

National Curriculum Objectives

- a) use running, jumping, throwing and catching in isolation and in combination
- b) play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending
- c) develop flexibility, strength, technique, control and balance
- d) perform dances using a range of movement patterns
- e) take part in outdoor and adventurous activity challenges both individually and within a team
- f) compare their performances with previous ones and demonstrate improvement to achieve their personal best

İ		Skills and Behaviours: General Overview								
Ī	Acquiring Skills			Personal and Social Development		Applying Skills				
	 Warms up prior to exercise and is able to sustain performance over periods of time Has a sense of anticipation; can find space and is aware of others Demonstrates agility, balance, coordination and precision Performs with control and poise Understands how to work alongside and against others when attacking and defending Links skills to perform actions and sequences of movement 			Communicates effectively and listens to others Thinks creatively to find solutions to challenges Works well with others in a range of contexts Reflective and able to recognise success in self and others Evaluates the work of others using correct technical language Demonstrates leadership skills		1. Enjoys competing and challenging him/herself to improve 2. Applies skills effectively in different situations and within a range of physical activities 3. Is self-motivated and physically confident and actively engages in competitive situations 4. Demonstrates specific tactical/performance awareness 5. Demonstrates understanding and interpretation of rules and accepts decisions given 6. Demonstrates sporting values				
Ī		Acquiring	Skills (P)	Personal and Social Development (P&S)		Applying Skills (C)				
		Year 5	Year 6	Year 5	Year 6	Year 5	Year 6			
	1	Leads warm ups with a partner confidently using a range of movements. Can explain why it's important to warm up. Can sustain demanding physical activity.	Leads warm ups to a large group confidently showing a wide range of appropriate movements and can explain why it's important to warm up. Demonstrates good stamina and intensity throughout demanding physical activity.	Able to listen to others and understand their point of view. Able to articulate a way forward for a group.	Demonstrates good body language whilst actively listening to others. Puts own relevant opinions across succinctly.	Thrives on competition. Wants to achieve his/ her best and acts upon advice in order to achieve their goals.	Works determinedly and tenaciously to achieve the best for themselves and their team. Answers and asks questions and implements advice.			

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2	Always has weight on balls of feet and is focused. Knows where opponents and teammates are. Adjusts own movements according to the game situation.	Always has weight on balls of feet and is focused. Knows where opponents and teammates are and adjusts own movements accordingly. Makes good decisions and takes up dangerous spaces.	Communicates with others and uses their own thoughts and that of others to solve a problem arriving at a solution which they can communicate to others.	Prepared to take risks when adapting to different 'live situations' and can find a solution and implement it.	Is creative and able to adapt fluently from one task to another	Can transfer their motivation from one activity to another setting high personal standard based on technique and skill application
3	Is able to change direction off either foot responding to different game situations Performs a range of skills accurately and consistently.	Is able to change direction off either foot in response to game situations and performs a range of more complex skills accurately and consistently.	Shows a desire to improve individually and is able to get the best out of others by considering the needs of the team before themselves	Intrinsically motivated they thrive on personal challenge and accept responsibility as a member of the team when things are not going to plan.	Is a team player who shows a desire to do well personally and for the team. Can influence teammates positively through their strength of personality	Intrinsically motivated he/she exudes confidence and performs well under pressure thriving on competition.
4	Is composed and focused and able to affect performance of others by making good decisions.	Is composed, confident and focused and able to affect performance of others by making good decisions.	Able to analyse own and others' performance against a success criteria.	Able to identify highest attaining players and those making most progress from their starting points.	Understands what good performance looks like and is always alert to opportunities to gain an advantage through quick thinking.	Understands what constitutes good performance across different domains. Is always alert and adapting to changing circumstances.
5	Supports others both in attack and defence. Understands the importance of width when attacking and when to press and	Supports others in attack by overlapping and underlapping, understanding the importance of width and support when attacking and when to	Able to analyse and evaluate own strengths and areas for development and can articulate to peers what success looks like.	Can use technical language appropriately across all 6 areas of PE national curriculum and can articulate to others how to improve in a	Takes responsibility for own performance. Knows and abides by rules of the game and can play fairly without the need for an official.	Takes responsibility for own performance. Knows and abides by rules of the game and can play fairly without the need for an official.

drop off when defending. Moves and respond accordingly to the stimuli that is happening around them	press and when to drop off when defending. Able to combine a number of skills efficiently whilst responding to a changing environments.	Is willing to listen to share ideas and an decisively.		mature and somanner. Takes the initial			t with consideration for d is empathetic to the of others	Can reason with others about why a decision is fair/unfair Invariably demonstrates selfbelief, respect, honesty, teamwork and determination. Demonstrates good
		Skille er	ad Bohovi	iours: Activity	Specific			sportsmanship
		okilis ar	iu beliavi	iours: Activity				
Striking and Fielding: Rounders	Outdoor Adventurous Activities	Dance	Invas	ion Games	Net and Volley		Athletics	Gymnastics
Using feet to get the correct pitch of the ball and drive Holding bat correctly for accuracy. Able to direct ball away from opposition. Ground fielding Catching balls over head and in front, using different types of footwork Chase and retrieve with backing up	strengths of the group to bring about the best outcome	Choreography Can create a sustained series of actions and movements from a range of stimuli including detailed pictures, poems, props or pieces of music ACTION: travel, stillness, gesture, jump and turn SPACE: show changes in level, direction, pathway and area RELATIONSHIP: individually and with	receiver pass Knows w touch be and whe time Receivin Move aw opposition on the harm of the factor of the harm of	ay from and receive	Moving arou Clear aware teammates' Moves in respartner Knows how alongside tewell Sending and Can receive using bump technique Can use set technique Can maintain with a range	ness of positions sponse to to work ammates I receiving a ball and dig and spike	SAQ Plyometric jumping Know that plyometric training develops power Jumps Triple jump with hurdles, same leg, bringing opposite arm forward to balance lead leg Knows various jumping techniques and can articulate their differences	Can warm up a large group, and how to prepare the body for a distinct discipline e.g. flight, weight on hands and articulate why. Floor work Can perform more complex sequences with smooth transitions whilst working with and alongside others Understands different ways of working with others – unison, matching, mirroring.

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Year 5

Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B
Theme: Handball	Theme: Athletics	Theme: Dodgeball	Theme: Gymnastics – Synchronisation and Canon	Theme: OAA	Theme: Rounders
		A range of sport specific skills has been used for this sport			
NC Reference:	NC Reference:	NC Reference:	NC Reference:	NC Reference:	NC Reference:
- play competitive games,	- use running,	- play competitive games,	 develop flexibility, 	 take part in outdoor and 	 play competitive
modified where	jumping, throwing	modified where appropriate	strength, technique,	adventurous activity	games, modified
appropriate and apply	and catching in	and apply basic principles	control and balance	challenges both	where
basic principles suitable					appropriate and

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for attacking and defending - use running, jumping, throwing and catching in isolation and in combination - compare their performances with previous ones and demonstrate improvement to achieve their personal best	isolation and in combination - compare their performances with previous ones and demonstrate improvement to achieve their personal best	suitable for attacking and defending - use running, jumping, throwing and catching in isolation and in combination - compare their performances with previous ones and demonstrate improvement to achieve their personal best	- compare their performances with previous ones and demonstrate improvement to achieve their personal best	individually and within a team - compare their performances with previous ones and demonstrate improvement to achieve their personal best	apply basic principles suitable for attacking and defending use running, jumping, throwing and catching in isolation and in combination compare their performances with previous ones and demonstrate improvement to achieve their personal best
Skills: Supports others both in attack and defence. Understands the importance of width when attacking and when to press and drop off when defending. Communicates with others and uses their own thoughts and that of others to solve a problem arriving at a	Skills: Leads warm ups with a partner confidently using a range of movements. Can explain why it's important to warm up. Can sustain demanding physical activity.	Skills: Always has weight on balls of feet and is focused. Knows where opponents and teammates are. Adjusts own movements according to the game situation. Able to listen to others and understand their point of view. Able to articulate a way forward for a group.	Skills: Moves and responds accordingly to the stimuli that is happening around them -Able to analyse and evaluate own strengths and areas for development and can articulate to peers what success looks like.	Skills: Leads warm ups with a partner confidently using a range of movements. Can explain why it's important to warm up. Can sustain demanding physical activity. Physical activity	Skills: Is able to change direction off either foot responding to different game situations Performs a range of skills accurately and consistently. Is willing to listen to and share ideas and act decisively.



solution which they can communicate to others.

Communicates with others and uses their own thoughts and that of others to solve a problem arriving at a solution which they can communicate to others.

Sending

Pass first time and for receiver to run onto a pass

Knows when to take a touch before sending and when to send first time

Receiving

Move away from opposition and receive on the half turn

Knows how to receive a ball in different ways and retain possession

<u>Attacking</u>

Using extra player e.g. 4 v 3

Using deception to trick opponents

Knows how to use width and support

Able to analyse own and others' performance against some success criteria.

Thrives on competition. Wants to achieve his/ her best and acts upon advice in order to achieve their goals.

SAQ

Plyometric jumping

Know that plyometric training develops power

<u>Jumps</u>

Triple jump with hurdles, same leg, bringing opposite arm forward to balance lead leg

Knows various jumping techniques and can articulate their differences

Running

Run over greater distances, including

Is a team player who shows a desire to do well personally and for the team.

Can influence teammates positively through their strength of personality

Moving around court

Moves in response to others

Knows how to work alongside a partner

Attacking

Under and over arm throwing techniques

Throwing at varying speeds and distances with accuracy

Receiving and defending

Develop efficient dodging techniques

Quick recover after successful dodge

Can catch in different positions

Able to catch and attack rapidly

Game play

Knows a range of tactical deception techniques

- Is creative and able to adapt fluently from one task to another

Floor work

Can perform more complex sequences with smooth transitions whilst working with and alongside others

Understands different ways of working with others – unison, matching, mirroring.

Apparatus

Can show a wide range of well executed movements using a range of dynamics and with and alongside others

Knows how to execute a wide range of the main gymnastic skills

Different types of orienteering and more complex symbols to match

Knows how to read a map and use the strengths of the group to bring about the best outcome

Team challenges

Solving problems involving non-verbal communication

Knows how to use a variety of non-verbal communication

Creative problem solving

Solve complex problems through discussion, doing and evaluating

Knows how to solve difficult challenges, how to discuss first and then evaluate at the end

Takes responsibility for own performance. Knows and abides by rules of the game and can play fairly without the need for an official.

Batting

Using feet to get the correct pitch of the ball and drive

Holding bat correctly for accuracy.

Able to direct ball away from opposition.

Ground fielding

Catching balls over head and in front, using different types of footwork

Chase and retrieve with backing up

Recognise the strength of others and how to adapt position.

Defending Coping with fewer players e.g. 4 v 3 Knows about the positioning of other teammates and how they can use this	pacing and running bends Relay - transfer baton in alternate hands and receiving facing forwards Knows different take over techniques	Moving into net Calling name when ball is between 2 players Knows when to execute certain shots Can play with a varying number of players			Actively reposition independently. Bowling Can adapt speed of bowl. Able to bowl underarm skilfully.
	Throwing Throw with run up and follow through Knows how to throw, leaving sufficient space to follow through				Backstop and bases Is clear about roles and responsibilities of positions. Can act quickly and without hesitation.
Vocabulary: Chest Pass Bounce Pass Split W Dribbling Feint/Dummy Invasion Javelin Pass Overarm Shooting Underarm Pass	Vocabulary: Agility Balance Coordination High Jump Javelin Long jump Pull throw Push throw Relay Running Speed bounce Triple jump	Vocabulary: Awareness Catching Dodging Eliminated Evasion Over Arm Throw Reactions Rotating Targets Under Arm Throw	Vocabulary: Balance Canon Pathways Points Patches Points of contact Support Synchronisation Transitions Unison	Vocabulary: Rules Verbal Non-verbal Benefits Complex Instructions Map Orienteering Symbols Key	Vocabulary: Base Bat Stop Batting Bowling Fielding Over arm throw Pitcher Runner Strike Under arm throw
		Year 6			
Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B

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Theme: Tag Rugby NC Reference: - play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending - use running, jumping, throwing and catching in isolation and in combination - compare their	 use running, jumping, throwing and catching in isolation and in combination compare their performances with previous ones and demonstrate improvement to 	NC Reference: - play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending - use running, jumping, throwing and catching in isolation and in combination - compare their performances with previous ones and	Theme: Gymnastics – Counter, Balance and Tension NC Reference: - develop flexibility, strength, technique, control and balance - compare their performances with previous ones and demonstrate improvement to achieve their personal best	NC Reference: - play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending - use running, jumping, throwing and catching in isolation and in combination	Theme: Rounders NC Reference: - play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending - use running, imming
isolation and in	demonstrate	- compare their performances		isolation and in	defending
Skills: Always has weight on balls of feet and is focused.	Skills: Leads warm ups to a large group confidently	Skills: Supports others in attack by overlapping and underlapping,	Skills: Able to combine a number of skills efficiently whilst	Skills: Is composed, confident and focused and able to affect	personal best Skills: Is able to change direction off either



Knows where opponents and teammates are and adjusts own movements accordingly.

Makes good decisions and takes up dangerous spaces.

Prepared to take risks when adapting to different 'live situations' and can find a solution and implement it.

Invariably demonstrates self-belief, respect, honesty, teamwork and determination.

Demonstrates good sportsmanship

Sending

Pass first time and for receiver to run onto a pass

Knows when to take a touch before sending and when to send first time

Receiving

Move away from opposition and receive on the half turn

showing a wide range of appropriate movements and can explain why it's important to warm up.

Demonstrates good stamina and intensity throughout demanding physical activity.

Able to identify highest attaining players and those making most progress from their starting points.

Can transfer their motivation from one activity to another setting high personal standard based on technique and skill application

SAQ

Plyometric jumping

Know that plyometric training develops power

<u>Jumps</u>

Triple jump with hurdles, same leg, bringing opposite arm

understanding the importance of width and support when attacking and when to press and when to drop off when defending.

- Can use technical language appropriately across all 6 areas of PE national curriculum and can articulate to others how to improve in a mature and supportive manner.
- Intrinsically motivated he/she exudes confidence and performs well under pressure thriving on competition.

Sending

Pass first time and for receiver to run onto a pass

Knows when to take a touch before sending and when to send first time

Receiving

Move away from opposition and receive on the half turn

Knows how to receive a ball in different ways and retain possession

Attacking

Using extra player e.g. 4 v 3

responding to a changing environment.

Demonstrates good body language whilst actively listening to others.

Puts own relevant opinions across succinctly.

Demonstrates good body language whilst actively listening to others.

Puts own relevant opinions across succinctly.

Can warm up a large group, and how to prepare the body for a distinct discipline e.g. flight, weight on hands and articulate why.

Floor work

Can perform more complex sequences with smooth transitions whilst working with and alongside others

Understands different ways of working with others – unison, matching, mirroring.

Apparatus

Can show a wide range of well executed movements

performance of others by making good decisions.

Intrinsically motivated they thrive on personal challenge and accept responsibility as a member of the team when things are not going to plan.

Understands what constitutes good performance across different domains.

Is always alert and adapting to changing circumstances.

<u>Sending</u>

Pass first time and for receiver to run onto a pass

Knows when to take a touch before sending and when to send first time

Receiving

Move away from opposition and receive on the half turn

Knows how to receive a ball in different ways and retain possession

Attacking

Using extra player e.g. 4 v 3

foot in response to game situations and performs a range of more complex skills accurately and consistently.

Takes the initiative.

Takes responsibility for own performance. Knows and abides by rules of the game and can play fairly without the need for an official.

Can reason with others about why a decision is fair/unfair

Batting

Using feet to get the correct pitch of the ball and drive

Holding bat correctly for accuracy.

Able to direct ball away from opposition.

Ground fielding

Knows how to receive a ball in different ways and retain possession Knows various jumping techniques and can Knows how to receive a ball in different ways and retain possession Knows how to receive a ball lead leg Knows how to receive a ball opponents Using deception to trick opponents and with and alongside others Knows how to use width and support	alls over
Attacking Using extra player e.g. 4 v 3 Using deception to trick opponents Knows how to use width and support Defending Coping with fewer players e.g. 4 v 3 Knows about the positioning of other teammates and how they can use this Relay - transfer baton in alternate hands and receiving facing forwards Knows about the positioning of other teammates and how they can use this Relay - transfer baton in alternate hands and receiving facing forwards Knows down they can use this Throwing Throw with run up and follow through Knows how to throw, leaving sufficient space to follow through Knows how to throw, leaving sufficient space to follow through Attacking Defending Coping with fewer players e.g. 4 v 3 Knows about the positioning of other teammates and how they can use this Wide range of the main gymnastic skills Defending Coping with fewer players e.g. 4 v 3 Knows about the positioning of other teammates and how they can use this Relay - transfer baton in alternate hands and receiving facing forwards Knows different take over techniques Throwing Throw with run up and follow through Knows how to throw, leaving sufficient space to follow through	n front, rent types of retrieve ng up the others of adapt position on the skilfully. and out roles on the skilfully.
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Vocabulary:Vocabulary:Vocabulary:Vocabulary:Vocabulary:Vocabulary:Vocabulary:Vocabulary:AccuracyAgilityBounce PassAsymmetricInvasion GamesBase	<i>[</i> :
Agility Balance Chest Pass Symmetrical Adapting Bat Stop	
Avoiding Coordination Crossover Balance Circumstances Batting	
Dummy pass High Jump Double dribble Canon Push Pass Bowling	
Pocket pass Javelin Dribbling Counter balance Fielding	

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Pop pass	Long jump	Foul	Counter tension	Flick Pass	Over arm throw
Receiver	Pull throw	Jump Stop	Forces	Barrier	Pitcher
Sender	Push throw	Overhead pass	Patches	Forearm	Runner
Target	Relay	Pivot	Points	Drives	Strike
Tagging	Running	Shooting	Tempo	Slap Shot	Under arm throw
Tap penalties	Speed bounce	Stride Stop	Unison	Jab Tackle	
Obstruction	Triple jump	Travel		Block Tackle	
		Triple threat			
		'			

Additional units taught by class teachers

Year 5 – Summer A	Year 5 – Summer B	Year 6 – Spring A
Theme: OAA	Theme: Dance – Vikings	Theme: Dance – Victorians
NC Reference: take part in outdoor and adventurous activity challenges both individually and within a team	NC Reference: Perform dances using a range of movement patterns	NC Reference: Perform dances using a range of movement patterns
Skills:	Skills:	Skills:
Is composed and focused and able to affect performance of others by making good decisions. Able to listen to others and understand their point of view. Able to articulate a way forward for a group. Is a team player who shows a desire to do well personally and for the team. Can influence teammates positively through their	Moves and responds accordingly to the stimuli that is happening around them. Shows a desire to improve individually and is able to get the best out of others by considering the needs of the team before themselves. Takes part with consideration for others and is empathetic to the limitations of others.	Able to combine a number of skills efficiently whilst responding to a changing environment. Prepared to take risks when adapting to different 'live situations' and can find a solution and implement it. Understands what constitutes good performance across different domains. Is always alert and adapting to changing circumstances.
strength of personality.	Choreography	Choreography
Physical activity Different types of orienteering and more complex	Can create a sustained series of actions and movements from a range of stimuli including detailed pictures, poems, props or pieces of music	Can create a sustained series of actions and movements from a range of stimuli including detailed pictures, poems, props or pieces of music
symbols to match	ACTION: travel, stillness, gesture, jump and turn	ACTION: travel, stillness, gesture, jump and turn

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Knows how to read a map and use the strengths of the group to bring about the best outcome	SPACE: show changes in level, direction, pathway and area	SPACE: show changes in level, direction, pathway and area
Team challenges	RELATIONSHIP: individually and with others: unison, mirror and canon	RELATIONSHIP: individually and with others: unison, mirror and canon
Solving problems involving non-verbal communication Knows how to use a variety of non-verbal	DYNAMICS: show changes in speed, weight and expression of movement	DYNAMICS: show changes in speed, weight and expression of movement
communication	Performance	Performance
Creative problem solving	Shows a desire to improve in dance by constantly looking to improve elements of the work	Shows a desire to improve in dance by constantly looking to improve elements of the work
Solve complex problems through discussion, doing and evaluating	Knows how to improve dance through timing, control, posture, extension and alignment	Knows how to improve dance through timing, control, posture, extension and alignment
Knows how to solve difficult challenges, how to discuss first and then evaluate at the end		
Vocabulary:	Vocabulary:	Vocabulary:
Orienteering	Travel	Travel
Symbols	Stillness	Stillness
Non-verbal Communication	Gesture Level	Gesture Level
Key	Direction	Direction
Route	Pathway	Pathway
Coordinates	Area	Area
Control marker	Unison	Unison
Control card	Mirror	Mirror
Stamina	Cannon	Cannon
	Expression of movement	Expression of movement
	Posture	Posture
	Extension	Extension
	Alignment	Alignment