

P.E. 2021/22 Overview

AGE PHASE	YEAR GROUP	AUTUMN		SPRING		SUMMER	
KS1	1	<b>Baseline assessment-</b> Fundamentals through Games	<b>Dance-</b> Toy Story- link movements, travel, turns and levels into a sequence. <b>Gymnastics-</b> travelling, rolling and jumping in a sequence.	<b>Dance-</b> three little pigs-work with a partner to convey a story through dance. <b>Fundamentals</b> Zog-overarm throw, underarm throw, hopping	<b>Games-</b> team games throwing/ rolling <b>Gymnastics-</b> sequence onto apparatus	<b>Fundamentals through Games</b> Underarm throw/bouncing/catching <b>Jack and the beanstalk-</b> throwing	<b>Complete baseline assessment Athletics</b>
	2	<b>Initial Fundamental Baseline-</b> Fundamentals through games	<b>Gym-</b> to create a sequence using travelling, jumping, rolling and balancing.  <b>Fundamental Games through net and wall-</b> simple tactics, throwing, catching, striking into space.	<b>Fundamental Games</b> – underarm throw, passing and using tactics  <b>Dance-</b> learn basic dance movements, create interesting shapes with bodies and expression.	<b>Fundamental Games-Bounce Ball</b> – bouncing a ball, dribbling and throwing at a target within a game.  <b>Fundamental Games-Crown Green Bowls-</b> rolling, aiming at a target	<b>Fundamental Games through striking and fielding-</b> catching, striking with accuracy, simple tactics.  <b>Athletics-</b> throwing (under and over) for distance and accuracy	<b>FMS Assessment</b>  <b>OAA-</b> teamwork, cooperation, using a simple map and control card.
LKS2	3	<b>Fundamentals Catch up Baseline Assessment</b> Overarm throwing	<b>Net and Wall Core task 1-</b> throwing, catching, striking, tactics, make own game	<b>Dance</b> –sequence movement together into a structure. <b>Gymnastics-</b> a sequence using travelling, rolling, jumping and balancing using apparatus.	<b>Invasion Games – Netball-</b> passing and throwing, applying in a game. <b>Striking and fielding-cricket-</b> underarm	<b>Athletics-</b> throwing, jumping  <b>Dance-</b> sequence perform their own interpretation.	<b>Invasion games-rugby-</b> passing in a game. <b>OAA-</b> trust and trails

			<b>Gymnastics-</b> create and demonstrate a sequence of at least 6 actions.		throwing, strike, apply tactics to a game.		
	4	<b>Gymnastics-</b> combine travelling, jumping and balancing into a sequence. <b>Invasion Games-Netball</b> throwing/ passes and applying to games.	<b>Games-Invasion games-Basketball</b> passes/ applying tactics <b>Gymnastics-</b> sequence of gymnastic actions included matched shapes with partner using apparatus.	<b>Swimming Gymnastics-</b> sequence of gymnastic actions included matched shapes with partner using apparatus. -With Emma M	<b>Swimming Dance-Water-</b> travelling, mirrored sequence with a partner including balances and performance.	<b>Net and Wall games-</b> Core task 2-consolidate throwing, striking ball/hand within a net/ wall activity. <b>Athletics-</b> throwing sling throw, piush action, relay, jumps	<b>Striking and Fielding-Rounders-</b> striking ball from tee, simple tactics  <b>OAA-</b> Team work and problem solving
UKS2	5	<b>Invasion Games-</b> Hockey dribbling/ passing/tactics (with a hockey stick). <b>Swimming Health and fitness-</b> personal goals, why we exercise.	<b>Swimming Invasion games- Tag Rugby-</b> passing/control with consistence, accuracy and control. Use of tactics within a game.	<b>Dance Highwayman-</b> travel, turn, jump, gesture and stillness to convey events and emotions.  <b>Gymnastics-</b> partner balance/ counter balance with partners.  <b>Crown Green Bowling-</b> bowling at the local crown green bowling centre.	<b>Gymnastics-</b> balance sequence on apparatus with partners.  <b>Dance-</b> convey movements with props to create an end to a story. (Miss H)	<b>Net &amp;Wall-Tennis-</b> forehand, backhand, tactics within a game to score points.  <b>ATHLETICS-</b> running, long jump, triple jump, mini competition.	<b>Striking and fielding –cricket-</b> bowling, striking, tactics within a game.  <b>OAA-</b> map set or orientated, get around a course using 8 compass points, plan a route and navigate.
	6	<b>OAA –</b> team work and problem solving	<b>Dance –</b> group dance with	<b>Dance –</b> Group dance using a range of dynamics, accurately	<b>Invasion games – Netball-</b> passing, catching	<b>Athletics-</b> running, jumping, take-off and landing, personal goals.	<b>Striking and fielding games – rounders-</b>

		<p><b>Invasion games-</b>  <b>Tag Rugby-</b>  passing with consistency, accuracy and control, decision making, tactics, attacking and defending</p>	<p>expression and performance.  <b>Gymnastics-</b>  group counter balance sequences in unison.</p>	<p>times with a range of choreographed techniques.  <b>Net &amp; wall –</b>  <b>Badminton-</b>  forehand, backhand, tactics to score points.</p>	<p>a netball with consistency, accuracy and control.  Shoulder pass and tactics.</p> <p><b>Striking and fielding –cricket-</b>  bowling, striking, tactics within a game.</p>	<p><b>Swimming</b>    <b>Gymnastics-</b> part weight bearing balance on apparatus</p>	<p>underarm bowling, striking applying to a game.  <b>Swimming</b></p>
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