Key Learning in Physical Education: Years 3, 4, 5 and 6

During KS2 pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement. They should enjoy communicating, collaborating and competing with each other. They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success.

Key Learning in Games Developing Skills Attacking and Defending Strategies Evaluating Success (Games) **Travelling** Use a range of skills to keep possession and Explain how to keep possession and describe Change speed and direction easily i.e. make progress towards a goal or target on how they and others have achieved it. dodging and swerving. their own and with others. Identify what they do best and what they find Travelling with an object i.e. running or Choose when to pass or dribble, so they keep difficult. dribbling a ball with/without equipment. possession and make progress towards the Explain the tactics and skills that they are **Sending and Receiving – Invasion Games** goal. confident with and use well in games. Perform using a number of sending and Use a range of tactics to keep possession of Look for specific things in a game and explain receiving skills with consistency, accuracy, the ball and get into positions to shoot or how well they are being done. i.e. marking an confidence and control and later speed. opponent. **Scoring Skills** Explain why a performance is good. Shoot and score accurately in a range of **Defending Skills** Recognise and describe the best points in an ways. • Know how to mark and defend their goal(s). individuals and a team's performance. Shot from a distance and from close range. Ways of keeping the ball away from Identify aspects of their own and others **Net Wall Games** performances that needs improving. • Throw a ball underarm, overarm. How to mark a player and space. Intercept a ball. • Intercept and tackle to get the ball back. • Hold and swing the racket well and play shots • Position themselves well on court. on both sides of the body and above their Try to make things difficult for the opponent heads. by directing the ball to space, at different Play shots with reasonable accuracy. speeds and heights. Keep a rally going that is not cooperative. Choose and use batting or throwing skills to **Striking Fielding Games** make the game hard for their opponents. • Hit a ball off a tee. Strike the ball accurately into spaces and Different ways of striking a ball using different different parts of the playing area. equipment (e.g. rounders, cricket). Direct the ball away from fielders using Catch a small ball with two hands. different angles and speeds. Stop a ball and throw it back to partner, bowler or wicket keeper quickly and accurately. Bowl underarm and overarm with increasing accuracy and speed. Retrieve, intercept and stop a ball when

Key Learning in OAA Trails Problem Solving Orienteering Take part in outdoor and adventurous To improve communication skills. Know some of the symbols on a activity challenges orienteering map. To improve ability to work with and trust Develop communication and Know how set a map. others. collaboration skills To undertake an adventure trail to Know how to keep the map "set or develop communication skills. Evaluate their own success "orientated" when they move around a simple course. To work safely with a partner in an To take responsibility for self and others adventurous environment. Know the eight points of a compass. Take part in activities that involve working Record information accurately at the To complete a Trail within the school with and trusting others grounds. control marker. To work effectively as part of a team To increase confidence in decision Plan effectively to visit as many control making. markers in the time allowed. To run safely with a map around a simple To know how to use a control card. orienteering course. Navigate to a control marker on a score event course.

fielding.

Key Learning in Physical Education: Years 3, 4, 5 and 6

Key Learning in Gymnastic Activities Developing Skills Linking Actions and Sequences of Evaluating Success Movement Devise and perform a sequence of gymnastic Explain the difference between two **Travelling** Focus on developing quality of travelling actions, showing a clear beginning, middle performances. actions both on feet and hands and feet. and end. Make simple assessments of performance Shape Gradually increase their length of sequence. based on simple criteria given by the teacher. As KS 1 and piked and straddle, Work with a partner to make up a short • Offer constructive ideas when working with a Focus on developing quality of shape and sequence using floor, mats and apparatus, partner, including ideas on balance and stillness. E.g. extended feet, hands, arms, legs. showing consistency, fluency and clarity of transfer of weight. Explore a range of symmetrical and movement. Suggest improvements to speed, direction asymmetrical actions. Repeat accurately a sequence with more and level in the composition. Perform movements that are mirrored and/or difficult actions with an emphasis on Watch performance and use criteria to make matched. extension, clear body shape and changes in judgements and suggest improvements. direction. **Balance** Explain how a sequence is formed using Focus on developing balances on 1,2,3 or 4 Adapt sequences to include a partner. appropriate terminology to describe points and large body parts. Make up longer sequences and perform them technique and composition when evaluating Counter balance with a partner. with fluency and clarity of movement. both their own and others performances. Vary direction, levels and pathways to • Counter tension with a partner. improve the look of a sequence. **Rolling** Focus on developing quality in all the Use planned variations and contrasts in different rolling actions from KS1. actions and speed in their sequences. Perform actions on the floor then from floor **Jumping** Focus on developing quality of jumping to apparatus, actions 2:2, 2:1, 1:2, 1:1. Jump with shapes in the air. ■ 1/2 turn jump. **Handle apparatus** • Use all actions above on the floor and over, through, across and along apparatus. Perform different combinations of actions and perform these with a change of speed,

Composing	Performing	Appreciating
To create movement using a stimulus. To explore and improvise ideas for dances in different styles, working on their own, with a partner and in a group. To create and link dance phrases using a simple dance structure or motif. To use simple choreographic principles to create motifs. To compose dances by using, adapting and developing steps, formations and patterning from different dance styles. To explore, improvise and combine movement ideas fluently and effectively.	 To perform dances expressively, using a range of performance skills. To perform dances with an awareness of rhythmic, dynamic and expressive qualities, on their own, with a partner and in small groups. To perform more complex dance phrases that communicate character and narrative. Perform in a whole class performance. 	 To talk about how they might improve their dances. To describe and evaluate some of the compositional features. of dances performed with a partner and in a group To understand how a dance is formed and performed. To evaluate, refine and develop their ow and others' work.

level or direction.

weight in their actions

Develop tension, extension and transfer of