PE KNOWLEDGE & SKILLS PROGRESSION – We are Active

"Exercise not only changes your body, it changes your mind, your attitude and your mood."

Anon

Our high-quality physical education curriculum inspires all pupils to succeed and excel in competitive sport and other physical activities. We have designed the curriculum that build on prior learning through a range of physical activities. We use Get Set 4 PE to teach a full range of physical skills, games and team sports including:

- Rugby
- Football
- Hockey
- Basketball
- Athletics
- Dance
- Gymnastics
- Swimming for Year 5
- Yoga

Our curriculum provides opportunities for pupils to become physically confident in a way which supports their health, wellbeing and fitness. Opportunities to compete in sport and other activities build character and help to embed values such as fairness and respect.

Our pupils learn to:

- develop competence to excel in a broad range of physical activities
- be physically active for sustained periods of time
- engage in competitive sports and activities
- lead healthy, active lives.

Key Stage 2 Physical Education Curriculum

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

Pupils should be taught to:

- use running, jumping, throwing and catching in isolation and in combination
- play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending

- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- perform dances using a range of movement patterns
- take part in outdoor and adventurous activity challenges both individually and within a team
- compare their performances with previous ones and demonstrate improvement to achieve their personal best

What our pupils have experienced - a journey through MIANS KS1 Physical Education Curriculum

By the end of KS1: Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations.

Pupils should be taught to: master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities. participate in team games, developing simple tactics for attacking and defending and perform dances using simple movement patterns.

	Year 1	Year 2
Physical Knowledge and Skills (Gross motor and fine motor)	I can perform movements including: Balance for 30 seconds on each leg Use two feet to jump and do a quarter turn Roll a ball using both hands and one hand Can hop on either foot and skip Can kick or strike a ball with alternate hands Can march with knees 90 degree with opposite arms and legs Enriching opportunities to develop an active lifestyle: Climbing frame, pirate ship Climbing wall Football coach leading structured football games Basketball PE equipment (hoops) Hold a pencil comfortably and correctly I am beginning to form lower case letters in the correct direction, starting and finishing from the right place. I can form capital letters and digits (0-9)	I can perform movements including: Balance on a range of different level and surfaces for 10 seconds Can perform a tuck jump with two feet to land with two feet Can catch a tennis ball after one bounce and chase a rolling ball through my legs Can hop scotch forward and backwards alternating hopping legs I can form lower case letters of the correct size relative to one another. I can start using some of the diagonal and horizontal strokes needed to join letters I can write capital letters and digits of the correct size, orientation and relationship to one another and to lower case letters. I can use spacing between words that reflect the size of the letters. DT (make) Select from and use a range of tools and
		equipment to perform practical tasks for example, cutting, shaping, joining and finishing.
DANCE	I can join in a Capoeria lesson independently. I can copy and explore basic movements and body patterns. I can remember simple movements and dance steps I can link movements to sounds and music I can respond to a range of stimuli	I can copy and explore basic movements with clear control. I can vary levels and speed in sequence. I can vary the size of my body shape. I can change direction to a sequence. I use space well and negotiate space clearly I can describe a short dance using appropriate vocabulary I respond imaginatively to stimuli

Healthy	I can name the basic parts of the human body	I can describe the basic needs of animals,
•	and ways of how to keep them healthy.	including humans for survival.
Lifestyles	I can say why it is important to warm up and cool	I can describe the importance of humans of
	down before and after exercise	exercise, eating the right amounts of different
	I can compete competitively in sports day and I	types of food and hygiene.
	can understand 'competition'.	
Vocabulary	As previous year groups plus:	As previous year groups plus:
,	Exercise, heartbeat, pulse, cool down, balance,	Active, control, energy, collaborate, tension, rigid,
	warm up, equipment, skill, movement,	relaxed, accuracy, target, aim, agility, encourage,
	competitive, competition	coordination

A journey through our KS2 PE curriculum

	Term	n 1	Te	rm 2	Tern	n 3
Yea	Fundament	Football	Fitnes	Hockey	Gymnasti	Athletic
r 3	als	Tag	S	Basketb	CS	S
	Yoga	Rugby	Danc	all	Ball Skills	Cricket
			е			
Yea	OAA	Football	Fitnes	Hockey	Gymnasti	Athletic
r 4	Yoga	Tag	S	Basketb	CS	S
		Rugby	Danc	all	Dodgebal	Cricket
			е		1	
Yea	Swimn	ning	Swii	mming	Swim	ning
r 5	Dance	Tag	Hocke	Fitness	Athletics	Cricket
		Rugby	у			
Yea	Football	Handball	Hocke	Dodgeb	Athletics	Athletic
r 6	Dance	Gymnasti	У	all	Cricket	S
		cs	Fitnes	Netball		Rounde
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Athletics Progression La



Skills

Running: demonstrate a clear understanding of pace and use it to develop their own and others sprinting technique.

Jumping: develop power, control and technique in the triple jump.

Throwing: develop power, control and technique when throwing discus and shot put.

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.

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.

Running: develop the sprinting technique and apply it to relay events.

Jumping: develop technique when jumping for distance in a range of approaches and take off positions.

Throwing: explore the technique for a pull throw.

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Ball Skills Progression I



Skills

Sending: show good technique when sending a ball with increasing control, accuracy and consistency under pressure.

Catching: demonstrate increasing consistency of catching under pressure in a variety of game 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.

Sending: demonstrate clear technique when sending a ball under pressure.

Catching: demonstrate good technique under pressure.

Tracking: demonstrate a range of techniques when tracking and collecting a ball.

Dribbling: dribble with some control under pressure.

All Y5 & 6 Games Units

Sending: accurately use a range of techniques to send a ball to a target.

Catching: catch different sized objects with increasing consistency with one and hands.

Tracking: consistently track a ball sent directly and indirectly.

Dribbling: dribble a ball with increasing control and co-ordination.

Sending: send a ball with accuracy and increasing consistency to a target.

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.

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Dance Progression Lac

Skills

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: use a variety of 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.

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 express a dance idea. Performance: perform dances expressively, using a range of performance skills, showing

accuracy and fluency.

Actions: respond imaginatively to a range of stimuli related to character and narrative.

Dynamics: change dynamics confidently within a performance to express changes in character.

Space: confidently use changes in level, direction and pathway. Relationships: use action and reaction to represent an idea.

Performance: perform complex dances that communicate narrative and character well, performing

clearly and fluently.

Actions: create actions in response to a stimulus individually and in groups.

Dynamics: use dynamics effectively to express an idea. **Space:** use direction to transition between formations. Relationships: develop an understanding of formations.

Performance: perform short, self-choreographed phrases showing an awareness of timing.

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Fitness Progression La

Agility: change direction with a fluent action and transition smoothly between varying speeds.

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Balance: show fluency and control when travelling, landing, stopping and changing direction.

Co-ordination: co-ordinate a range of body parts with a fluent action at a speed appropriate to the

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.

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 time.

Strength: demonstrate increased technique in body weight exercises.

Stamina: use a steady pace to be able to move for sustained periods of time.

Agility: show balance when changing direction at speed.

Balance: show control whilst completing activities which challenge balance.

Co-ordination: explore increased speed when co-ordinating my body.

Speed: demonstrate improved sprinting technique.

Strength: develop building strength in different muscle groups. Stamina: demonstrate using my breath to maintain my work rate.

Agility: show balance when changing direction.

Balance: explore more complex activities which challenge balance.

Co-ordination: co-ordinate my body with increased consistency in a variety of activities.

Speed: explore sprinting technique.

Strength: explore building strength in different muscle groups.

Stamina: explore using my breath to increase my ability to work for longer periods of time.

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Fundamentals Progression

Skills

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.

Skipping: consistently show a range of skills when skipping in a rope.

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.

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.

Running: change direction. Show an increase and decrease in speed.

Balancing: demonstrate balance when performing other fundamental skills.

Jumping and hopping: link jumping and hopping actions.

Skipping: jump and turn a skipping rope.

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Gymnastics Progression I



Skills

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 consistency in the straddle, forward and backward roll.

Jumps: combine and perform a range of gymnastic jumps more fluently and effectively.

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.

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.

Shapes: explore matching and contrasting shapes.

Balances: explore point and patch balances and transition smoothly into and out of

them.

Rolls: develop the straight, barrel, and forward roll.

Jumps: develop stepping into shape jumps with control.

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Invasion Games Progression

(invasion, handball, netball, basketball, football,

Skills

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 transitioning 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.

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.

Defending: develop tracking and marking with increased success. Explore intercepting a ball using

one and two hands.

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 dribbling with some control.

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.

Sending & receiving: explore s&r abiding by the rules of the game.

Dribbling: explore dribbling the ball abiding by the rules of the game under some pressure.

Space: develop using space as a team.

Attacking: develop movement skills to lose a defender. Explore shooting actions in a range of invasion games.

Defending: develop tracking opponents to limit their scoring opportunities.

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OAA Progression Ladder

Skills

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, share job roles and lead when necessary.

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.

Problem solving: plan independently and in small groups, implementing a strategy with increased success.

Navigational skills: identify key symbols on a map and follow a route.

Communication: confidently communicate ideas and listen to others.

Problem solving: discuss how to follow trails and solve problems. Work with others to select appropriate equipment for the task.

Navigational skills: identify where I am on a simple map. Use and begin to create simple maps and diagrams and follow a trail.

Communication: follow and give instructions and accept other peoples' ideas.

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Striking and Fielding Progress

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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 under pressure. **Catching:** consistently demonstrate good technique in catching skills under pressure.

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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: explore catching skills (close/deep and wicket keeping) and apply these with some consistency in game situations.

Striking: develop batting technique with a range of equipment.
Fielding: develop bowling with some consistency, abiding by the rules of the game.

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.

Striking: begin to strike a bowled ball after a bounce with different equipment.

Fielding: explore bowling to a target and fielding skills to include a two-handed pick up.

Throwing: use overarm and underarm throwing in game situations.

Catching: catch with some consistency in game situations.



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Swimming Progression L

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 distance of 25m.

Water safety: perform a variety of survival techniques.

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.

Strokes: develop technique for specific strokes to include head above water breaststroke, backstroke and front crawl.

Breathing: demonstrate improved breathing technique in front crawl.

Water safety: are comfortable with some personal survival techniques to include survival strokes such as sculling and treading water.

Strokes: explore technique for specific strokes to include head above water breaststroke, backstroke and front crawl.

Breathing: begin to explore front crawl breathing technique.

Water safety: explore techniques for personal survival to include survival strokes such as sculling and treading water.

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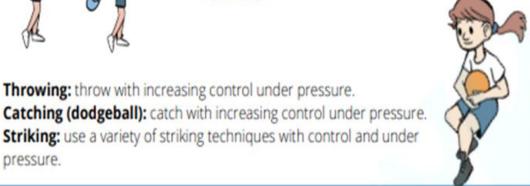


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Skills

Target Games Progression

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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.

Throwing: throw with increasing accuracy at a target. Catching (dodgeball): catch with increasing consistency. Striking: strike a ball with increasing consistency.

Throwing: throw with increasing control under pressure.

Striking: use a variety of striking techniques with control and under

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.



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Yoga Progression Lad

Skills

Balance: link combinations of poses for balance with increased control in transition.

Flexibility: confidently transition from one pose to another showing extension connected to breath.

Strength: explore poses that challenge my strength and work to maintain increased control and strength when in and transitioning between poses.

Mindfulness: explore methods to control how I feel with some success.

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 methods I can use to control how I feel.

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: engage with mindfulness activities with increased focus.

Balance: demonstrate increased control when in poses.

Flexibility: explore poses and movement in relation to my breath.

Strength: explore arm balances with some control.

Mindfulness: develop my ability to stay still and keep my focus.

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Progression Journey

Dance

Fundamentals, Fitness and Athletics

Progression Journey: Dance

This unit links to the following strand of the NC: KS1: perform dances using simple movement patterns.

KS2: perform dances using a range of movement patterns.



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Copy basic body actions and rhythms.	Copy, remember and repeat actions.	Copy, remember and repeat a series of actions.	Copy remember and perform a dance phrase.	Copy, remember and adapt set choreography.	Accurately copy and repeat set choreography in different styles of dance showing a good sense of	Perform dances confidently and fluently with accuracy and good timing.
Choose and use travelling actions, shapes and balances.	Choose actions for an idea.	Select from a wider range of actions in relation to a stimulus.	Create short dance phrases that communicate an idea.	Choreograph considering structure individually, with a partner and in a	timing. Choreograph phrases individually and with others	Work creatively and imaginatively individually, with a partner and in a group
Travel in different pathways using the space around them.	Use changes of direction, speed and levels with guidance.	Use pathways, levels, shapes, directions, speeds and timing with guidance. Use mirroring and unison when completing actions with a partner.	Use canon, unison and formation to represent an idea.	group. Use action and reaction to represent an idea.	considering actions, dynamics, space and relationships in response to a stimulus.	to choreograph longer phrases and structure dance considering actions, space, relationship and dynamics in relation to a theme.
Begin to use dynamics and expression with guidance.	Show some sense of dynamic and expressive qualities.	Show a character through actions, dynamics and expression.	Match dynamic and and expressive qualities to a range of ideas.	Change dynamics to express changes in character or narrative.	Confidently perform choosing appropriate dynamics to represent an idea.	combine dynamics demonstrating an awareness of the impact on performance.
Begin to count to music.	Begin to use counts.	Use counts with help to stay in time with the music.	Use counts to keep in time with a partner and group.	Use counts when choreographing short phrases.	Use counts accurately when choreographing to perform in time with others and the music.	Use counts when choreographing and performing to improve the quality of work.

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Show balance, coordination and technique when running at different speeds, stopping with control.

Link running, hopping and jumping actions using different take offs and landing.

> Jump for distance and height with an awareness of technique.

> Throw a variety of objects, changing action for accuracy and distance.

Demonstrate balance when performing other fundamental skills.

Show balance when changing direction in combination with other skills.

Can co-ordinate their bodies with increased consistency in a variety of activities. Demonstrate how and when to speed up and slow down when running.

Link hopping and jumping actions with some control.

Jump for distance and height showing balance and control.

Throw with some accuracy and power towards a target area.

Demonstrate good balance when performing other fundamental skills.

Show balance when changing direction at speed in combination with other skills.

Begin to co-ordinate their body at speed in response to a task.

Run at the appropriate speed over longer distances or for longer periods of time.

Show control at takeoff and landing in more complex jumping activities.

Perform a range of more complex jumps showing some technique.

Show accuracy and power when throwing for distance.

Demonstrate good balance and control when performing other fundamental skills

Demonstrate improved body posture and speed when changing direction.

Can co-ordinate a range of body parts at increased speed. Demonstrate a controlled running technique using the appropriate speed over longer distances or for longer periods of time.

Link running, jumping and hopping actions with greater control and co-ordination.

Perform jumps for height and distance using good technique.

Show accuracy and good technique when throwing for distance.

Show fluency and control when travelling, landing, stopping and changing direction.

Change direction with a fluent action and can transition smoothly between varying speeds.

Can co-ordinate a range of body parts with a fluent action at a speed appropriate to the challenge. **Games** Body

Management – Yoga and Gymnastics

Complete balances with increasing stability, control and technique.

Use body tension to perform balances both individually and with a partner.

control and balance one balance to

more complex balances and fluency.

Demonstrate some strength and control different body parts for own and others weight. longer periods of time.

Demonstrate increasing strength, control and when taking weight on technique when taking

Use strength to improve the quality

Demonstrate more complex actions with a good level of strength

Demonstrate increased flexibility and extension in their actions.

Demonstrate increased flexibility and extension in more challenging actions.

Confidently transition appropriate control and complexity of the action.

Choose actions that flow well into one another both on and off apparatus.

Plan and perform sequences showing control and technique with and without a partner.

Plan and perform actions including a wide range of skills. Dribble the ball with one hand with some control in game situations.

Dribble a ball with feet with some control in game situations.

Use a variety of throwing techniques in game situations.

Kick towards a partner in game situations.

Catch a ball passed to them using one and two hands with some success.

Receive a ball sent to them using different parts of the foot.

Strike a ball with varying techniques.

Change direction with increasing speed in game situations.

Use space with some success in game situations.

Use simple tactics individually and within a team. Link dribbling the ball with other actions with increasing control.

Change direction when dribbling with feet with some control in game situations.

Use a variety of throwing techniques with increasing success in game situations.

Kick with increasing success in game situations.

Catch a ball passed to them using one and two hands with increasing success.

Receive a ball using different parts of the foot under pressure.

Strike a ball using varying techniques with increasing accuracy.

Change direction to lose an opponent with some success.

Create and use space with some success in game situations.

Use simple tactics to help their team score or gain possession.

Use dribbling to change the direction of play with some control under pressure.

Dribble with feet with some control under increasing pressure.

Use a variety of throwing techniques with some control under increasing pressure.

Use a variety of kicking techniques with some control under increasing pressure.

Catch and intercept a ball using one and two hands with some success in game situations.

Receive a ball using different parts of the foot under pressure with increasing control.

Strike a ball using a wider range of skills.
Apply these with some success under pressure.
Use a variety of techniques to change direction to lose an opponent.

Create and use space for self and others with some success.

Understand the need for tactics and can identify when to use them in different situations.

Use dribbling to change the direction of play with control under pressure.

Use a variety of dribbling techniques to maintain possession under pressure.

Use a variety of throwing techniques including fake passes to outwit an opponent.

Select and apply the appropriate kicking technique with control.

Catch and intercept a ball using one and two hands with increasing success in game situations.

Receive a ball with consideration to the next move.

Strike a ball using a wider range of skills to outwit an opponent. Apply these with increasing control under

Confidently change direction to successfully outwit an opponent.

Effectively create and use space for self and others to outwit an opponent. Work collaboratively to create tactics within their team and evaluate the effectiveness of these.

3	4	5	6
Follow instructions from a peer and give simple instructions.	Accurately follow instructions given by a peer and give clear and usable instructions to a peer.	Use clear communication when working in a group and taking on different roles.	Communicate with others clearly and effectively when under pressure.
Work collaboratively with a partner and a small group, listening to and accepting others' ideas.	Confidently communicate ideas and listen to others before deciding on the best approach.	Begin to lead others, providing clear instructions.	Confident to lead others and show consideration of including all within a group.
Plan and attempt to apply strategies to solve problems.	Plan and apply strategies to solve problems.	Plan and apply strategies with others to more complex challenges.	Use critical thinking skills to form ideas and strategies selecting and applying the best method to solve a problem.
Orientate and follow a diagram/map.	Identify key symbols on a map and use a key to help navigate around a grid.	Orientate a map confidently using it to navigate around a course.	Confidently and efficiently orientate a map, identifying key features to navigate around a course.
Reflect on when and why challenges are solved successfully and use others' success to help them to improve.	Watch, describe and evaluate the effectiveness of their team strategy, giving ideas for improvements.	Explain why a particular strategy worked and alter methods to improve.	Accurately reflect on when challenges are solved successfully and suggest well thought out improvements.

OAA



Beginners

Developers

Submerge and regain feet in the water.

Breathe in sync with an isolated kicking action from poolside.

Use arms and legs together to move effectively across a short distance in the water.

Glide on front and back over short distances.

Float on front and back for short periods of time.

Confidently roll from front to back and then regain a standing position.

Confidently and consistently retrieve an object from the floor with the same breath.

Begin to co-ordinate breath in time with basic strokes showing some consistency in timing.

Demonstrate a fair level of technique, consistently co-ordinating the correct body parts in a range of strokes.

Combine gliding and floating on front and back over an increased distance.

Float on front and back using differen shapes with increased control.

Comfortably demonstrate sculling head f feet first and treading water.

Encourage and m

work to their

Work with ot

Work with o

Persevere wh

Understand what

Begin to use rules:

Pupils make quick

situation. E.g. who to

Select and apply fro

skills and actions in

selecting and ap

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Show an awar

challenge

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manag

Provide feedback beginning to use key Provide feedb liked or thought was good words from the lesson. about someone else's termin

Social, Emotional and Mental ASPIRATIONS FOR THE FUTURE

Pupils develop an understanding of how subjects and specific skills are linked to future jobs. Here are some of the jobs you could aspire to do in the future:

Personal Trainer, Sports Coach, Teacher, Sports physiologist, Sports Nutritionist, Sports Therapist, Strength and Conditioning Coach, Sports Development Officer, Sports Professional.

Our feeder high school snapshot PE curriculum

performance.

Jane Austin	Open Academy
Practical:	Each student has the opportunity to experience include – Football, Rugby, Aesthetic

Community Academy Rotation of: Netball, Swimming, Table Tennis, Gymnastics, Fitness, Handball, Athletics,	Year 7	Autumn I Sportshall / WG / Field / Goals / HP / FS Netball/Football/ Hockey Warm up / Cool	Autumn II WG / Field / Goals / HP /FS Swimming/ Health and fitness		Spring II Sportshall / WG / Field / Goals / HP / FS Gymnastics/ Badminton/Hockey effects of exercise - ular, Muscular		of fit	Summer II WG / Field / Goa HP /FS Rounders/Tenn ness Health and Skeletal System
korfball, netball, basketball, football, rugby, badi=minto n, fitness, volleyball, endurance, running, OAA, tennis, rounders, softball, athletics (throwing, jumping & running) Knowledge: warm ups, cool downs, and muscular system Component s of fitness and fitness testing Skeletal system								

netball and rugby. Athletics, tennis, cricket, rounders.	activities as	well as Building Mental Fit o meet their individual nee	nturous activities, and striking and fielding ness. Pupils pick pathways as they go through eds and to give children ownership over their				
Ormiston Victory Academy Year 7 based around: Warm up Fitness Skeletal system Muscular system Rules Roles and responsibili ties	Net/Wall (8 Aesthetic Ac	Academy mes (8 hours rotation) hours rotation) ctivities (8 hours rotation) Fielding (8 hours rotation)					
Hellesdon	PE (Girls	s)					
High School							
For Core PE,		Year 7					
students receive 4	Aut.1	Health and Fitness, Netball, Dance					
lessons a fortnight	Aut.2	Health and Fitness, Netball, Dance					
During Core PE lessons	Spr.1	Cross Country, Basketball, Hockey					
in Years 7- 11,	Spr.2	Cross Country, Basketball, Hockey					
students	Sum.1	Athletics, Tennis, Rounders					
can expect to	Sum.2	Athletics, Tennis, Rounders	Notre Dame High School				
participate in many of the following activities: Rise Up Programme • Invasion Games: Football, Rugby, Basketball, Netball, Handball,			Trotte Burne High School				

Lacrosse, Volleyball Striking and Fielding: Cricket, Rounders. Lacrosse, Softball Net and Wall: Tennis. Badminton, Table Tennis, Volleyball Swimming

PE (Boy	s)
	Year 7
Aut.1	Health and Fitness, Football, Basketball
Aut.2	Health and Fitness, Football, Basketball
Spr.1	Health and Fitness, Football, Basketball
Spr.2	Health and Fitness, Football, Basketball
Sum.1	Athletics, Tennis, Cricket
Sum.2	Athletics, Tennis, Cricket

Thorpe St Andrew School

AthleticsFitness /CrossCountry

Autumn Netball Rugby Football Handball Aesthetics: Dance

Swimming
Spring
Net and
Wall
Games:
Table Tennis
Badminton
Tennis
Aesthetics:
Dance
Gymnastics
Swimming
Summer
Athletics

Striking and Fielding Games: Cricket

Norwich School

Our approach to ensure the best sporting environment for our pupils is summarised by adopting the following framework:

Participate – Engage pupils in sport and physical activity by creating a range of opportunities for participation. This is achieved through the depth of our Games programme and the breadth of our extra-curricular offering. Through participation we allow pupils to grow their sporting and physical activity interests, and provide appropriate levels of support for all.

Perform – Allow pupils to enhance their talent and compete at a high level both at school and on representative pathways. This is achieved through the running of a comprehensive programme in all our main and competitive sports. Providing additional support through our sport scholarship programme to individuals capable of high achievement in sport.

Prepare – Provide opportunities and positive experiences to equip pupils for a life of leadership, service and with the necessary skills and knowledge to maintain an active, healthy lifestyle outside of our environment

Dance - Whilst dance is not part of the formal curriculum at Fourth Form, there are many and varied opportunities to get involved in dance at the school. Several after school dance clubs are open to Fourth Formers, allowing you to develop your performance practice and collaborate with peers in a supportive environment. Additionally, dance plays a pivotal role in whole school events. There will be opportunities to perform in dance festivals, Gala nights and other pupil-led choreographies.

R	ounders
Α	esthetics:
D	ance
S	wimming