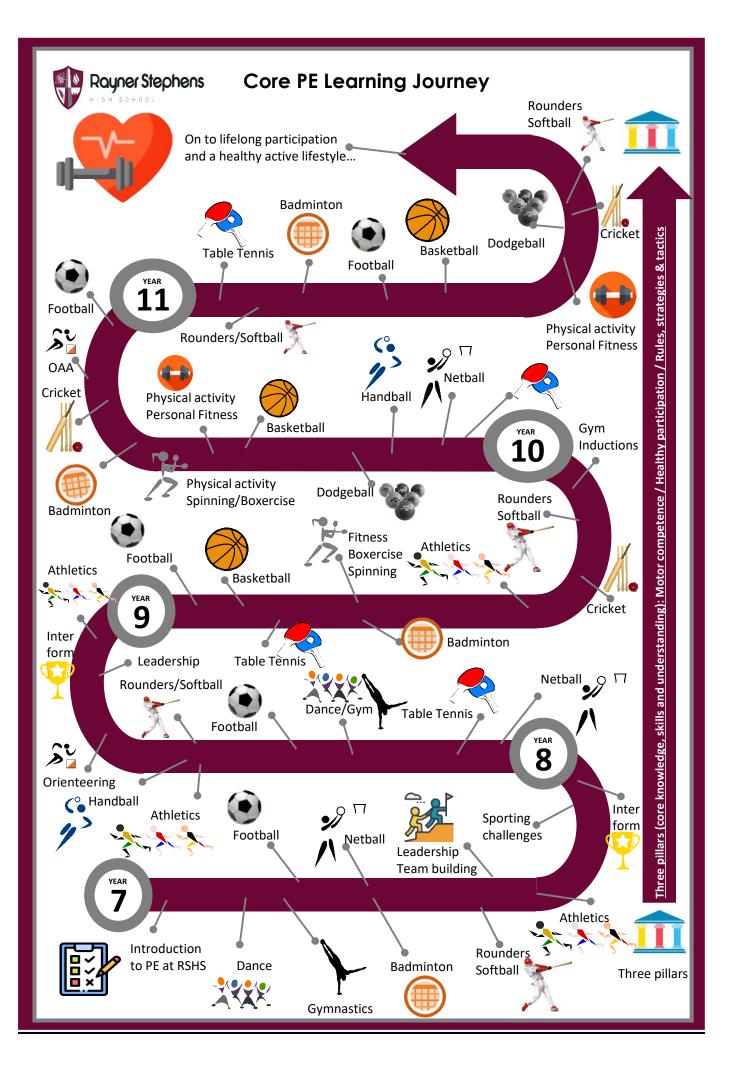
ΡΕ

Our intent is to provide students with a high-quality and ambitious curriculum which will prepare our students for an active and healthy lifestyle. Our students will have the opportunity to become physically confident through developing their own health and fitness.

Our curriculum has been carefully designed to ensure that learning builds and links to previous knowledge, we are constantly developing and challenging students to allow them to make progress. Each year, students will develop motor skills (fundamentals in movement), sport specific skills, increase their knowledge and application of fitness, develop an understanding of tactical awareness and use their leadership skills. Students will be physically active for sustained periods of time, have the confidence to engage successfully in competitive and non-competitive activities, evaluate performances, lead active and healthy lifestyles, build character and respect, to support them in the community.

The transition into KS4 will further develop their strategies, techniques, and opportunities for competitive sport. Students can opt into a sporting pathway via BTEC Sport and BTEC TECH Health and Social care. These courses will allow the students to progress on to similar (higher) further education courses

Our aim is to ensure that students leave us with the confidence and interests in a range of sports and physical activities to have lifelong participation in sport. Students should fully understand and appreciate the importance of health and physical activities.



		Year 7 – Physical Education			
Curriculum intent	The year 7 curriculum is designed to develop learners in a range of sports, with a suitable amount of time to enable them to progress. They will take part in an induction unit focussing on the motor competence in a range of activities. Each student will perform in a range of activities and sports throughout the year to develop healthy participation. They will also develop their understanding of rules and regulations, tactics and health related components. Students will develop an understanding of fair play and improve on it throughout the year				
Term	Carousel 1 (Autumn)	Carousel 2 (Spring)	Carousel 3 (Summer)		
Knowledge	Learners will develop an understanding of the fundamentals of movement in an induction unit using a range of physical and skill related components. Learners will develop an understanding of how to perform the basic skills and techniques of throwing, catching, passing, dribbling, shooting in team games. An understanding of basic rules and regulations in Team games. (football / Netball / Handball.) They will develop an understanding of Fair play and respect in a team game. Learners will understand a 3 part warm up, with the opportunity to lead their partner,	Students will develop an understanding of the: Net game – Badminton Understand how to serve and play overhead shots Understand the rules for singles play Understand how to link actions together to create motifs in Dance Understand how to link actions together in gymnastics to create sequences Develop an understanding of how to respect each other through games and reviewing aesthetic elements Understand how to Lead elements of the warm up within in pairs and small groups	Students will develop an understanding of how to perform different skills and techniques, the rules and regulations for a striking and fielding game and Team building activities. Develop an understanding of how to play a strike and fielding game, knowing basic rules and regulations to enable games to be played independently. Develop an understanding of leadership through OAA activities. Develop ways to be resilient to solve problems in team and individual activities Know how to lead elements of the warm up specific to their sport/activity		
Skills	Fundamentals of movement challenge themselves in a range of skill and physical challenges and activities which combine speed, agility, coordination, aerobic and muscular endurance. Team games – Handball/Football/Netball Develop skills in Handball – football – Short passing, close control, dribbling and shooting	Net game – Badminton Develop stance, footwork, flick serve and over head shots to be able to rally and play competitively Dance Replicate actions with control Move to music Create motifs from replicated actions and their own creations	Striking/Field games – Rounders and cricket Throwing overarm /underarm Catching - high and low Hitting – drive shot / Batting – within the field of play Bowling – with control Team building and Problem Solving/Orienteering Develop ways to communicate Communicate to complete challenges Discus, adapt and solve challenges Orientate a map and follow		

	Netball – Passing and catching, footwork, shooting	Gymnastics Develop Balance, travel Link actions together to Use low level apparatus	create sequences	Locate and place control points		
Assessments	Formative ongoing assessment throughout schemes of learning based on the 8 statement topic overviews	Formative ongoing assessment throughout schemes of learning based on the 8 statement topic overviews End of activity Teacher assessment – Using the 8		Formative ongoing assessment throughout schemes of learning based on the 8 statement topic overviews		
	End of activity Teacher assessment – Using the 8 PE statement Topic overviews			End of activity Teacher assessment – Using the 8 PE statement Topic overviews		
Enrichment	Extracurricular clubs	Extra-curricular clubs	Extra-curricular clubs	Extra-curricular clubs	Extra-curricular clubs	
	Netball Football Badminton Table Tennis Rugby	Futsal Netball Basketball Table Tennis Dodgeball	Futsal Basketball Table Tennis Dodgeball	Cricket Rounders Basketball Dance	Softball Rounders Badminton Trampoline Basketball	
	Inter form – Lineball game	Core PE - New sporting challenge	Inter form Team competition - Dodgeball	Core PE - New sporting challenge	Inter form Athletic competition	

Year 7 Physical Education Spring Term Knowledge Organiser

Key Vocabulary:			Physiology - The human body	Preparing for P.E		
		an internal framework of	8 The skeleton	11 Warming up		
1	Human Skeleton	bone, cartilage, or other rigid material supporting or containing the body of an animal or plant:	 The adult human skeleton consists of 206 bones. There are different types of bones, such as: Femur = long bone Scapula (shoulder blade) = flat bone 	Pulse raiser – GETING YOUR HEART RATE UP - Slow to fast Jogging / side stepping / heel flicks / high knees		
2	Functions	an activity that is natural to or the purpose of a person or thing:	 Vertebrae = irregular bones Patella (knee), carpels and tarsals = short bones Skull Clavicle (Collarbone) 	Stretch and exercise – MOBILISING MUSCLES AND JOINTS Stretch – the MAJOR muscles you will use Exercises - Star jumps / tuck jumps / squats / lunges Activity challenges - PREPARING THE MIND		
3	Support	bear all or part of the weight of; hold up:	Sternum (Breastbone) Spine Ribcage Ulna	Foxes and rabbits / Tag Keep ball / rondo / piggy in middle 12 Cooling down A cooldown is to promote recovery and return the body to a pre-exercise or pre-workout level.		
4	Protection	The bones protect the vital organs	Femur Patella (Kneecap) Tibia Fibula	A relaxing range of stretching exercises		
5	Warm up Cool down	Warm up – to prepare your body and mind to perform Cool down – to promote recovery to return the body back to pre work out level	 9 Functions of the Skeleton The skeleton has four main functions: to support the body to protect some of the vital organs of the body 	13 School focus		
6	Skeletal muscle	Skeletal muscle is joined to bones. Its cells contract to make bones move and joints	to help the body moveto make blood cells	RESPECT – BE polite and considerate Shaking hands after the game		
		bend.	10 Muscles	RESULENCE Docitivity		
7	Contract Relax	Muscles work together so one relaxes and one contracts	Your muscles are made of bundles of muscle cells forming muscle tissue. Muscles can only contract and relax, so they always work in pairs called antagonistic muscles. Skeletal muscle is joined to bones. Its cells contract to make bones move and joints bend. There are over 650 muscles in the human body.	RESILIENCE – Positivity Trying that skill again even though its difficult ASPIRATION – belief in our self What can I do to improve my performance		

Year 7 Physical Education Spring Term Knowledge Organiser

Key Vocabulary:		Cricket		OAA			
	ĺ		8	Pitch setup	10	Team buildin	Ig
1	Teamwork	The activity of working togethe r in a group with other people, especially when this is successful:	The Bas	LEG SIDE Cuffed	Verbal	Non verbal Non-verbal	Team work
2	Orientate	to discover your position in rel ation to what is around you:		Infield Pitch	complete a ta	king and listening to eask effectively – using signs, body lan	
3	Communication	a process by which information is exchanged between individuals verbally and non-verbally	Out – Caugh	me – to score more runs than your opponent at by a fielder / bowled by the bowler / stumps u run between wickets	methods to e effectively Teamwork – v	ach other to complete working together to co	a task
			Scoring – yo	u hit the ball and run between the wickets	11	Orienteering	g
4	Striking (batting)	the action of hitting a ball with a bat, especially in cricket or rounders	9	Rounders – PITCH SETUP Striking and fielding techniques	on the map to	orientated at all times north in the field.	-
5	Bowling	the action/technique used by a bowler to a batter in rounders or cricket		Znd Post 2nd Post 2nd Post 2nd 2nd 2nd 2nd 2nd 2nd 2nd 2nd	your thumb ju This is a very si common mista	map. Means that you g st below the exact spo imple but effective way ake – reading the wron Put your thumb on yo (This is called "thumbing	t where you are. y of avoiding a g part of the map. our location
6	Fielder	a player who in a defensive position while the other side is batting	Object of gan	ne – to score more runs than your opponent	you	rlocation	
7	Defence Attack	The two sides in a game of cricket or rounders Defence = Fielder Attack = Batters	Scoring – Hit	by a fielder / Base stumped you are running to the ball and run to the bases – 2 nd base ½ base = full rounder			