



Physical Education

<u>Autumn 1</u>

	1	2	3	4	5	6		
Reception								
	Jumping and landing appropriately							
	Different ways of travelling using hands and feet							
	Climb over and under using equipment							
Year 1	To demonstrate the	To demonstrate the	To demonstrate the	To demonstrate the	To demonstrate the			
	FMS of underarm	FMS of jumping and	FMS of an catching	FMS of rolling a ball	FMS of running and			
	throwing and hopping.	skipping.	and bouncing a ball	and kicking.	overarm throw.			
	To demonstrate a travel	To demonstrate	To demonstrate	To apply the skills of	To apply the skills of	To show the skills of		
	and pencil roll	travelling actions i.e.	travelling actions	travelling, rolling,	travelling, rolling,	travelling, rolling, and		
	To show a jump 2 feet	frog & bunny hop.	To show a travel and	jumping into a	and jumping into a	jumping into a		
	to 2 feet with a straight	To show an egg roll	roll with a shape	sequence.	sequence with two	sequence with two		
	shape	To show a jump 2	To jump 2 feet to 2	Concentration - To	different shapes	different shapes using		
	Self-belief - To focus	feet to 2 feet with a	feet with a wide	focus on the task of	Concentration - To	apparatus.		
	on what I can do to	tuck shape.	shape	creating a sequence	focus on the task of	Concentration - To		
	improve.	Self-belief - To focus	Self-belief - To know	of a travel, roll and	creating a sequence	focus on the task of		
		on what I can do to	that I can learn new	jump with a shape.	of a travel, roll and	creating and		
		improve.	things and improve if		jumps with two	performing a sequence		
			I try.		different shapes.	with control.		
Year 2	To develop the skill of	To develop the skill	To demonstrate	To throw a ball	To show the ready	To catch a ball from		
	dodging/changing	of hopping when	catching a ball with	underarm to a	position	the ready position.		
	direction when playing	playing a game.	some control. To	partner with some	To catch a ball	To strike a ball to a		
	a tig game.	Curiosity - To	throw underarm with	accuracy.	To perform a side	partner		
	Curiosity - To explore	explore different	some accuracy.	To catch a ball.	gallop	Co-operation - To work		
	different ways of	ways of playing	Co-operation - To	To demonstrate a	Co-operation - To	in a small group		
	playing tig games.	playground games.	work together in a	side gallop.	work in a small	cooperatively and		
			game.		group cooperatively	encourage each other.		





	To demonstrate	To demonstrate	To demonstrate	Determination - To keep trying at a skill I find difficult. To demonstrate	to make as many passes as possible. To demonstrate	To show a simple tactic
	bouncing a ball with some control. Resilience – To improve my performance in bouncing a ball and not worry about what other people can do.	bouncing a ball with some control while moving. Resilience - To persevere and try to improve dribbling a ball through sustained effort.	bouncing a ball and passing in a simple game. Resilience - To willingly have a go at dribbling a ball and persevere when things get hard.	throwing a ball at a target with some accuracy. Resilience - To learn from my mistakes and ask for feedback so that I can improve.	passing a ball with accuracy then move into a space. To use a simple tactic in a game Resilience - To keep trying in a game even if things aren't working.	in a game. Resilience - To keep trying in a game even if things aren't working.
Year 3	To demonstrate travelling with control on 4 points. To show balances on 2 and 3 points of the body. Trust - To willingly accept feedback from my partner to help me improve.	To show balances with stillness on 1,2,3 and 4 points of the body. To combine actions of travelling and balance. Trust - To willingly accept feedback from my partner to help me improve.	To demonstrate basic rolls with accuracy and control. To move from one action to another smoothly. Trust- To willingly accept feedback from my partner to help me improve my rolling skills.	To demonstrate jumping and landing safely. To create and demonstrate a sequence to a partner Trust- To willingly accept feedback from my partner to help me improve my sequence.	To create and demonstrate a gymnastic sequence of at least six actions using travelling, rolling, jumping and balancing on small body parts. Evaluation - To recognise strengths and areas for improvement in a partner's performance.	To adapt and demonstrate a gymnastic sequence of at least six actions using travelling, rolling, jumping and balancing on small body parts with a change of direction and speed. Evaluation - To recognise strengths and areas for improvement in a partner's performance.
	Explore different throwing actions. To consolidate throwing actions and practise catching.	Explore different ways of throwing. Consolidate catching skills. To suggest ideas and practices to improve their play.	Strike the ball using their hand or small bat.	Improve movement skills and body positions.	Familiarise them with a racquet and practise striking skills using a racquet.	To devise their own game. Consolidate striking and ball control skills.





Year 4	To demonstrate passing a ball using a one handed pass accurately. To move into space after using a one handed pass in a game. Determination - To show determination by simply not giving up.	To pass a ball accurately to a teammate using a one handed bounce pass. To demonstrate a simple tactic in a game. Determination - Keep trying to dribble a ball even if it is difficult.	To demonstrate passing a handball with some accuracy. To find space to receive a pass. Determination - To show willpower when dribbling a handball.	To demonstrate one handed passing with some control To use simple tactics to outwit an opponent. Determination - To not give up trying to dribble a handball when it gets hard. To evaluate how determined they were when dribbling and when playing a game.	To shoot a ball with accuracy. To use tactics to outwit an opponent. Evaluation - To use the success criteria to identify strengths of the attacking team.	To use tactics to outwit an opponent. To evaluate what worked well in a team. Evaluation - To use the success criteria to identify strengths of the attacking team.
	Pupils understand uses for electricity. Pupils can think creatively and create their own movement using words as inspiration. Encouragement - To motivate all group members to share ideas and create movement ideas.	Pupils can name the key components of an electrical circuit. Pupils can create and perform their own dance movements from the inspiration given, being as imaginative as possible. Encouragement - To support and reassure others to create a group sequence.	Pupils will demonstrate CANON and UNISON. Pupils will demonstrate developing performance skills. Encouragement - To support others to create a sequence and give constructive feedback.	Pupils can explain the difference between conductors and insulators. Pupils can demonstrate performance skills. Encouragement - To support and motivate each other to rehearse and refine group dance.	Pupils will have created a duet using increased choreographic skills. Encouragement - To work with and support a partner to create a duet.	
Year 5	To perform partner balances. To create a simple sequence of matched	To perform a range of counter-balance actions with a partner.	To know the difference between counter balance and counter tension.	To create a gymnastic sequence with counter balances and	To create a gymnastic s balances and counter to To evaluate and recogni Evaluation - To recogni for improvement in the	ension with a partner. ise their own success. ise strengths and areas





	and mirrored partner balances. Communication - To speak clearly, with confidence, when demonstrating a shape.	A willingness to try out different partner balances with a partner.	To perform a range of counter-tension actions with a partner. A willingness to try out different partner balances with a partner. Swimming	counter tension with a partner. Evaluation - To identify strengths and areas for improvement through using the success criteria.		
Year 6	To demonstrate passing and catching a rugby ball with consistency, accuracy and control. Decision Making - To make a definite conclusion of when to pass the ball when playing 3v1.	To pass and catch rugby ball with consistency, accuracy and control. Decision Making - To make decisions on when to pass the ball.	To apply simple tactics when playing a rugby type game. Decision Making - To make decisions on when to pass the ball in a game situation.	To apply simple tactics when playing a rugby-type game. Evaluation - To evaluate own work and that of others and suggest ways to improve.	To apply simple attacking and defending tactics when playing a rugby-type game. Evaluation - To evaluate own work and that of others and suggest ways to improve.	
	To perform shapes and balances with a partner. Resourcefulness - To make positive suggestions to my partner and experiment with different shapes and balances.	To demonstrate counter balance and counter tension paired balances using apparatus. Resourcefulness - To make positive suggestions to my partner and experiment with different shapes and balances using apparatus.	To demonstrate a group counter balance. To create a gymnastic sequence with counter balances and counter tension in a group. Responsibility- To plan and organise so that as a group we complete the group balance to the best of our ability.	To create a gymnastic sequence with counter balances and counter tension with a partner Responsibility- To plan and organise so that as a group we complete the group balance to the best of our ability.	To demonstrate paired and group counter balances in unison. To create a sequence of gymnastic actions, paired and group balances. Evaluation - To recognise strengths and areas for improvement in their performance.	To create a sequence of gymnastic actions, paired and group balances. Evaluation - To recognise strengths and areas for improvement in their performance.