

			EYFS –	Physical Dev	velopme	ent			
			🔸 Prereguis	ite skills for PE with	in the natio	onal curriculum			
		Gross Motor Skills		5		otor Skills			
Early Learn	ning Goal	 Negotiate space of others. Demonstrate street 	and obstacles safely, with ngth, balance and coordin	consideration for themselves action when playing. ng, dancing, hopping, skippi	• and • Use a • Begin		cluding scissors, paintbru care when drawing.	shes and cutlery.	
				Specific Unit Skill	s				
Athletics	Ball Skills	Dance	Fitness	Fundamental	Gymnastics	Invasion Games	Net and Ball Games	Yoga	Target Gam
Running: explore running and stopping safely. Jumping and hopping safely. Throwing: explore throwing to a target.	Sending: explore sending an object with hands and feet. Catching: explore catching to self and with a partner. Tracking: explore stopping a ball with hands and feet. Dribbling: explore dropping and catching with two hands and moving a ball with feet	Actions: explore how my body moves. Copy basic body actions and rhythms. Dynamics: explore actions in response to music and an idea. Space: begin to explore pathways and the space around me and in relation to others. Performance: perform short phrases of movement in front of others.	Agility: explore changing direction safely. Balance: explore balancing whilst stationary and on the move. Co-ordination: explore moving different body parts together. Speed: explore moving and stopping with control. Strength: explore taking weight on different body parts. Stamina: explore moving for extended periods of time.	Running: explore running and stopping. Explore changing direction safely. Balancing: explore balancing whilst stationary and on the move. Jumping: begin to explore take off and landing safely. Hopping: explore hopping on both feet. Skipping: explore skipping as a travelling action.	Shapes: show contrast with my body including wide/narrow, straight/curved. Balances: explore shapes in stillness using different parts of my body. Rolls: explore rocking and rolling. Jumps: explore jumping safely.	s&r with hands and feet using a variety of equipment. s Dribbling: explore dropping and	Hitting: explore hitting a ball with hands and pushing with a racket. Feeding and rallying: explore sending and tracking a ball with a partner. Footwork: explore changing direction, running and stopping.	Balance: explore shapes in stillness using different parts of my body. Flexibility: explore shapes and actions to stretch my body. Strength: explore taking weight on different body parts. Mindfulness: explore my own feelings in response to an activity or task	Throwing: explore throwi using a variety of equipment. Catching: explore catchin using a variety of equipment.
				Specific Unit Knowle	dge				
Running: know that I use big steps to run and small steps to stop. Know that moving into space away from others helps to keep me safe. Jumping: know that bending my knees will help me to land safely. Throwing: Understand that bigger targets are easier to hit. Rules: know that rules help us to stay safe.	Sending know to look at the target when sending a ball. Catching: know to have hands out ready to catch. Tracking: know to watch the ball as it comes towards me and scoop it with two hands. Dribbling: know that keeping the ball close will	Actions: understand that I can move my body in different ways to create interesting actions. Dynamics: understand that I can change my action to show an idea. Space: know that if I move into space it will help	Agility: know that moving into space away from others helps to keep me safe. Balance: know that I can hold my arms out to help me to balance. Co-ordination: know that moving my arms and legs at the same time helps me to walk, run and jump. Speed: know that I use big steps to run and small steps to stop. Strength: understand	Running: know that I use big steps to run and small steps to stop. Know that moving into space away from others helps to keep me safe. Balancing: know that I can hold my arms out to help me to balance. Jumping: know that bending my knees will help me to land safely. Hopping: understand that i use one foot to hop. Skipping:	Shapes: understand that I can make differen shapes with my body. Balances: know that I should be still when holding a balance. Rolls: know that I can change my body shape to help me to roll. Jumps:	nt look at the target when sending a ball and watch the ball to receive it. Dribbling: know that keeping the ball close will help with control. Space: know that being in a space gives me	Hitting: know to point my hand/object at my target when hitting a ball. Feeding and rallying: know to look at the target when sending a ball and watch the ball to receive it. Footwork: know to use big steps to run and small steps to stop. Tactics: make simple decisions in response to a task. Rules: know that rules help us to	Balance: know that it is easier to balance using more parts of my body than fewer parts. Flexibility: know that I can make my body longer by reaching out with my arms and legs. Strength:	Throwing: know to point my hand at m target when throwing. Catching: kno to have hands out ready to catch. Tactics: make simple decisions in response to a task.

		others safe. Performance: know that when watching others I sit quietly and clap at the end. Strategy: know that if I use lots of space, it helps to make my dance look interesting.	weight on different parts of my body. Stamina: understand that moving for a long time can make me feel tired.	know that if I hop then step that will help me to skip.	my knees will help me to land safely. Strategy: know that if I hold a shape and count to five people will see it clearly.	Attacking & defending: know that there are different roles in games. Tactics: make simple decisions in response to a task. Rules: know that rules help us to stay safe.		I can hold my weight on different parts of my body. Mindfulness: understand how movement makes me feel.	Rules: know th t rules help us t stay safe.		
				Vocabulary							
Push stop jump space forwards safety balance backwards	Push stop jump space forwards safety balance backwards	Move copy shape space safely around travel sideways forwards backwards	Push stop jump space forwards safety balance backwards	Push stop jump space forwards safety balance backwards	Move copy shape over rock space around safely sideways travel forwards backwards	Team space catch throw safely bounce forward backward	Team space catch throw safely bounce forward backward	Move still space travel shape safely	Team space catch throw safely bounce forward backward		
				Skills and K e, Skills and Understand							
🗼 Develop	🖌 🖌 Be a	ble to engage in com	petitive (both against sel ning, jumping, throwing 4 Participate i	Year 1 and 2 confident and access a broa f and against others) and co and catching, as well as dev n team games, developing si Perform dances using si	-operative physical veloping balance, ag mple tactics for atto	activities, in a range ility and co-ordinat acking and defendin	e of increasingly challeng ion, and begin to apply t	ing situations			
				Year 1							
Begin to apply running Able to throw and catcl	Cames and athleticsCommunitiesDanceAble to show control when running and jumping.Move with some control and awareness of space.Copy and remember actions.Copy and remember moves and positions.Begin to apply running and jumping in a range of activities.Copy and remember actions.Move with control and coordination.Hold a position whilst balancing on different points of the body.										
				Specific Unit Sk							
Athletics	Ball	Invasion gam	e Fitness	Net and ball games	Gymnastics	Dance	Striking and fielding	Fundamental	Yoga		

Running: explore running at different speeds. Jumping: develop balance whilst jumping and landing. Explore hopping, jumping and leaping for distance. Throwing: explore throwing for distance and accuracy.	Sending: roll and throw with some accuracy towards a target. Catching: begin to catch with two hands. Catch after a bounce. Tracking: track a ball being sent directly. Dribbling: explore dribbling with hands and feet.	Sending & receiving: explore s&r with hands and feet to a partner. Dribbling: explore dribbling with hands and feet. Space: recognise good space when playing games. Attacking: explore changing direction to move away from a partner. Defending: explore tracking and moving to stay with a partner.	Agility: change direction whilst running. Balance: explore balancing in more challenging activities with some success. Co-ordination: explore co-ordination when using equipment. Speed: explore running at different speeds. Strength: explore exercises using my own body weight. Stamina: explore moving for longer periods of time and identify how it makes me feel.	Hitting: explore hitting a dropped ball with a racket. Feeding: throw a ball over a net to land into the court area. Rallying: explore sending a ball with hands and a racket. Footwork: use the ready position to move towards a ball.	Shapes: explore basic shapes straight, tuck, straddle, pike. Balances: perform balances making my body tense, stretched and curled. Rolls: explore barrel, straight and forward roll progressions. Jumps: explore shape jumps including jumping off low apparatus.	Actions: copy, remember and repeat actions to represent a theme. Create my own actions in relation to a theme. Dynamics: explore varying speeds to represent an idea. Space: explore pathways within my performance. Relationships: begin to explore actions and pathways with a partner. Performance: perform on my own and with others to an audience.	Striking: explore striking a ball with their hand and equipment. Fielding: develop tracking and retrieving a ball. Throwing: explore technique when throwing over and underarm. Catching: develop co-ordination and technique when catching.	Hopping: begin to explore hopping in different directions. Skipping: show co- ordination when turning a rope. Use rhythm to jump continuously in a French rope. Running: explore changing direction and dodging. Discover how the body moves at different speeds. Balancing: move with some control and balance. Explore stability and landing safely. Jumping: demonstrate control in take-off and landing when jumping.	Balance: perfo m balances and poses making my bo y tense, stretche and curled. Flexibility: exp ore poses and movements that challenge my flexibility. Strength: expl restrength whils transitioning f om one pose to another. Mindfulness: recognise my a wn feelings in response to a task or activity
				Specific Unit Knowl	edae			Juniping.	
Running: understand that if I	Sendina:	Sending & receiving:				Actions	Striking: understand	Running:	Balance: know
Running: understand that if I swing my arms it will help me	Sending: know to face my	Sending & receiving: know to look at my	A gility: understand that bending my knees will	Hitting: know to use the	Shapes: understand that	Actions: understand that	Striking: understand the role of a batter.	Running: understand that	Balance: know that if I focus n
	5		A gility: understand that	Hitting:	Shapes:				
swing my arms it will help me	know to face my	know to look at my	A gility: understand that bending my knees will	Hitting: know to use the	Shapes: understand that	understand that	the role of a batter.	understand that	that if I focus n
swing my arms it will help me to run faster.	know to face my body towards	know to look at my partner before sending	A gility: understand that bending my knees will help me to change	Hitting: know to use the centre of the racket	Shapes: understand that I can improve	understand that actions can be	the role of a batter. Know that striking	understand that bending my knees	that if I focus n something stil it
swing my arms it will help me to run faster. Jumping: know that landing	know to face my body towards my target when	know to look at my partner before sending the ball. Dribbling: know that moving with a ball is	A gility: understand that bending my knees will help me to change direction.	Hitting: know to use the centre of the racket for control. Feeding:	Shapes: understand that I can improve my shapes by	understand that actions can be sequenced to	the role of a batter. Know that striking quickly will increase	understand that bending my knees will help me to	that if I focus in something stil it will help me to
swing my arms it will help me to run faster. Jumping: know that landing on the balls of my feet helps	know to face my body towards my target when rolling and	know to look at my partner before sending the ball. Dribbling: know	A gility: understand that bending my knees will help me to change direction. Balance: know that	Hitting: know to use the centre of the racket for control. Feeding: know to use an	Shapes: understand that I can improve my shapes by extending parts	understand that actions can be sequenced to create a dance.	the role of a batter. Know that striking quickly will increase the power.	understand that bending my knees will help me to change direction.	that if I focus in something still it will help me to balance.
swing my arms it will help me to run faster. Jumping: know that landing on the balls of my feet helps me to land with control.	know to face my body towards my target when rolling and throwing	know to look at my partner before sending the ball. Dribbling: know that moving with a ball is called dribbling. Space:	Agility: understand that bending my knees will help me to change direction. Balance: know that looking ahead will help	Hitting: know to use the centre of the racket for control. Feeding: know to use an underarm throw to	Shapes: understand that I can improve my shapes by extending parts of my body.	understand that actions can be sequenced to create a dance. Dynamics:	the role of a batter. Know that striking quickly will increase the power. Fielding: understand	understand that bending my knees will help me to change direction. Understand that if I	that if I focus in something stil it will help me to balance. Flexibility:
swing my arms it will help me to run faster. Jumping: know that landing on the balls of my feet helps me to land with control. Understand that if I bend my	know to face my body towards my target when rolling and throwing underarm to	know to look at my partner before sending the ball. Dribbling: know that moving with a ball is called dribbling. Space: understand that being in	Agility: understand that bending my knees will help me to change direction. Balance: know that looking ahead will help me to balance.	Hitting: know to use the centre of the racket for control. Feeding: know to use an underarm throw to feed to a partner.	Shapes: understand that I can improve my shapes by extending parts of my body. Balances: know that balances should	understand that actions can be sequenced to create a dance. Dynamics: understand that I	the role of a batter. Know that striking quickly will increase the power. Fielding: understand that there are different	understand that bending my knees will help me to change direction. Understand that if I swing my arms it	that if I focus n something stil it will help me to balance. Flexibility: know that yog i
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swing my arms it will help me to run faster. Jumping: know that landing on the balls of my feet helps me to land with control. Understand that if I bend my knees it will help me to jump further. Throwing: know that stepping forward with my opposite foot	know to face my body towards my target when rolling and throwing underarm to help me to balance.	know to look at my partner before sending the ball. Dribbling : know that moving with a ball is called dribbling. Space : understand that being in a good space helps us to pass the ball. Attacking :	Agility: understand that bending my knees will help me to change direction. Balance: know that looking ahead will help me to balance. Co-ordination: know that using the opposite arm to	Hitting: know to use the centre of the racket for control. Feeding: know to use an underarm throw to feed to a partner. Rallying: know that throwing/hitting to	Shapes: understand that I can improve my shapes by extending parts of my body. Balances: know that balances should	understand that actions can be sequenced to create a dance. Dynamics: understand that I can create fast and slow actions to	the role of a batter. Know that striking quickly will increase the power. Fielding: understand that there are different roles within a fielding team. Know to move	understand that bending my knees will help me to change direction. Understand that if I swing my arms it will help me to run faster.	that if I focus n something stil it will help me to balance. Flexibility: know that yog i helps to impro e flexibility which
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					position, people will know when my sequence has begun and when it has ended.	know that standing still at the start and at the end of the dance lets the audience know when I have started and when I have finished. Strategy: know that if I use exaggerated actions it helps the audience to see them clearly.	defence (fielding). Rules : know how to score points and follow simple rules.	when I skip. Know that jumping on the balls of my feet helps me to keep a consistent rhythm.	
				Vocabulary		<u> </u>		11	
far hop aim fast slow bend improve directior travel	, , , ,	defender points dribbling attacker score partner	fast jump hop low direction balance bounce	ready position partner net underarm score points	action jump roll level direction speed point balance	counts pose level slow fast balance	hit points target throw score catch	fast hop slow direction land safely	feel breath o listen slow
			Γ	Year 2					
	ames and athleti			Gymnastics				nce	
Use running, jumping Develop simp Use the t	ames and athleti , catching and throwing le tactics for attacking c erms 'opponent' and 'teo titive and co-operative p	g skills in combination. and defending. am-mate'.	Show contrasts (suc Jump in a variety of Travel by rolling fo Link two or mo	Gymnastics h as small/tall, straig wide/narrow).	using control and and sideways. sequence.		Move with careful cor Link two or more actior e movements to commu	ntrol and coordination. Is to perform a sequenc	
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overarm throwing for distance.	Tracking : consistently track and collect a ball being sent directly. Dribbling : explore dribbling with hands and feet with increasing control on the move.	Co-ordination: perform actions with increased control when co- ordinating my body with and without equipment. Speed: demonstrate running at different speeds. Strength: demonstrate increased control in body weight exercises. Stamina: show an ability to work for longer periods of time.	Jumping: demonstrate jumping for distance, height and in different directions. Hopping: demonstrate hopping for distance, height and in different directions. Skipping: explore single and double bounce when jumping in a rope.	gymnastic balances. Rolls : explore barrel, straight and forward roll and put into sequence work. Jumps : explore shape jumps and take off combinations.	control on the move. Space : explore moving into space away from others. Attacking : developing moving into space away from defenders. Defending : explore staying close to other players to try and stop them getting the ball.	and travelling actions to include levels. Relationships: explore working with a partner using unison, matching and mirroring. Performance: develop the use of facial expressions in my performance.	a partnstirer catching after one bounce. Footwork : consistently use the ready position to move towards a ball.	Striking: develop striking a ball with their hand and equipment with some consistency. Fielding: develop tracking a ball and decision making with the ball.	demonstrate increased cor rol in performing poses. Mindfulness: explore contr lling my focus and sense of calm
	I		·	Specific Unit Knov	vledae	·	۱ <u>ــــــــــــــــــــــــــــــــــــ</u>	ı	
Running: know that running on the balls of my feet, taking big steps and having elbows bent will help me to run faster. Jumping: know that swinging my arms forwards will help me to jump further. Throwing: know that I can throw in a straight line by pointing my throwing hand at my target as I let go of the object. Rules: know how to follow simple rules when working with others.	Sending: know that stepping with opposite foot to throwing arm will help me to balance. Catching: know to use wide fingers and pull the ball in to my chest to help to securely catch. Tracking: know that it is easier to move towards a ball to track it than chase it. Dribbling: know to keep my head up when dribbling to see space/opponents.	Agility: know using small quick steps helps me to change direction. Balance: understand that I can squeeze my muscles to help me to balance. Co-ordination: understand that some skills require me to move body parts at different times such as skipping. Speed : know that I take shorter steps to jog and bigger steps to run. Strength: know that strength helps us with everyday tasks such as carrying our school bag. Stamina: know that I need to run slower if running for a long period of time.	Running: know that putting weight into the front of my feet helps me to stop in a balanced position. Know that running on the balls of my feet, taking big steps and having elbows bent will help me to run faster. Balancing: understand that squeezing my muscles helps me to balance. Jumping: know that swinging my arms forwards will help me to jump further. Hopping: know that if I look straight ahead it will stop me falling over when I land. Skipping: know that I should swing opposite arm to leg to help me balance when skipping without a rope.	Shapes: know that some shapes link well together. Balances: understand that squeezing my muscles helps me to balance. Rolls: understand that there are different teaching points for different rolls. Jumps: understand that looking forward will help me to land with control. Strategy: know that if I use shapes that link well together it will help my sequence to flow.	Sending & receiving: know to control the ball before sending it. Dribbling: know that keeping my head up will help me to know where defenders are. Space: know that moving into space away from defenders helps me to pass and receive a ball. Attacking: know that when my team is in possession of the ball, I am an attacker and we can score. Defending: know that when my team is not in possession of the ball, I am a defender and we need to try to get the ball. Anow that standing between the ball and the attacker will help me to stop them from getting the	Actions: know that sequencing actions in a particular order will help me to tell the story of my dance. Dynamics: understand that I can change the way I perform actions to show an idea. Space: know that I can use different directions, pathways and levels in my dance. Relationships: know that using counts of 8 will help me to stay in time with my partner and the music. Performance: know that using facial expressions helps to show the mood of my dance. Strategy: know that if I practice my dance my performance will improve.	Hitting: know to watch the ball as it comes towards me to help me to prepare to hit it. Feeding: know to place enough power on a ball to let it bounce once but not too much so that my partner can't return it. Rallying: know that sending the ball towards my partner will help me to keep a rally going. Footwork: know that using a ready position helps me to react quickly and return/catch a ball. Tactics: understand that applying simple tactics makes it difficult for my opponent. Rules: know how to score points and follow simple rules.	Striking: understand the role of a batter. Know that striking quickly will increase the power. Fielding: understand that there are different roles within a fielding team. Know to move towards the ball to collect it to limit a batter's points. Throwing: know that stepping with opposite foot to throwing arm will help me to balance. Catching: know to use wide fingers and pull the ball in to my chest to help me to securely catch. Tactics: understand and apply simple tactics for attack (batting) and defence (fielding). Rules : know how to score points and follow simple rules.	Balance: understand t at I can squeeze i iy muscles to he p me to balance. Flexibility: k ow that flexibilit helps us to st etch our muscles ind increase the movement in our joints. Strength: kn w that strength helps us with every day tasks such as carrying our school bag. Mindfulness: understand t at I can use yoga to make me feel calm.

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						points and follow					
						simple rules.					-
					Vocabulary						
Sprint job distance	overarm collec	t Strong pag	e race dodge	e jog hurdle	link pathway	Received send	Mirror action	Receive quickly trap	Fielder batter ru	ins focus pose	
height take off	target undera	rm speed jog s	steady speed	steady sprint	sequence tuck	teammate chest	pathway	defend return collect	send received	position cr	e ite
landing overarm	dribble distar		5	5 1	straddle speed	pass possession	direction speed	against	teammate bowl	er flow choos	e
underarm	antibito atora	op			star pike	goal dodge	timing	agamot	tournate source	Jiew encode	
underunn					stur pike	5 5	unung				
						bounced pass			l		
			Ye	ear 3 Sk	ills and Kr	rowledge	2				
						5					
				Knowledge, S	Skills and Understanding	breakdown for PE					
					Year 3 and 4						
			4 /	Apply and develo	p a broader range of sl	aills, learning how t	to use them in differ	ent ways			1
				🔸 🛛 Enjoy c	ommunicating, collabo	rating and competi	ng with each other				
			4	Develop an unde	rstanding of how to im	prove in different p	hysical activities an	d sports			
					jumping, throwing an						
								ittacking and defending			
			- i lag componition	re gamee, meanja		ty, strength and bal		inteoning and abjointing			
				4	Perform dances using						
					tly, confidently and pr			motros			
			+	Swint competen	Year 3	officientity over a als	stutice of ut least 25	Intelles			
								<u> </u>	•		4
	nes and Athletics		<u> </u>	nastics		Dance			mming		-
	ch with control an			ts into sequences.		ients into sequences			up to 25 metres.		
Use rolling, hitting			Show changes of a		nd Change speed	and levels within a	a	Use one basic strok		:tly.	
kicking	skills in combinat	ion.	level during o	a performance.	per	formance.		Control leg	g movements.		
Follow the rule	s of the game and	play fairly.	Travel in a variety	ı of ways, includi	ng						
Communicate and co				ferring weight to	5						
	iort distance up to			r in movements.							
Jump in a number			generale powe	in interesting.							
Jump in a number		run up where									
	appropriate.				Specific Unit Skills						
					. ,						
Invasion Games	Athletics	Fundamental	Fitness	Dance	Gymnastics	Ball Skills	Net and Wal	3	Target Games	Yoga	
							Games	Fielding			
Attacking: develop	Running:	Running: change	Agility: show	Actions: create	Shapes: explore	Sending: send a b		3 3	Throwing:	Balance: demons	
movement skills to lose	develop the	direction. Show an	balance when	actions in	matching and	with accuracy ar			explore	increased control	
a defender. Explore	sprinting	increase and	changing	response to a	contrasting shapes.	increasing	using shots suc		throwing at a	in poses. Flexibi	-
shooting actions in a	technique and	decrease in speed.	direction. Balance:	stimulus	Balances: explore point	consistency to a	a as the forehan	d with different	moving target.	explore poses a	u d

range of invasion	apply it to relay	Balancing:	explore more	individually	and patch balances and	target. Catching:	and backhand.	equipment.	Catching	movement in rela ior
games. Defending :	events.	demonstrate balance	complex activities	and in groups.	transition smoothly into	catch a range of	Rallying: explore	Fielding: explore	(dodgeball):	to my breath.
develop tracking	Jumping:	when performing	which challenge	Dynamics: use	and out of them. Rolls :	objects with	rallying using a	bowling to a	begin to catch	Strength: explore irr
opponents to limit	develop	other fundamental	balance.	dynamics	develop the straight,	increasing	forehand.	target and fielding	whilst on the	balances with so ne
their scoring	technique when	skills.	Co-ordination: co-	effectively to	barrel, and forward roll.	consistency Tracking :	Footwork:	skills to include a	move. Striking :	control. Mindfuln :ss
opportunities.	jumping for	Jumping and	ordinate my body	express an	Jumps: develop stepping	track a ball not sent	consistently use	two-handed pick	begin to strike a	develop my ability to
opportunities.	distance in a	hopping: link	with increased	idea. Space :	into shape jumps with	directly. Dribbling :	and return to the	up. Throwing : use	ball with	stay still and keep m
		jumping and	consistency in a	use direction	control.	dribble a ball with	ready position in	overarm and	accuracy and	focus.
	range of approaches and	hopping actions.	variety of	to transition	controt.	hands and feet with	between shots	underarm	balance.	jocus.
	take off	Skipping: jump and	activities.	between		control.	Delween shots	throwing in game	butunce.	
	positions.	turn a skipping rope	Speed: explore	formations.		controt.		situations.		
	Throwing:	turn a skipping rope	sprinting	Relationships:				Catching: catch		
	explore the		technique.	develop an				with some		
	technique for a		Strength: explore	understanding				consistency in		
	pull throw.		building strength	of formations.				game situations		
	puil throw.		in different muscle	Performance:				guine situations		
			groups.	perform short,						
			Stamina: explore	self-						
			using my breath	choreographed						
			to increase my	phrases						
			ability to work for	showing an						
			longer periods of	awareness of						
			time.	timing.						
					Specific Unit Knowledge	2				
Sending & receiving:	Running:	Running:	Agility:	Actions:	Shapes: understand	Sending: know that	Shots:	Striking: know	Throwing:	Balance: understa d
know that pointing my	understand that	understand that	understand how	understand	how to use body tension	pointing my	know that	that striking to	know to throw	that if I use the woole
hand/foot/stick to my	leaning slightly	leaning slightly	agility helps us	that sharing	to make my shapes look	hand/foot/stick to	pointing the racket	space away from	slightly ahead of	of the body part ir
target on release will	forwards helps	forwards helps to	with everyday	ideas with	better.	my target on release	face/my hand	fielders will help	a moving target.	contact with the floor
help me to send a ball	to increase	increase speed	tasks.	others enables	Balances: understand	will help me to	where I want the	me to score.	Catching	it will help me to
accurately. Dribbling:	speed. Leaning	(acceleration).	Balance:	my group to	that I can make my	send a ball	ball to go and	Fielding:	(dodgeball):	balance.
know that dribbling is	my body in the	Leaning my body	understand how	work	balances look	accurately.	turning my body	know to look at	know that	Flexibility: know t lat
an attacking skill	opposite	in the opposite	balance helps us	collaboratively	interesting by using	Catching:	will help me to hit	where a batter is	beginning in a	if I move as I brea he
which helps us to move	direction to	direction to travel	with everyday	and try ideas	different levels.	know to move my	accurately.	before deciding	ready position	out I can stretch a
towards a goal or	travel helps to	helps to slow down	tasks.	before deciding	Rolls: understand the	feet to the ball.	Rallying: know	what to do. Know	will help me to	little bit further.
away from defenders.	slow down.	(deceleration).	Co-ordination:	on the best	safety considerations	Tracking: know that	that hitting	to communicate	react to the ball.	Strength: understond
Space: know that by	Jumping: know	Balancing:	understand how	actions for our	when performing more	using a ready	towards my	with teammates	Striking: know	that I need to use
spreading out as a	that if I jump	understand how	co-ordination	dance.	difficult rolls.	position will help me	partner will help	before throwing	that using a	different muscles f r
team we move the	and land in	balance helps us	helps us with	Dynamics:	Jumps: understand that	to react to the ball.	them to return the	them a ball.	bigger swing	different poses.
defenders away from	quick	with everyday tasks.	everyday tasks.	understand	I can change the take	Dribbling: know	ball easier and	Throwing: know	will give me	Mindfulness: knov
each other. Attacking	succession, the	Jumping and	Speed: understand	that all actions	off and shape of my	that dribbling is an	keep the rally	that overarm	more power.	that I can use my
and defending: know	momentum will	hopping:	that leaning	can be	jumps to make them	attacking skill used	going.	throwing is used	Tactics: know	breath to focus.
mu rolo ac an attach	help me to jump	know that if I jump	slightly forwards	performed	look interesting.	in games which	Footwork: know	for long distances	that using	
5	for which any		helps to increase	differently to	Strategy: know that if I	helps us to move towards a goal or	that moving to the middle of my	and underarm throwing for	simple tactics will help my	
and defender. Tactics:	further.	and land in quick		halm to -l		LOWALDS A GOAL OF	i middle of mil			
and defender. Tactics: know that using simple	Throwing:	succession,	speed. Leaning my	help to show	use different levels it	5		5.		
and defender. Tactics: know that using simple tactics will help my	Throwing: understand that	succession, momentum will help	speed. Leaning my body in the	effect. Space:	will help to make my	away from	court will enable	shorter distances.	team to achieve	
and defender. Tactics: know that using simple tactics will help my team to achieve an	Throwing: understand that the speed of the	succession, momentum will help me to jump further.	speed. Leaning my body in the opposite	effect. Space: understand	will help to make my sequence look	5	court will enable me to cover the	shorter distances. Catching: know to	team to achieve an outcome e.g.	
and defender. Tactics: know that using simple tactics will help my team to achieve an outcome e.g. we will	Throwing: understand that the speed of the movement helps	succession, momentum will help me to jump further. Skipping:	speed. Leaning my body in the opposite direction to travel	effect. Space: understand that I can use	will help to make my	away from	court will enable me to cover the most space.	shorter distances. Catching: know to move my feet to	team to achieve an outcome e.g. spread out so	
and defender. Tactics: know that using simple tactics will help my team to achieve an outcome e.g. we will each mark a player to	Throwing: understand that the speed of the movement helps to create power.	succession, momentum will help me to jump further. Skipping: understand that I	speed. Leaning my body in the opposite direction to travel helps to slow	effect. Space: understand that I can use space to help	will help to make my sequence look	away from	court will enable me to cover the most space. Tactics: know that	shorter distances. Catching: know to move my feet to the ball. Tactics:	team to achieve an outcome e.g. spread out so that we are	
my role as an attacker and defender. Tactics: know that using simple tactics will help my team to achieve an outcome e.g. we will each mark a player to help us to gain possession. Rules:	Throwing: understand that the speed of the movement helps	succession, momentum will help me to jump further. Skipping:	speed. Leaning my body in the opposite direction to travel	effect. Space: understand that I can use	will help to make my sequence look	away from	court will enable me to cover the most space.	shorter distances. Catching: know to move my feet to	team to achieve an outcome e.g. spread out so	

				-						
know the rules of the	event and begin	wide hands to create	completing	flow.			achieve an	help my team to	Rules: know the	
game and begin to	to apply them.	a gap to step	strength activities	Relationships :			outcome e.g. if we	achieve an	rules of the	
apply them.		through.	they need to be	understand			spread out, we can	outcome e.g. we	game and begin	
			performed slowly	that			cover	will spread out to	to apply them.	
			and with control	'formation'			more space. Rules:	deny space.		
			to help me to stay	means the			know the rules of	Rules:		
			safe. Stamina:	same in dance			the game and	know the rules of		
			understand how	as in other			begin to apply	the game and		
			stamina helps us	activities such			them.	begin to apply		
			in other life	as football,				them.		
			activities.	rugby and						
				gymnastics.						
				Performance:						
				understand						
				that I can use						
				timing						
				techniques						
				such as canon						
				and unison to						
				create effect.						
				Strategy:						
				know that if I						
				show						
				sensitivity to						
				the music, my						
				performance						
				will look more						
				complete.	Vocabulary					
Power stamina	Track receive	Bassiver rules putt	Distance strongth	Distance	Flow perform match	Flow matching	Receiver	Serve racket	Stribo guin	Perform strength
officiate perseverance	chest shoulder	Receiver rules putt dodge court/course	Distance strength balance accurately	Distance technique	explore feedback create	Flow matching interesting explore	interception mark	control accurately	Strike grip rounder	flexibility perform
determination	overhead	drive block	control	control tension		control create	footwork	rally track	backstop bowl	link technique
accuracy personal best	accurate	unive block	control	coordination	expression	contrasting	travelling rebound		post wicket	link lechnique
accuracy personal best	accurate			rhythm		contrasting	playing area	opponent	batting wicket	
				mytim			tracking		keeper fielding	
			I	I					Recepci ficiulity	
			Ye	ar 4 Sk	ills and Kn	owledge				
			Knowl	ledge, Skills	and Understandi	ng breakdown j	for PE			
					Year 3 and 4					
			Apply an	d develop a b	roader range of skill	ls, learning how t	o use them in di	ifferent ways		
			4	Enjoy comm	unicating, collabora	ting and competi	ng with each ot	her		
					ding of how to impr					
			📥 Use	running, jum	ping, throwing and	catching in isola [.]	tion and in com	bination		
		🔸 🏻 Plau coi	npetitive games	. modified wh	iere appropriate, and	d applu basic prij	nciples suitable f	for attacking an	d defending	
		- · · · · · · · · · · · · · · · · · · ·	repetitive gaines	,ouijiou Wi	ter e appropriate, an	a apply basis pill	Jerpres sattable	e. attacking un	a abjoiraing	

				<u> </u>	↓ ↓ Perfo wim competently, co	rm da	nces using a	strength and b range of movem	ient patterns	least 25 metro	c		
				- 3	with competentity, co	Jijiuei	Year 4	clently over u c	listunce of ut	leust 25 metre	.5		
Games and I	Athletics			Gymnas	tics	1	Dance		Swimming		Outdoor a	dventurou	s
hands). Strike a ball and fie Pass to team mates Choose appropriate Lead others and act Run over a longer d performance. Use a range of throw Throw with accurace	of a ball (e.g. with f at appropriate times tactics to cause prob as a respectful team istance, conserving e wing techniques (suc y to hit a target or c s and aim to improve	manner. Plan, perforn Show a kinaa improve the body parts (e find out how successfully o parts to crea	ear, fluent and expressive on and repeat sequences. esthetic sense in order to placement and alignment of e.g. in balances, experiment t to get the centre of gravity over base and organise body te an interesting body shape) ang from equipment safely).	n F C c c to E s s	Move in a clear, flue nanner. Plan, perform and r Create dances and r convey a definite id Develop physical str Develop physical str uppleness by pract tretching.	epeat sequences. novements that ea. rength and	Swim between 25 unaided. Use more than one coordinate breathi for the stroke bein Coordinate leg ann Swim at the surfa water.	e stroke and ing as appropriate g used. d arm movements.	Arrive properly equipped for outdoor and adventurous activity. Show an ability to both lead and form part of team. Support others and seek support if required wh the situation dictates. Show resilience when plans do not work and initiative to try new ways of working. Remain aware of changing conditions and chan plans if necessary.				
porjormanocor			1			Speci	fic Unit Ski	lls					
Athletics	Ball Skills	Target Games	Fit	tness	Fundamentals		Dance	Gymnastics	Invasion Games	Net and Wall Games	Striking and Fielding	Yoga	Swimmi ng
Running: develop an understanding of speed and pace in relation to distance. Develop power and speed in the sprinting technique. Jumping: develop technique when jumping for distance. Throwing: explore power and technique when throwing for distance in a pull and heave throw.	Catching: catch a range of objects with increasing consistency. Tracking: track a ball not sent directly. Dribbling: dribble a ball with hands and feet with control. Sending: send a ball with accuracy and increasing consistency to a target.	Throwing: explore throwing at a moving target. Catching (dodgeball): begin to catch whilst on the move. Striking: begin to strike a ball with accuracy and balance.	at speed Balance control v completi activities challeng Co-ordir explore i speed wl ordinatii body. Sp demonst improve techniqu Strengt building different groups. S demonst my brea	when g direction :: show whilst ing s which ge balance. nation: increased hen co- ng my osed: trate d sprinting te. h: develop y strength in t muscle Stamina: trate using	Running: change direction quickly under pressure. Demonstrate when and how to accelerate and decelerate. Balancing: demonstrate good balance and control when performing other fundamental skills. Jumping and hopping: link hopping and jumping actions with other fundamental skills. Skipping: consistently skip in a rope.	imagin range c to char narrati change confide perforn change Space : change directic Relatio action represe Perforn comple commu	s: respond atively to a of stimuli related racter and we. Dynamics: e dynamics ently within a nance to express so in character. confidently use so in a contracter. confidently use so in a pathway. on and pathway. on and pathway. on ships: use and reaction to int an idea. mance: perform x dances that unicate narrative aracter well, ning clearly and y.	Shapes: develop the range of shapes I use in my sequences. Inverted movements: develop strength in bridge and shoulder stand. Balances: develop control and fluency in individual and partner balances. Rolls: develop the straight, barrel, forward and straddle roll and perform them with increased control. Jumps: develop control in performing and landing rotation jumps.	Sending & receiving: develop passing techniques appropriate to the game with increasing success. Catch a ball using one and two hands and receive a ball with feet/object with increasing success. Dribbling: link dribbling the ball with other actions and change direction whilst	Shots: demonstrate technique when using shots playing co- operatively and beginning to execute this competitively. Rallying: develop rallying using both forehand and backhand with increased technique. Footwork: begin to use appropriate footwork patterns to move around the court.	Throwing: use overarm and underarm throwing with increased consistency in game situations. Catching: begin to catch with one and two hands with some consistency in game situations.	Balance: explore using my breath to maintain balance within a pose. Flexibility: demonstrate increased extension in poses. Strength: demonstrate increased control and strength when in a pose. Mindfulness activities with	Strokes: understand ha keeping my eg together for crawl helps me to stay stra ph in the water Breathing: na that breathing out with a soo consistent breath enab es me to swim for longer befor needing and he breath. Wat r safety: know what to do 'I fall in the water Rules: understand he water safety rules.

							dribbling with some control.			increased focus.		
							Space:					
							develop					
							moving into					
							space to help					
							my team.					
							Attacking:					
							change					
							direction to lose an					
							opponent with some success.					
							Defending:					
							develop					
							defending one					
							on one and					
							begin to					
							intercept.					
					Specific Unit Knowled	lae				•		
Running:	Sending: know	Throwing:	Agility: know that	Running: understand	Actions:	Shapes:	Sending &	Shots:	Striking:	Strokes:	Strokes:	
understand that I	that I can use a	know that one	keeping my elbows	that a change of	understand that some	understand how	receiving:	understand	know that	understand	understand	hat
need to pace	variety of ways	handed throws	bent when	direction and speed can	actions are better suited	shapes can be used	know that	when to play a	using the	that keeping	keeping my	
myself when	to send the ball	are used for	changing direction	help to get past or away	to a certain character,	to improve my	cushioning a	forehand and a	centre of the	my legs	together for	
running further or	and it may	speed and	will help me to stay	from an opponent.	mood or idea than	sequence.	ball will help	backhand and	bat will	together for	crawl helps	ne
for a long period	depend on the	accuracy.	balanced.	Balancing: understand	others. Dynamics:	Inverted	me to control	why.	provide the	crawl helps	to stay stra	ght
of time.	situation e.g.	Know that	Balance:	that I need to squeeze	understand that some	movements: know	it when	Rallying: know	most control	me to stay	in the water	
Understand that a	distance, speed,	keeping my	understand that I	different muscles to help	dynamics are better	that inverted	receiving it.	that moving my	and accuracy.	straight in	Breathing:	
high knee drive,	if there is a	elbow high and	need to squeeze	me to stay balanced in	suited to a certain	movements are	Dribbling:	feet to the ball	Fielding:	the water.	that breathi	
pumping my arms	defender.	stepping with	different muscles to	different activities.	character, mood or idea	actions in which	know that	will help me to	know that it	Breathing:	out with a s	ow
and running on	Catching: know	my opposite	help me to stay	Jumping and hopping:	than others.	my hips go above	protecting the	hit in a more	easier to field	know that	consistent	
the balls of my	to adjust my	foot will help	balanced in	know that swinging my	Space: understand that	my head.	ball as I	balanced	a ball that is	breathing out	breath enab	es
feet gives me	hands to the	to increase the	different	non-hopping foot helps	space can be used to	Balances: know	dribble will	position	coming	with a slow	me to swim	
power.	height of the	power.	activities. Co -	to create momentum.	express a certain	how to keep myself	help me to	therefore	towards me	consistent	for longer b	· ·
Jumping: understand that	ball. Tracking: know that	Catching	ordination: understand that if I	Skipping: understand	character, mood or	and others safe	maintain	increasing the	rather than	breath	needing and	
transferring	tracking a ball	(dodgeball): know that	begin in a ready	that keeping my chest up helps me to stay	idea. Relationships:	when performing partner balances.	possession. Space: know	accuracy of my shot.	away so set	enables me to swim for	breath. Wai safety: knov	
weight will help	is an important	moving my feet	position I can react	balanced.	understand that some	Rolls: understand	that moving	Footwork: know	up accordingly.	longer before	what to do	
me to jump	skill used in	to a ball and	quicker. Speed:	buluiteeu.	relationships are better	that I can keep the	into space will	that getting my	Throwing:	needing	fall in the v	
further.	games activities	pulling it in to	understand that a		suited to a certain	shape of my roll	help my team	feet in the right	understand	another	Rules:	11.61.
Throwing:	and be able to	my chest will	high knee drive,		character, mood or idea	using body tension.	keep	position will	that being	breath.	understand	he
understand that	give examples of	help	pumping my arms		than others.	Jumps: know that	possession	help me to	balanced	Water	water safeti	
transferring	this.	me to catch	and running on the		Performance: know	I can control my	and score	balance before	before	safety: know	rules.	
weight will help	Dribbling: know	more	balls of my feet		that being aware of	landing by landing	goals.	playing a shot.	throwing will	what to do if		
me to throw	that dribbling	consistently.	gives me power.		other performers in my	toes first, looking	Attacking:	Tactics: know	help to	I fall in the		
further.	with soft	Striking: know	Strength:		group will help us to	forwards and	recognise	that applying	improve the	water.		
Rules: know and	hands/touches	that using a	understand that		move in time.	bending my knees.	when to pass	attacking tactics	accuracy of	Rules:		
understand the	will help me to	smooth action	strength comes		Strategy: know that I	Strategy: know	and when to	will help me to	the throw.	understand		
rules to be able to	keep control.	will help to	from different		can select from a range	that if I use	shoot.	score points and	Catching:	the water		
		increase	muscles and know			different directions	Defending:	create space.	know to track	safety rules.		

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manage our own		accuracy.	how I can improve		of dance techniques to	it will help to	know when to	Know that	the ball as it		
events.		Tactics:	my strength.		translate my idea.	make my sequence	mark and	applying	is thrown to		
		know that	Stamina:			look interesting.	when to	defending	help to		
		applying	understand that I		1		attempt to	tactics will help	improve the		
		attacking	need to pace myself				win the ball.	me to deny	consistency of		
		tactics will	when running				Tactics:	space, return a	catching.		
		help me to	further or for a long				know that	ball and limit	Tactics: know		
			period of time.					points.	that applying		
		score points	period of time.				applying				
		and get					attacking	Rules: know and	attacking		
		opponents out.					tactics will	understand the	tactics will		
		Know that					help to	rules to be able	help to score		
		applying					maintain	to manage our	points and		
		defending					possession	own game.	avoid getting		
		tactics will					and score		out. Know		
		help me to stay					goals. Know		that		
		in the game.					that applying		applying		
		Rules:					defending		defending		
		know and					tactics will		tactics will		
		understand the			1		help to deny		help to deny		
		rules to be able									
							space, gain		space, get		
		to manage our					possession		opponents out		
		own game.					and stop		and limit		
							goals.		points. Rules:		
							Rules: know		know and		
							and		understand		
							understand		the rules to be		
							the rules to be		able to		
							able to		manage our		
							manage our		own game.		
							own game.		onn gantor		
					Vocabulary		j				
Power stamina	Release	Communicate	Technique	Momentum	Represent reaction	Technique	Outwit	Outwit	Stance two-	Grounded	Survival
officiate	consistency	chipping	progress muscle	accelerate pace	dynamics unison	quality	opposition	receiver court	handed pick	relax	stroke hud
perseverance	technique	opponent	co-ordination	decelerate transfer	control	apparatus	opponent	backhand	up retrieve	mindfulness	alternate
determination	control	swing align	healthy stamina	stability		perform	contact	forehand	technique	stable	treading
accuracy	persevere	protect	5	3		extension	pivot court	,	opposition	down dog	water
5	persevere	protect				inverted				5	
personal best						inverted	field pitch		stumped	control	buoyancy
									short barrier		
					•11 1.16						
				year 5 Sk	ills and Kr	iowledge					
			1	(nowledge Shills	and Understand	na hreakdown	for PF				
			ľ	liowledge, Skills	Year 5 and 6	ing breakaown	JULLE				
			🔺 Apply o	nd develop a broader ra	inge of skills, linking the	m to make actions a	nd sequences of	movement			
			- Appig u		nicating, collaborating a			ntoventett			
					now to evaluate and reco						
						-					

catching, passing, ju Work alone, or with Choose the most app Uphold the spirit of j Choose the best pace Show control in take	e techniques in game imping and kicking et team mates, in order propriate tactics for a fair play and respect e for running over a v e off and landings wh s and keep track of pe	to gain points or possession. game. in all competitive situations. ariety of distances.	Compare the Compar	part in outdoor eir performances Per strong, fluent and , level and body performances. naesthetic t and alignment of good in well-	Perform dances and adventurous with previous of Use a form safe self-re Dance Compose creative of sequences. Perform expressived and strong body po	ones and demonst range of strokes of escue in different Year 5 und imaginative dance ly and hold a precise osture. th high energy, slow mes, and maintain	movement patter ges both individu rate improvemen ¡ffectively	rns ually and within a t it to achieve their pe ations controlled strokes.	Outdoor c Understand the ne Use maps, compas Select appropriate Empathise with ot	ses and digital devi equipment for outo	lishments in managin ces to orientate thems loor and adventurous ort without being ask	selves. activity.
			(remaining upright).		Spaci	fic Unit Skill	 F					
Dance	Fitness	Fundamentals	Gymnastics	Invasion	Net and	OAA	s Striking	Swimming	Taract	Yoqa	Athletics	Ball Ski ls
Dunce	runess	runuumentuis	Gymnustics	Games	Wall	UAA	and	Swimming	Target Games	rogu	Atmetics	Dull Ski is
				Guines	Games		Fielding		Guines			
Actions: choreograph dances by using, adapting and developing actions and steps from different dance styles. Dynamics: confidently use dynamics to express different dance styles. Space: confidently use direction and patterning to express different dance styles. Relationships: confidently use formations, canon and unison to	Agility: demonstrate improved body posture and speed when changing direction. Balance: change my body position to maintain a controlled centre of gravity. Co- ordination: demonstrate increased speed when co-ordinating my body. Speed: apply the best pace for a set distance or	Running: demonstrate improved body posture and balance when changing direction. Accelerate and decelerate appropriately for the situation. Balancing: consistently demonstrate good balance when performing other fundamental skills. Jumping and hopping: demonstrate good technique and co-ordination when linking jumps. Skipping: show a range of skills when skipping in a rope	Shapes: perform shapes consistently and fluently linked with other gymnastic actions. Inverted movements: explore progressions of a cartwheel. Balances: explore symmetrical and asymmetrical balances. Rolls: develop control in the straight, barrel, forward, straddle and backward roll. Jumps: select a range of jumps to include in sequence work.	Sending & receiving: develop control when s&r under pressure. Dribbling: dribble with some control under pressure. Space: explore moving to create space for themselves and others in their team. Attacking: use a variety of techniques to lose an opponent e.g. change of direction or speed.	Shots: develop the range of shots used in a variety of games. Serving: develop the range of serving techniques appropriate to the game. Rallying: use a variety of shots to keep a continuous rally. Footwork: demonstrate effective footwork patterns to move around the court.	Problem solving: explore tactical planning within a team to overcome increasingly challenging tasks. Navigational skills: develop navigational skills: and map reading in increasingly challenging tasks. Communication: explore a variety of communication methods with increasing success.	Striking: explore defensive and driving hitting techniques and directional batting. Fielding: develop over and underarm bowling technique. Develop long and short barrier and two handed pick up. Throwing: demonstrate good technique when using a variety of throws under pressure. Catching:	Strokes: demonstrate increased technique in a range of stokes, swimming over a distance of 25m. Breathing: explore underwater breaststroke breathing technique over a distance of 25m. Water safety: explore safety techniques to include the H.E.L.P and huddle positions.	Throwing: demonstrate clear technique and accuracy when throwing at a target. Catching (dodgeball): demonstrate good technique and consistency in catching skills. Striking: develop a wider range of striking techniques and begin to use them under pressure.	Balance: use my breath to maintain balance within an individual and partner pose. Flexibility: develop flexibility by connecting movement with breath. Strength: demonstrate increased control and strength when in and transitioning between poses. Mindfulness: explore	Running: apply fluency and co- ordination when running for speed in relay changeovers. Effectively apply speeds appropriate for the event. Jumping: explore technique and rhythm in the triple jump. Throwing: Develop technique and power in javelin and shot put.	Sending: demonstrate clear technic ue when sendin a ball under pressure. Catching: demonstrate good technic ue under pressu e. Tracking: demonstrate 1 range of techniques w neu tracking and collecting a all Dribbling: dribble with some control under pressu e.

express a dance idea. Performance: perform dances expressively, using a range of performance skills, showing accuracy and fluency. to be able to move for sustained periods of time Agility: demonstrate exercises. Stamina: usi a steady pac to be able to move for sustained periods of time Agility: demonstrate increased technique in exercises. Stamina: usi a steady pac to be able to move for sustained periods of time Agility: demonstrate improved body posture and speed when changing direction.			Defending: develop tracking and marking with increased success. Explore intercepting a ball using one and two hands.			explore catching skills (close/deep and wicket keeping) and apply these with some consistency in game situations.			methods I can use to control how I feel			
				Specifi	c Unit Knowledg	le						
Actions:Agility: understand that different dance styles utilise selected actions to develop sequences in a specific style.Agility: understand that to that to change direction I push off my outside foot and turn my hips. Balanc understand that different dance styles utilise selected dynamics to express mood.Agility: understand that different dance static balances are static balances as my centre of gravity changes.Space: understand that different dance styles utilise space relates to where my body moves both on the floor and in the air.Agility: understand that static balances as my centre of gravity changes.Relationships: understand that different dance stelectedCo- ordination: understand that different dance of co- ordination and that I relationships to	everyday life. Jumping and hopping: understand that there are different techniques for different situations. Skipping: understand that people will have varying levels of skipping ability and that I can get better with practice.	Shapes: understand that shapes underpin all other skills. Inverted movements: understand that sometimes I need to move slowly to gain control and other times I need to move quickly to build momentum. Balances: understand how to use contrasting balances to make my sequences look interesting. Rolls: understand that I need to work within my own capabilities and this may be different to others. Jumps: understand that I	Sending & receiving: know that not having a defender between myself and a ball carrier enables me to s&r with better control. Dribbling: know that dribbling in different directions will help to lose a defender. Space: know that by moving to space even if not receiving the ball will create space for a teammate. Tactics:	Shots: know which skill to choose for the situation e.g. a volley if the ball is close to the net. Serving: know that serving is how to start a game or rally and use the rules applied to the activity for serving. Rallying: know that playing the appropriate shot will help to keep the rally going. Know that control is more important than power to	Problem solving: recognise that there may be more than one way to solve a challenge and that trial and error may help to guide me to the best solution. Navigational skills: use a key to identify objects and locations. Communication: know to be descriptive but concise when giving instructions e.g. 'two steps to the left'. Reflection: reflect on when I am successful	Striking: understand that stance is important to allow me to be balanced as I hit. Fielding: know that backing up a fielder as a ball is being thrown will help to increase the chances of fielding successfully. Throwing: understand where to throw the ball in relation to where a batter is. Catching: understand when to use a close catch	Strokes: understand that pulling harder through the water will enable me to travel the distance in fewer strokes and travel faster. Breathing: know that breathing every three strokes helps to balance my stroke and allows me to practise breathing on both sides. Water safety: know that a group of people can huddle together to conserve body heat, support each other and provide a larger target for rescuers. Rules: understand rules in and around water.	Throwing: know to aim low to make it difficult for an opponent to catch. Catching (dodgeball): know to stay towards the back of the court area to give me more time to catch. Striking: know that aligning my body and equipment before striking will help me to be balanced. Tactics: understand the need for tactics and identify when	Strokes: understand that pulling harder through the water will enable me to travel the distance in fewer strokes and travel faster. Breathing: know that breathing every three strokes helps to balance my stroke and allows me to practise breathing on both sides. Water safety: know that a group of people can huddle	Running: understand that taking big consistent strides will help to create a rhythm that allows me to run faster. Understand that keeping a steady breath will help me when running longer distances. Jumping: know that if I drive my knees high and fast I can	Sending: know that controlling a l before sending a send it accurate Catching: understand w to use differen types of catch Tracking : know that tracking ball will help to collect/stop/re- it quickly and successfully. Dribbling: know that dribbling is different direct will help me t lose a defende game situations	it o ely. en ng. re re in ions in

express mood.	can get better		can use jumps to	understand	keep a rally	at solving	technique or		to use them	together to	build	
Performance:	with practice.		link actions and	the need for	going.	challenges and	deep catch		in different	conserve body	power and	
understand	Speed:		changing the	tactics and	Footwork:	alter my	technique.		situations.	heat, support	therefore	
what makes a	understand		shape of these will	identify when	know that	methods in	Tactics:		Rules:	each other	distance in	
performance	that taking		make my sequence	to use them in	using small,	order to	understand the		understand	and provide a	my jumps.	
effective and	big consistent		look interesting.	different	quick steps	improve. Rules:	need for tactics		and apply	larger target	Throwing:	
know how to	strides will		Strategy: know	situations.	will allow me	know that	and identify		rules in a	for rescuers.	know how	
apply these	help to create		that if I use	Rules:	to adjust my	abiding by rules	when to use		variety of	Rules:	to transfer	
principles to my	a rhythm that		different pathways	understand	stance to play	will enable my	them in		target games	understand	my weight	
own and others'	allows me to		it will help to	and apply	a shot.	classmates to	different		whilst	rules in and	in different	
work. Strategy:	run faster.		make my sequence	rules in a	Tactics:	complete the	situations.		playing and	around water.	throws to	
know that if I	Strength:		look interesting.	variety of	understand	course e.g. not	Rules:		officiating.	arouna water.	increase	
use dance	know the		look lilleresting.	invasion	the need for	moving controls.	understand		ojjiciutilig.		the	
principles it will	muscles I am			games whilst	tactics and	moving controls.					distance.	
				5			and apply					
help me to	using by			playing and	identify when		rules in a				Rules:	
express an	name.			officiating.	to use them in		variety of				understand	
atmosphere or	Stamina:				different		striking and				and apply	
mood.	understand				situations.		fielding games				rules in a	
	that keeping a				Rules:		whilst playing				variety of	
	steady breath				understand		and officiating.				events	
	will help me				and apply						using	
ļ	to move for				rules in a						official	
	longer periods				variety of net						equipment	
	of time.				and wall							
	5				games whilst							
					playing and							
					officiating.							
					1	Vocabulary						
formation	Techniques	N/A	Symmetrical	Tactics	Tactics	Tactical	Overtake	Exhale flutter	Par tactics	Quality	Technique	N/A
posture	agility		asymmetrical	offside	volley co-	collaborate	pressure	kick personal	hole	develop	down	
			5									
performance	moment		rotation	control foul	operatively	control card	tracking	best somersault	officiate	notice high	sweep	
canon	drive		synchronisation	support	footwork	collective	backing up	surface personal	pressure fair	lunge calm	upsweep[
relationship	rhythm		aesthetics	pressure	continuously	orienteering	outwit	best inhale	play power	fluidity	flight	
	power		progression	obstruction	set dig	navigation	support				rhythm	
	'		canon	onside	5	5	tactics				stride	
		L		Year 6	Skills	and Kno		>	1	1		
				i cui c	UNITO		, meage	•				
				Knowledge	Skills and U	Inderstanding	breakdown f	or PE				
				Kitowicuge,								
						ear 5 and 6						
			Apply and de				to make actior	is and sequences of	of movement			
			Apply and de	velop a broade	er range of skil	ls, linking them			of movement			
			📕 Apply and de	velop a broade Enjoy com	er range of skil municating, c	ls, linking them ollaborating and	l competing wi	th each other	of movement			
			Apply and de	velop a broade Enjoy com	er range of skil municating, c rn how to eva	ls, linking them ollaborating and luate and recogi	l competing wi vise their own s	th each other success	of movement			
			🛓 Apply and de	velop a broade Enjoy com Lea Develo	er range of skil municating, c rn how to eval op flexibility, s	ls, linking them ollaborating and	d competing wi nise their own s jue, control and	th each other success 1 balance	of movement			

Strike a bowled or volley Use forehand and backho games. Field, defend and attack the direction of play. Lead others when called role model within a team Uphold the spirit of fair competitive situations. Combine sprinting with metres. Throw accurately and re analysing technique and Sk Running: Sendir clear Sendir	ckhand when pla ack tactically by led upon and act eam. air play and resp s. ith low hurdles o d refine performa and body shape.	n accuracy. laying racquet y anticipating ct as a good spect in all over 60 nance by	Gymna: Create complex and we sequences that include movements, including: balances, swinging, spi vaults, inversions, rota stretching and twisting linking skills. In a sequence, include choosing the most appi elements. Practise and refine the techniques used in perf	ell-executed a full range of travelling, ringing, flight, itions, bending, g, gestures and set pieces, ropriate linking	Dan Perform and create sequences. Express an idea in imaginative ways. Perform complex n combine strength of gained through gy activities (such as handstands).	e complex original and noves that and stamina mnastics cartwheels or pecific Unit Sk		advice. Embrace both lead Remain positive ev	isks and ways to m lership and team ro ren in the most cha unging conditions a	oles and gain the re illenging circumstar ind adapt plans to e	g for and listening c	rs if need be.
Strike a bowled or volley Use forehand and backho games. Field, defend and attack the direction of play. Lead others when called role model within a team Uphold the spirit of fair competitive situations. Combine sprinting with metres. Throw accurately and re analysing technique and Sk Running: Sendir clear Sendir	lleyed ball with ckhand when pla ack tactically by led upon and act eam. air play and resp s. ith low hurdles o d refine performc and body shape.	n accuracy. laying racquet y anticipating ct as a good spect in all over 60 nance by 2.	Create complex and we sequences that include movements, including: balances, swinging, spi vaults, inversions, rota stretching and twisting linking skills. In a sequence, include choosing the most appr elements. Practise and refine the techniques used in perf	ell-executed a full range of travelling, ringing, flight, itions, bending, g, gestures and set pieces, ropriate linking gymnastic formances.	Perform and create sequences. Express an idea in imaginative ways. Perform complex n combine strength of gained through gy activities (such as handstands).	e complex original and noves that and stamina mnastics cartwheels or pecific Unit Sk	Swim over 100 metres, unaided. Use breaststroke, front crawl and back stroke, ensuring that breathing is correct so as not to interrupt the pattern of swimming. Perform safe self- rescue in different water-based situations.	advice. Embrace both lead Remain positive ev Quickly assess cha	isks and ways to m lership and team ro ren in the most cha unging conditions a	nanage them, asking oles and gain the re illenging circumstar ind adapt plans to e	g for and listening c espect of a team. nces, relying on othe	rs if need be.
Use forehand and backhu games. Field, defend and attack the direction of play. Lead others when called role model within a team Uphold the spirit of fair competitive situations. Combine sprinting with metres. Throw accurately and re analysing technique and Athletics B Sk Running: demonstrate a clear Sk	ckhand when pla ack tactically by led upon and act eam. air play and resp s. ith low hurdles o d refine performa and body shape.	laying racquet y anticipating ct as a good spect in all over 60 nance by e.	sequences that include movements, including: balances, swinging, spi vaults, inversions, rota stretching and twisting linking skills. In a sequence, include choosing the most appr elements. Practise and refine the techniques used in perf	a full range of travelling, ringing, flight, itions, bending, g, gestures and set pieces, ropriate linking gymnastic formances.	sequences. Express an idea in imaginative ways. Perform complex n combine strength of gained through gy activities (such as handstands).	original and noves that and stamina mnastics cartwheels or pecific Unit Sk	metres, unaided. Use breaststroke, front crawl and back stroke, ensuring that breathing is correct so as not to interrupt the pattern of swimming. Perform safe self- rescue in different water-based situations.	advice. Embrace both lead Remain positive ev Quickly assess cha	lership and team ro ren in the most cha inging conditions a	oles and gain the re illenging circumstar ind adapt plans to e	espect of a team. nces, relying on othe	rs if need be.
Running: demonstrate a clear technia	Ball	Fitness	Fundamentals	Dance	•	-	tills					
Running: demonstrate a clear technia	Ball	Fitness	Fundamentals	Dance	Gumnactics	· - ·						
Running:Sendirdemonstrate ashow gcleartechnic				Duille	gmnustics	Invasion	Net and	ΟΑΑ	Striking	Swimming	Target	Yoga
demonstrate a show g clear technic	Skills					Games	Wall Games		and Fielding		Games	
of pace and a ball use it to increas develop their contro own and accura others consist sprinting under technique. pressu Jumping: Catchi develop demon power, control increas and technique consist in the triple catchi jump. under	ow good di hnique a len sending an all with sr reasing be ttrol, va suracy and B usistency flu der ca sssure. tr tching : la monstrate st reasing ch sistency of di cching C der ca	Agility: change direction with a fluent action and transition smoothly between varying speeds. Balance: show fluency and control when travelling, landing, stopping and changing direction. Co-ordination: co-ordinate a range of body parts with a	Running: change direction with a fluent action. Transition smoothly between varying speeds. Balancing: show fluency and control when travelling, landing, stopping and changing direction. Jumping and hopping: demonstrate good technique when jumping and hopping for distance and height. Fluently link jumps together.	Actions: show controlled movements which express emotion and feeling. Dynamics: explore, improvise and combine dynamics to express ideas fluently and effectively on my own, with a partner or in a small group. Space and relationships:	Shapes: combine and perform gymnastic shapes more fluently and effectively. Inverted movements: develop control in progressions of a cartwheel and a headstand. Balances: explore counter balance and counter tension. Rolls: develop fluency and	Sending & receiving : s&r consistently using a range of techniques with increasing control under pressure. Dribbling: dribble consistently using a range of techniques with increasing control under pressure. Space: move to the correct space when	Shots: demonstrate increased success and technique in a variety of shots. Serving: serve accurately and consistently. Rallying: successfully apply a variety of shots to keep a continuous rally. Footwork: demonstrate a variety of footwork patterns relevant to the game I am	Problem solving: pool ideas within a group, selecting and applying the best method to solve a problem. Navigational skills: orientate a map efficiently to navigate around a course with multiple points. Communication: inclusively communicate with others,	Striking: strike a bowled ball with increasing accuracy and consistency Fielding: use a wider range of fielding skills with increasing control under pressure. Throwing: consistently demonstrate good technique in throwing skills	Strokes: identify my personal best in a range of strokes. Successfully select and apply my fastest stroke over a distance of 25m. Breathing: demonstrate a smooth and consistent breathing technique in a range of strokes over a	Throwing: throw with increasing control under pressure. Catching (dodgeball): catch with increasing control under pressure. Striking: use a variety of striking techniques with control and under pressure.	Balance: l nk combinatio s o poses fo balance w th increase control i i Flexibilit : confident y transition f on one pose o another sho connected to breath. Stre gtl explore po sthat challe ge my strength an work to

and technique when throwing discus and shot put	situations. Tracking : demonstrate a wider range of techniques when tracking a ball under pressure Dribbling : dribble consistently using a range of techniques with increasing control under pressure.	at a speed appropriate to the challenge. Speed : adapt running technique to meet the needs of the distance. Strength : complete body weight exercises for increased repetitions with control and fluency. Stamina : use my breath to increase my ability to move for sustained periods of time.	consistently show a range of skills when skipping in a rope.	compositional principles when creating my own dances. Performance: demonstrate a clear understanding of timing in relation to the music and other dancers throughout my performance.	the straddle, forward and backward roll. Jumps : combine and perform a range of gymnastic jumps more fluently and effectively	from attack to defence or defence to attack and create and use space for self and others. Attacking: confidently change direction to lose an opponent Defending: use a variety of defending skills (tracking, interception, jockeying) in game situations.		and lead when necessary.	pressure. Catching: consistently demonstrate good technique in catching skills under pressure.	25m. Water safety: perform a variety of survival techniques.		increase control a d strength w ien in and transition 1g between pcses. Mindfulne s: explore met ods to control h w I feel with s me success
		· · ·			Speci	fic Unit Know	vledae					
Running:	Sending:	Agility:	Running: know that	Actions:	Shapes: know	Sending &	Shots:	Problem	Striking:	Strokes:	Throwing:	Balance:
understand	understand	understand	running develops	understand	which shapes to	receiving:	understand the	solving:	understand	understand	know	know where and
that I need to	and make	that agility	stamina and speed	that actions	use for each	understand and	appropriate skill	understand that	that the	that making	who to throw at	when to app y
prepare my	quick	requires speed,	and both can be	can be	skill. Inverted	make quick	for the situation	being able to	momentum	my body	and when to	
	•		and both our bo									force to
hodu tor	decisions	strength good	improved hu	improved with								force to
body for	decisions	strength, good	improved by training over time	improved with	movements:	decisions about	under pressure	solve problems	and power for	streamlined	throw in order	maintain control
running and	about when,	balance and	training over time.	consideration	movements: understand that	decisions about when, how and	under pressure e.g. Choosing to	solve problems is an important	and power for striking a ball	streamlined helps me to	throw in order to get opponents	maintain control and balance
running and know the	about when, how and who	balance and co-ordination.	training over time. Balancing: know	consideration to extension,	movements: understand that spreading my	decisions about when, how and who to pass to.	under pressure e.g. Choosing to play the ball	solve problems is an important life skill.	and power for striking a ball comes from	streamlined helps me to glide through	throw in order to get opponents out. Catching	maintain control and balance Flexibility:
running and know the muscle groups	about when, how and who to pass to.	balance and co-ordination. Balance: know	training over time. Balancing: know that balance	consideration to extension, shape and	movements: understand that spreading my weight across a	decisions about when, how and who to pass to. Dribbling:	under pressure e.g. Choosing to play the ball short over the net	solve problems is an important life skill. Navigational	and power for striking a ball comes from legs as well as	streamlined helps me to glide through the water.	throw in order to get opponents out. Catching (dodgeball):	maintain co itrol and balance Flexibility: know which of
running and know the muscle groups I will need to	about when, how and who to pass to. Catching:	balance and co-ordination. Balance: know where and	training over time. Balancing: know that balance underpins many	consideration to extension, shape and recognition of	movements: understand that spreading my weight across a base of support	decisions about when, how and who to pass to. Dribbling: choose the	under pressure e.g. Choosing to play the ball short over the net if I have just	solve problems is an important life skill. Navigational skills:	and power for striking a ball comes from legs as well as arms.	streamlined helps me to glide through the water. Breathing:	throw in order to get opponents out. Catching (dodgeball): know that I	maintain control and balance Flexibility: know which of my muscles
running and know the muscle groups I will need to use.	about when, how and who to pass to. Catching: know how to	balance and co-ordination. Balance: know where and when to apply	training over time. Balancing: know that balance underpins many skills in PE and	consideration to extension, shape and recognition of intent.	movements: understand that spreading my weight across a base of support will help me to	decisions about when, how and who to pass to. Dribbling: choose the appropriate	under pressure e.g. Choosing to play the ball short over the net if I have just moved my	solve problems is an important life skill. Navigational skills: understand why	and power for striking a ball comes from legs as well as arms. Fielding:	streamlined helps me to glide through the water. Breathing: understand	throw in order to get opponents out. Catching (dodgeball): know that I need to make	maintain control and balance Flexibility: know which of my muscles require mor
running and know the muscle groups I will need to use. Jumping:	about when, how and who to pass to. Catching: know how to catch a ball	balance and co-ordination. Balance: know where and when to apply force to	training over time. Balancing: know that balance underpins many skills in PE and everyday life and	consideration to extension, shape and recognition of intent. Dynamics:	movements: understand that spreading my weight across a base of support will help me to balance.	decisions about when, how and who to pass to. Dribbling: choose the appropriate skill for the	under pressure e.g. Choosing to play the ball short over the net if I have just moved my opponent to the	solve problems is an important life skill. Navigational skills: understand why having good	and power for striking a ball comes from legs as well as arms. Fielding: know which	streamlined helps me to glide through the water. Breathing: understand that the more I	throw in order to get opponents out. Catching (dodgeball): know that I need to make quick decisions	maintain co itrol and balance Flexibility: know which of my muscles require mor practice to
running and know the muscle groups I will need to use. Jumping: understand	about when, how and who to pass to. Catching: know how to catch a ball for different	balance and co-ordination. Balance: know where and when to apply force to maintain	training over time. Balancing: know that balance underpins many skills in PE and everyday life and this feels different in	consideration to extension, shape and recognition of intent. Dynamics: understand	movements: understand that spreading my weight across a base of support will help me to balance. Balances:	decisions about when, how and who to pass to. Dribbling: choose the appropriate skill for the situation under	under pressure e.g. Choosing to play the ball short over the net if I have just moved my opponent to the back of the court.	solve problems is an important life skill. Navigational skills: understand why having good navigational	and power for striking a ball comes from legs as well as arms. Fielding: know which fielding action	streamlined helps me to glide through the water. Breathing: understand that the more I practice my	throw in order to get opponents out. Catching (dodgeball): know that I need to make quick decisions on if to catch or	maintain control and balance Flexibility: know which of my muscles require mor practice to increase my
running and know the muscle groups I will need to use. Jumping: understand that a run up	about when, how and who to pass to. Catching: know how to catch a ball for different situations,	balance and co-ordination. Balance: know where and when to apply force to maintain control and	training over time. Balancing: know that balance underpins many skills in PE and everyday life and this feels different in different situations.	consideration to extension, shape and recognition of intent. Dynamics: understand that selecting a	movements: understand that spreading my weight across a base of support will help me to balance. Balances: know where and	decisions about when, how and who to pass to. Dribbling: choose the appropriate skill for the situation under pressure e.g. a	under pressure e.g. Choosing to play the ball short over the net if I have just moved my opponent to the back of the court. Serving:	solve problems is an important life skill. Navigational skills: understand why having good navigational skills are	and power for striking a ball comes from legs as well as arms. Fielding: know which fielding action to apply for	streamlined helps me to glide through the water. Breathing: understand that the more I practice my breathing in	throw in order to get opponents out. Catching (dodgeball): know that I need to make quick decisions on if to catch or if to dodge the	maintain control and balance Flexibility: know which of my muscles require mor practice to increase my flexibility.
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I will need to	height and	Speed: know		space and	understand that	maintain or	competitive.	successful at	consistency of	technique to	rules	helpful fo
use.	size of the	that speed can		relationships	taking off from	gain	Footwork:	solving	throwing and	use for the	consistently in a	wellbe
Rules:	ball.	be improved by		with a prop	two feet will	possession.	know that using	challenges and	catching will	situation.	variety of target	
understand	Dribbling:	training and		can help me to	give me more	Tactics: know	the appropriate	alter my	help to limit a	Rules:	games whilst	
and apply	choose the	know which		express my	height and	how to create	footwork will	methods in	batter's score.	understand	playing and	
rules in events	appropriate	speed to select		dance idea.	therefore more	and apply a	help me to react	order to	Tactics:	that different	officiating.	
that pose an	skill for the	for the		Performance:	time in the air.	tactic for a	to a ball quickly	improve.	understand	environments		
increased risk.	situation	distance.		understand	Strategy:	specific	and give me time	Rules:	and apply	have different		
	under	Strength:		how a leader	know that if I	situation or	to prepare to	understand the	some tactics in	rules to keep us		
	pressure e.g. a	understand		can ensure our	use changes in	outcome. Rules:	play a shot.	rules and think	the game as a	safe		
	V dribble in	that I can		dance group	formation it will	understand,	Tactics:	creatively to	batter, bowler	around water.		
	basketball to	build up my		performs	help to make my	apply and use	understand when	solve the	and fielder.			
	keep the ball	strength by		together.	sequence look	rules	to apply some	challenge whilst	Rules:			
	away from a	practicing in		Strategy: know	interesting.	consistently in	tactics for	abiding by the	understand,			
	defender.	my own time.		that if I keep in		a variety of	attacking and/or	rules.	apply and use			
		Stamina: know		character		invasion games	defending. Rules:		rules			
		which exercises		throughout, it		whilst playing	understand,		consistently in			
		can develop		will help me to		and officiating.	apply and use		a variety of			
		stamina and		express an			rules consistently		striking and			
		understand		atmosphere or			in a variety of		fielding games			
		that it can be		mood that can			net and wall		whilst playing			
		improved by		be interpreted			games whilst		and			
		training over		by the			playing and		officiating.			
		time.		audience.			officiating.					
	1	1	1	•	r	Vocabulary	1	•	1	P		
rotation	N/A	Generate	N/A	Choreograph	Formation	Consecutive	Consecutive	Boundaries	Consecutive	Streamline	Support	Salutatio
		force		phase	momentum	formation	deep	location	obstruction	endurance	consistently	collabora
		continuous		contrast	counter	consistently	consistently	critical	consistently	synchronised	cooperatively	transitio
		measure		structure	balance	conceding	forecourt	thinking	continuous	propel	sportsmanship	practice (
		flexibility		fluency	fluently	dictate	backcourt	symbol co-	со-	retrieve	tournament	connecte
		analyse		connect	counter	turnover	defensive	operatively	operatively	continuous	outwit hazard	
		record		connect	tension	contest shit	attacking	strategy	drive hit	continuous	bunker	
		recoru					unucking	strutegy			Duitkei	
	1	1			stability	down	1		defensive hit			