# Alderman Bolton Primary School



# PHYSICAL EDUCATION Our Intended Curriculum

As we support a diverse community that can face social and economic challenges, we have designed a curriculum to respond to the school's context, giving rich knowledge and experiences that some of our children may not naturally access, while still operating within the framework that our Multi Academy Trust has developed with all our stakeholder schools.

So in relation to PE we have taken note that our school operates within an area where NHS obesity figures are above National and Warrington averages.

In addition to the National Curriculum, more clubs that focus on physical activity have been adopted by the school both within school hours during non-structured times and before school and after school. More opportunity to aspire to club level sport is presented to all children by participating within interschool activities that are related to the after school clubs.

Furthermore, we have ensured that we bring swimming to the school so that all KS2 learners' access this because we see this as a safety issue: we are surrounded by canals and waterways in our community.

We employ a sports coach to deliver high quality teaching and experiences in lessons but also to work alongside staff developing their own expertise in this area as we are aspirational and ambitious for all; children and adults.

# PE: Purpose of study

A high-quality physical education curriculum inspires all pupils to succeed and excel in competitive sport and other physically-demanding activities. It should provide opportunities for pupils to become physically confident in a way which supports their health and fitness. Opportunities to compete in sport and other activities build character and help to embed values such as fairness and respect.

# <u>Aims</u>

The national curriculum for physical education aims to ensure that all pupils:

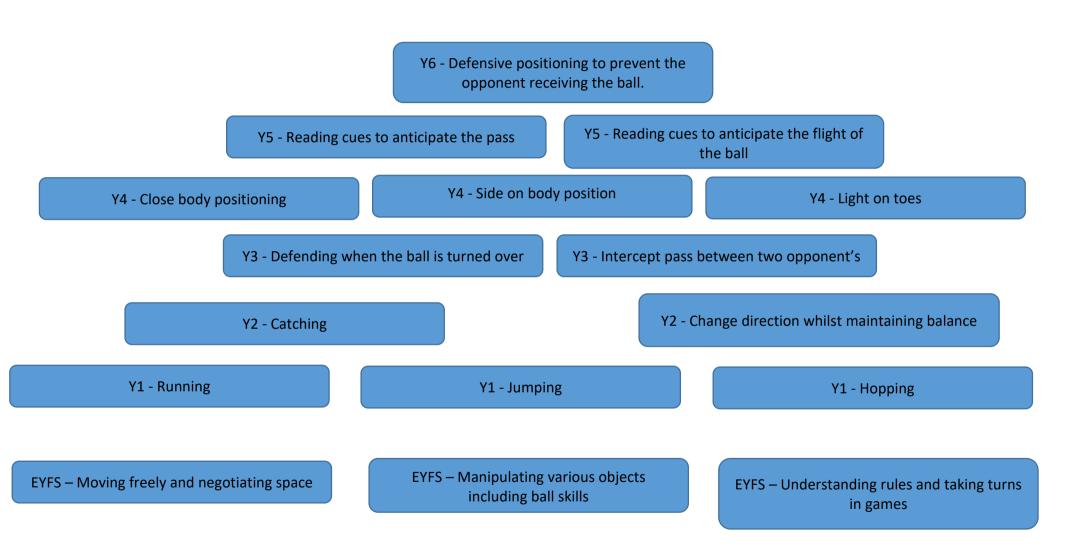
- Develop competence to excel in a broad range of physical activities
- Are physically active for sustained periods of time
- Engage in competitive sports and activities
- Lead healthy, active lives

# **Attainment targets**

By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study

# Example of skill progression from transferable fundamental to sport specific skill

# Year 1 - Year 6



School Swimmi	ng and Water Saf	<u>ety</u>						
Award 1 With or without float equipment or support:	Award 2 With or without float equipment:	Award 3 Without floats equipment or support:	Award 4 Without float equipment or support:	Award 5 Without float equipment or support:	Award 6 Without float equipment or support:	Safe Self Rescue Award Without float, in clothing, in order without pause:	End of LKS2 Expectations	End of UKS2 Expectations
Enter the water safely	Enter the water safely	Fully submerge to pick up an object.	Jump into water, submerge, surface and swim back to the point of entry (min. depth 1m).	Jump in, submerge, surface and swim back to point of entry (at least full reach depth).	Perform three different shaped jumps into deep water, including a straddle jump.	Enter the water using a fall in entry. Float on the back or scull. Tread water for 20 seconds with one arm in	Children should be competent and confident in the water.	Children should swim competently, confidently and proficiently over a distance of at least
Move forwards, backwards and sideways for a distance of 5m, feet may be on or off the floor.	Move from a horizontal floating position on the front and return to standing.	Perform a tuck float and hold for 5 seconds.	Push and glide towards the pool floor with arms extended.	Perform a horizontal stationary scull on the back.	Perform a head first scull for 5m.	the air and shout for help. Swim 15m on front, rotate and swim 15m on back to a floating object. Take up the Heat Escape Lessening	Children use a variety of arm and leg actions to propel themselves through the water.	25metres.  Children should use a range of strokes effectively, for example front crawl,
Scoop the water and wash face, be comfortable water showered from overhead.	Move from a horizontal floating position on the back and return to standing.		Perform a sequence of 3 changing shapes, whilst floating on the surface.	Kick 10m backstroke. Kick 10m front crawl. Kick 10m butterfly or breaststroke on front or back.	Two out of the following three must be completed:	Position (H.E.L.P). Swim 10m retaining a floating object. Take up the Huddle position. Swim using a long arm	Children should participate in games to develop an understanding of buoyancy and propulsion.	backstroke and breaststroke. Children should perform a safe selfrescue in
Blow bubbles a minimum of 3 times, with nose and mouth submerged.	Push and glide on the front in a horizontal position, to or from the pool wall.	Push from a wall and glide on the front with arms extended.	Push & glide on the front with arms extended and log roll onto back.	Travel on back and log roll 180 degrees onto front. Travel on front and log roll 180 degrees onto back.	Swim 10m front crawl, backstroke or breaststroke.	front paddle (survival stroke) to the side. Climb out from water of at least full reach depth without using the steps. Discuss as a group when		different water- based situations.
Take part in a movement games. Give examples of 2 pool rules.	Push and glide on the back in a horizontal position from the pool wall.	Push from a wall and glide on the back (optional with arms extended).	Push & glide on back with arms extended and log roll onto front.		Tread water for 30 seconds.	these skills might be used to selfrescue in different water based situations.		
	Travel on the back for 5m. Travel on the front for 5m.	Perform a rotation from the front to the back, then return to standing. Perform a rotation from the back to the front, then return to standing.	Travel 5m on front, perform a tuck to rotate onto back & return to side. Travel 10m on the front with feet off the pool floor.	Swim 10m, own choice of stroke.	Perform a handstand or forward somersault, tucked in the water. Swim 25m own choice of stroke.			
			Travel 10m on the back with feet off the pool floor.					

# Alderman Bolton Primary School - P.E progression through EYFS PD - Gross Motor Skills and Fine Motor Skills

Pla	ying & Exploring - Engagement	t		Active Lear	ning - Motivat	ion		Creating & Thinking	Critically - Thinking
• Findi	ng out & exploring		• Bei	ing involved &	concentrating		• Havir	ng their own ideas (creativ	ve thinking)
<ul><li>Playir</li></ul>	ng with what they know		• Kee	ep on trying			<ul> <li>Maki</li> </ul>	ng links (building theories	5)
<ul><li>Being</li></ul>	g willing to 'have a go'		● Enj	joying achievin	g what they se	t out to do	• Worl	king with ideas (critical thi	nking)
-Demonstrate s	trength, balance and coordination trength, balance and coordination cally, such as running, jumping, dar  • Continue to develop their movement-balancing, riding and ball skills	when playing ncing, hopping • Skip, d hold a musica	, skipping and o hop, stand on pose for a gam al statues	climbing one leg and ne such as	remember seq of movements	-Use a range of small -Begin to show accur gly able to use and uences and pattern which are related to	tools, include sci acy and care whe     Use a comfor control when h     Choose the ri	ssors, paint brushes, cutlery in drawing table grip with good olding pens and pencils ght resources to carry out	•Shows a preference for a dominant hand
	Climb stairs, steps and move ac climbing equipment using alternative feet maintaining balance-using hands and body t stabilise     Use one handed tools and equipment	wave to make  •Start activit	large muscle m flags, streamers marks taking part in s ies which they elves or in tean	s, paint and some group make up for	skills to tasks a setting eg deci	eveloping physical nd activities in the de to crawl, walk, ank depending on	small hole (San kitchen/garden trowel • Can grasp and	ing a spade to enlarge a d tray/mud ing) they dug with a d release with 2 hands to h a large ball/beanbag	Collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow crates (den building/large scale construction)
Nursery	Autumn 1	Aut	umn 2		Spring 1	Sp	ring 2	Summer 1	Summer 2
Knowledge	All About Me		lies and orations	Traditio	nal Tales and fa animals	rm Growing a	and changing	People Who Help Us	Chester Zoo/Knowsley Safari
	Confident to paint/chalk or make large scale marks with water on large surfaces     Can balance along tyres, stepping stones, wooden	movement	ribbons o support large	activity we enhance skill/deve	age in focused P which challenges sphysical elopment e with more	and important tools and e	, sharp tools in	<ul> <li>Can manipulate an increasing range of resources (tools, equipment, role play outfits, large construction</li> </ul>	To strike a range of poses successfully in response to Yoga Have a comfortable grip with good control when using pens/pencils

Children to be exposed to games and opportunities both indoors and outdoors that will develop their core strength, stability, balance, spatial awareness, coordination and agility. Recognising that gross motor skills provide the foundation for developing healthy bodies and social and emotional well-being and fine motor control and precision helps with hand eye coordination. Repeated and varied opportunities to play with small world activities and puzzles, art and crafts and using tools will help children to develop proficiency, control and confidence

• Negotiate spaces at

activities-PE lesson,

outdoor play, forest

school

varying speeds in various

confidence(creative,

these in Forest School

climbing/balancing-dance

adaptive) ie transferring and

building on skills and applying

den building)

independently

• . Use a knife, fork, spoon

independently during

snack and/or lunch

• Increased stamina through daily

mile participation

action songs/ rhymes

independent physically,

zips, Velcro fastenings,

waterproofs, wellies

Be increasingly

snake

•Can climb and descend

using alternate feet

stairs on two story structure

# Alderman Bolton Primary School - P.E progression through EYFS PD Gross Motor Skills and Fine Motor Skills

Playing & Exploring - Engagement	Active Learning - Motivation	Creating & Thinking Critically - Thinking
Finding out & exploring	Being involved & concentrating	Having their own ideas (creative thinking)
<ul> <li>Playing with what they know</li> </ul>	Keep on trying	Making links (building theories)
<ul> <li>Being willing to 'have a go'</li> </ul>	<ul> <li>Enjoying achieving what they set out to do</li> </ul>	Working with ideas (critical thinking)

# ELG

# **Gross Motor Skills**

- -Negotiate space and obstacle safely, consideration for themselves and others
- -Demonstrate strength, balance and coordination when playing
- -Move energetically, such as running, jumping, dancing, hopping, skipping and climbing

# Fine Motor Skills

- -Hold a pencil effectively in preparation for fluent writing-using the tripod grip in almost all cases
- -Use a range of small tools, include scissors, paint brushes, cutlery
- -Begin to show accuracy and care when drawing

Reception Skills	Revise and refine the fundamen movement skills they have alrea acquired:- Rolling, crawling, walking Jumping, running, hopping Skipping, climbing and progress to a more fluent st	coordination, balance a  • Use core muscle streng achieve a good posture sitting at a table or sitti floor	and agility th to when		ency safely use a range apparatus indoors	range of ba throwing catching kicking passing batting	evelop and refine a Il skills including:-	manage mealtime personal lining up • Develop can use a	hygiene /queuing o their small motor skills to so they a range of tools competently, safely
	of moving with developing control/grace					aiming		recognisa	encil and hold it effectively to form
Reception Knowledge	Autumn 1  Autumn and Seasons	Autumn 2 Celebrations		Spring 1 Animals	Spring Lifecycle		Summer 1  Minibeasts		Summer 2 Occupations
Mowicuge	•Can access range of equipment/apparatus - indoors/outdoors/during PE safely and confidently and with increasing skill •Increased challenge in the environment – children to be aware of risk and be supported in making judgements that support their safety	Develop overall body strength (ie resilience/developing pace in daily mile)     Through open ended materials on offer can extend, repeat and practice physical skills such as lifting, carrying, pushing, pulling, constructing, stacking and climbing	Can mov time to r Can use one hand effective Are inde personal	re freely and in music ( dance) a wide range of ded tools	Development a refinement of b in response to a sizes     Can engage in b with teams, rule for increased precision/accur     Can engage in a respond to stru activities where draw/write/cop	nd pall skills is a variety of pall games es, targets racy and ctured e guided to	• Know and talk abordifferent factors to support their over health and well-be-regular physical acceptable amounts of time chaving a good sleer routine cheing a safe pedes	out hat rall eing: tivity of screen	Develop the foundations of a handwriting style which is fast, accurate and efficient     Understand rules, taking turns, being considerate, eating with good manners

Children to be exposed to games and opportunities both indoors and outdoors that will develop their core strength, stability, balance, spatial awareness, coordination and agility. Recognising that gross motor skills provide the foundation for developing healthy bodies and social and emotional well-being and fine motor control and precision helps with hand eye coordination. Repeated and varied opportunities to play with small world activities and puzzles, art and crafts and using tools will help children to develop proficiency, control and confidence

# KS1 Year A: PE skills progression

Core Knowledge- Understanding of how exercise effects the body, understand why it is important to eat healthily and exercise, understand how the body feels before during and after exercise and how it changes.

Core Skills- 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.

 $\S$  participate in team games, developing simple tactics for attacking and defending

§ perform dances using simple movement patterns

Core behaviours- 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.

# KS1: Subject content

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
- Perform dances using simple movement patterns

# **Self-evaluating Performance**

- Watch and describe performances
- Begin to say how they could improve

# Game related vocabulary

Actions, Throw, Catch, Pass, Receive, Bounce, Roll, Dribble, Hit, Space, Move, Safety, Looking, Stopping, Control, Target, Aiming, Warm up, Cool down, Team work

# Dance related vocabulary

Compose, Perform Performance, Pattern, Express, Dance phrase, Explore, Direction, Pathways, Music, Travel, Slide, Spinning, Turning, Rolling, Jump, Spring, Speeds, Level, Evaluate, Tension, Control, Extension, Warm up, Cool down, Timing, Beats

Year A Units of s	tudy						-			
FMS	Target Games - Boccia, boules (Inclusive sports)		Dance - Animals Theme		Team games - Kwik	Cricket	Attacking and o Netball	lefending - Rugby,	Athletics - Running, jumping events	
Locomotion & object manipulation (Skills highlighted on FMS progression)	Year 1 Related Skill acquisition *Throw underarm and overarm *Catch and bounce a ball Use rolling skills in a game *Practise accurate throwing and consistent catching *Use different ways of travelling in different directions or pathways *Begin to use and choose the best space in a game *Begin to use and understand the terms defending and attacking *Use at least one technique to attack or defend to play a game successfully	Year 2 related skills *Strike or hit a ball with increasing control *Throw, catch and bounce a ball with a partner *Use throwing and catching skills in a game *Throw a ball for distance *Use hand-eye coordination to control a ball *Vary types of throw used Use dribbling skills in a game *Know how to pass the ball in different ways *Use different ways of travelling at different speeds and following different pathways, directions or courses	Year 1 related skill acquisition *Copy and repeat actions *Put a sequence of actions together to create a motif *Vary the speed of their actions *Use simple choreographic devices such as unison, canon and mirroring *Begin to improvise independently and create a simple dance	Year 2 related skill acquisition *Begin to improvise with a partner to create a simple dance *Create motifs from different stimuli *Begin to compare and adapt movements and motifs to create a larger sequence *Perform with some awareness of rhythm and expression	Year 1 related skill acquisition  *Be confident and safe in the spaces used to play games.  *Explore and use skills, actions and ideas individually and in combination to suit the game they are playing.  *Understand that being active is good for them.  *Participate in team games.  *Pass and receive a ball in different ways with control and increased accuracy.  *Perform fielding techniques with increased control and co-ordination.	Year 2 related skill acquisition *Choose, use and vary simple tactics. Recognise good quality in performance. *Use information to improve their work. *Participate in team games. *Pass and receive a ball in different ways with control and increased accuracy. *Perform fielding techniques with increased control and coordination.	Year 1 related skill acquisition *Begin to use space in a game *Begin to use the terms attacking and defending  *Engage in competitive activities and team games  *Travel with a ball in different ways *Pass the ball to another player	Year 2 related skill acquisition *Explore different ways of using a ball. *Explore ways to send a ball or other equipment. *Retrieve and stop a ball using different parts of the body. *Play a variety of running and avoiding games. *Practise skills to make them warmer. *Develop simple attacking And defending techniques. *Pass and receive a ball in different ways with increased control.	Year 1 related skill acquisition *Develop balance, agility and coordination. *Explore a variety of running styles. *Explore a range of jumping techniques. *Develop combination movements adding running and jumping into a fluid movement.	Year 2 related skill acquisition *Explore movement techniques with increased control. *How to run and jump and to perform these with increased control and coordination. *Further develop ability to jump for distance or height using personal best challenges as a motivator. *Explore techniques for starting running races.

# KS1 Year B: PE skills progression

Core Knowledge- Understanding of how exercise effects the body, understand why it is important to eat healthily and exercise, understand how the body feels before during and after exercise and how it changes. Core Skills- 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 § perform dances using simple movement patterns

Core behaviours- 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.

# KS1: Subject content

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
- Perform dances using simple movement patterns

# Self-evaluating Performance

- Watch and describe performances
- Begin to say how they could improve

# Game related vocabulary

Throw, Catch, Pass, Receive, Bounce, Roll, Control, Dribble, Hit, Space, Move, Safety, Looking, Stopping, Evaluate, Controlling, Defender, Attackers, Rules, Warm up, Cool down, Calling, Signalling, Team work

# **Dance related vocabulary**

Compose, Perform Performance, Pattern, Express, Dance phrase, Explore, Direction, Pathways, Music, Travel, Slide, Spinning, Turning, Rolling, Jump, Spring, Speeds, Level, Evaluate, Tension, Control, Extension, Warm up, Cool down, Timing, Beats

# Year B Units of study

FMS	Target Games - T	hrowing into,	Dance - Jungle		Team games - Flat bat Rounders		Attacking and defending	g – Hockey, Football	Athletics - Ru	inning,
	onto + at a target	t (Modified							Throwing eve	ents
	sports)	-							_	
Locomotio	Y1 Related Skill	Y2 related	Y1 related skill	Y2 related skill	Y1 related skill	Y2 related skill	Y1 related skill	Y2 related skill	Y1 related	Y2 related skill
n & object	*Manipulation	skills	*Move to music.	*Perform some dance	*Aim and throw object underarm.	*Send a ball off	*Begin to show how to	*Begin to show how to	skill	*Explore
manipulati	skills and effort	*Applying	*Perform pair/	moves.	* Show some different ways of hitting,	a tee using a	hold a hockey stick and	hold a hockey stick and	*Explore	movement
on (Skills	awareness –	appropriate	group dance	*Make up a short	throwing and striking a ball.	bat or a racket.	which side to use.	which side to use.	different	techniques
highlighte	applying	skills to be	involving canon &	dance, after watching	*Send a ball off a tee using a bat or a	*Play as a	*Use a simple push pass	*Use a simple push pass	methods of	with increased
d on FMS	controlled force	proficient	unison, meet & part	one.	racket.	fielder and pass	to another team mate.	to another team mate.	throwing.	control.
progressio	to send an object	when	*Respond	*Make a sequence by	*Catch balloon/bean bag/scarf &	the ball back to	*Dribble the ball keeping	*Dribble the ball keeping	Explore arm	*How to run
n)	into targets at	throwing an	imaginatively to	linking sections	sometimes a bouncing ball	the bowler to	it close to me using the	it close to me using the	mobility	and jump and
	different	object	stimuli related to	together.	*Play as a fielder and get the ball back to a	make the	correct side of stick.	correct side of stick.	*Learn the	to perform
	distances	toward a	character/music/	*Respond to music in	STOP ZONE	runner stop.	*Show some signs of	*Show some signs of	best jumping	these with
	*Body awareness	target (e.g.,	story	time & rhythm to show	*Play as a fielder and pass the ball back to	*Stop moving	approaching a player to	approaching a player to	techniques	increased
	and location of	work on	*Show/fluency/cont	like/unlike actions.	the bowler to make the runner stop.	when the	tackle and cause	tackle and cause	for distance.	control and
	self - choosing an	accuracy by	rol in chosen dances	*Perform clear & fluent	*Stop moving when the 'bowler' has the	'bowler' has the	pressure.	pressure.	*Run with	co-ordination.
	appropriate	following	in response to	dances that show	ball.	ball.	*Begin to attempt to	*Begin to attempt to	agility and	*Further
	distance away	through in	stimuli.	sensitivity to idea/	*Use hand to strike a bean bag or ball;	*Play 2 types of	score a goal from	score a goal from	confidence.	develop ability
	from the target,	the direction	*Respond to a range	stimuli.	move towards a scoring area	games to score:	anywhere.	anywhere.	*Hurdle an	to jump for
	and	of the target)	of stimuli and	*Perform fluent dances	*Hit a ball or bean bag and move quickly to	running around	*Kick/stop a ball using a	*Perform some dribbling	obstacle and	distance or
	understanding	*Applying	accompaniment	with characteristics of	score a range of points (further distance	a series of hula	confident foot while	skills with hands and feet	maintain	height using
	how the body	tactics that	*Through dance,	different styles/eras.	scores more points).	hoops or	static.	using space.	effective	personal best
	moves when	will increase	develop flexibility,	*Be aware of & use	*Play two types of games to score: running	forwards and	*Throw underarm,	Pass a ball accurately	running style.	challenges as a
	throwing an	the chances	strength, technique,	musical structure,	around a series of hula hoops or forwards	backwards	bounce & catch ball by	(hands & feet) over		motivator.
	object toward a	of hitting a	control and balance	rhythm & mood & can	and backwards between hula hoops.	between hula	self & with partner.	longer distances to a		*Explore
	target	target (e.g.,	*Perform dances	dance accordingly	*Begin to use a bat to hit a ball or bean	hoops.	*Run straight and on a	team mate.		techniques for
		keeping eyes	using a range of	*Move around the	bag.	*Follow rules	curve and sidestep with	*Combine stopping, pick		starting
		on the target	movement patterns.	space safely.	*Begin to follow some simple rules	for a game	correct technique	up/collect & send a ball		running races.
		to improve	*Copy increasingly	Change rhythm,	(carrying the bat, not over taking	(carry the bat,	*Begin to follow some	accurately to other		
		aim and	complex dance	speed, level and	someone).	don't overtake,	simple rules.	players.		
		increase the	moves.	direction.	*Follow rules for a game (carry the bat,	run around the		*Make simple decisions		
		accuracy of	*change rhythm,		don't overtake, run around the outside of	outside of the		about when /where to		
		the throw)	speed, level		the hula hoops)	hula hoops)				

			and direction with consistency	*Link some movement to show a mood or				move in game to receive a ball.			
				feeling						L	
					KS1 – End points						
Fundamental Move		End of unit	-literia.								
Skills		Children should be		.1							
			monstrate some contro	_	table of managements						
				e into a space using a var	lety of movements						
		•	plain how we can move ect and apply a range o	• •							
			,	of skills of and apply equipment s	afoly						
Target Games					d an object toward targets different dista	nces away Playe	rs score when they succes	sfully throw or strike an ob	niect closer to a	target than their	
raiget dames		•	· · · · · · · · · · · · · · · · · · ·		include shot selection, judging distance,		•	=	=	=	
		and boccia.	ie to. Tactical problem	s related to target games	include shot selection, judging distance,	preventing point	s, and protecting the shot.	Liamples of target games	iliciade goil, ai	chery, bowning, c	Juliling
			n should be able to:								
				ets; into, onto, at with co	infidence and control						
			-		s with varying degrees of accuracy						
				language to support succ							
		· ·	· ·		= =						
			•	accuracy in bouncing, kicl	ang, throwing						
B			mple strategies when		attended to the state of the state of			and the sale of th			
Dance					ning, and use different parts of their body			· · · · · · · · · · · · · · · · · · ·	=		
			•		ovement to explore and communicate id	eas and issues, ar	nd their own reelings and t	noughts. As they work, the	ey develop an a	wareness of the	
			ral origins of different o	aances.							
		End of unit:									
		•	-	=	nents and combine movements using diff	erent parts of the	ebody				
			moving expressively ar	•							
		•			rith help, remember, repeat and link mov	•					
					ecognise and describe some body action		essive and dynamic qualitie	es of movement			
Team Games					giving pupils the opportunity to join in th	roughout.					
			a link to the key invasio	on games in KS2							
		By the end of this u									
	'	All children should	useful spaces for passi	ng and rocoiving							
		a ball	userui spaces ioi passii	ing and receiving							
			a goal or space								
			their intentions to the	ir teammates							
			to evade defenders								
		<ul> <li>Identify:</li> </ul>	strengths and areas in	which they could improv	e						
		some children wi	ll be able to:								
		<ul> <li>Use space</li> </ul>	ce effectively and inten	tionally							
		<ul> <li>Use both</li> </ul>	n attacking and defend	ing skills at the same tim	e during a team game						
		•	ways they can improve	?							
		most children wil									
		_	use space well to pass								
		•	player by staying close t								
		·	to intercept a ball bety								
		Use eye	contact to indicate the	ir intentions to their tear	nmates						

	Evade defenders by quickly changing direction
	•
Attacking and defending	In this unit children learn how to outwit their opponents and score when playing invasion games. They develop skills in finding and using space to keep the ball. They play with the same basic court set-up and rules, but
	use a range of equipment and skills, including throwing, catching, kicking and striking skills. In all games activities, children think about how to use skills, strategies and tactics to outwit the opposition. In invasion
	games, they enter their opponent's territory with the 'ball' and try to get into good positions for shooting or reaching the 'goal'.
	End of unit:
	Throw and catch with control to keep possession and score 'goals'
	Be aware of space and use it to support team-mates and cause problems for the opposition
	Know and use rules fairly to keep games going; keep possession with some success when using equipment that is not used for throwing and catching skills
	Explain why it is important to warm up and cool down; say when a player has moved to help others
	Apply this knowledge to their own play
Athletics	In this unit children explore running, jumping and throwing activities, and take part in simple challenges and competitions. They experiment with different ways of travelling, throwing and jumping, increasing their
	awareness of speed and distance. As in all athletic activities, children think about how to achieve the greatest possible speed, height, distance or accuracy.
	End of unit:
	Run at fast, medium and slow speeds, changing speed and direction
	Link running and jumping activities with some fluency, control and consistency
	Make up and repeat a short sequence of linked jumps
	Take part in a relay activity, remembering when to run and what to do
	Throw a variety of objects, changing their action for accuracy and distance; recognise when their heart rate, temperature and breathing rate have changed

# **Experiences**

KS1 will have access to a range of extra curricula activities as well as an opportunity to experience inclusive sports in the summer term in preparation for the international sporting events.

# SMSC

# Spiritual

PE lessons include teamwork, self-reflection, aspirations to improve performance, rules, sportsmanship and etiquette and an appreciation of sports from all around the world. Through dance, gymnastics and games across the school, pupils are encouraged to be creative, designing and creating their own small sided games or by expressing feelings and emotions in their dance and gymnastic performances.

In PE lessons pupils are encouraged to delve deeper into their understanding of PE and the body and how it can be maximised to improve performance.

# Moral

Throughout various games pupils make choices regarding rules, sportsmanship and choices including teams, tactics and positions. PE teaches students about code of conduct, rules, etiquette and fair play unwritten rules. Competitive games provide our sports leaders and other students with leadership opportunities. They develop the ability to tell between right and wrong through fair play in lessons, events and participating in other competitive situations. PE encourages students to be understanding of the ability of others and the need to be supportive rather than critical when playing as part of a team.

#### Social

PE allows all pupils to develop the necessary skills to work in teams or pairs as the majority of activities are based around team games or creating sequences in groups. Giving the pupils roles such as: leaders, coaches, umpires or referees offers them the opportunity to develop communication, leadership and mediation skills.

Problem solving skills and teamwork are fundamental to PE through creative thinking, discussion, performance of, and the explanation and presentation of ideas. Pupils are encouraged to develop their reasoning and decision making skills communicating with others and explaining concepts with each other. Through various different competitive games and competitions, pupils are encouraged to work with and socialise with a variety of other children they may not normally choose to mix with in classroom situations.

# Cultural

Through participation in sporting festivals and competitions, children are exposed to a wider range of social, economic and ethnic backgrounds, helping them to develop their understanding and tolerance of these different groups. Actively supporting charitable events, such as Sport Relief, children will become more aware the wider world they live in. Some the ways we can learn about cultural learning in PE lessons include: learning about the developments of sports in different countries, learning where different sports originate from, exploring and respect a variety of different cultural dances.

# British values

# Individual Liberty –

Within our lessons students are taught about self-discipline and that to be successful you must work hard, show resilience and have a growth mind-set that anything can be achieved if you put your mind to it.

# The Rule of Law -

A key part of Physical Education lessons is about teaching students about rules, sportsmanship, etiquette and fair play.

# WPAT/school values

- Resilience is taught by exploring personal best challenges, we aim for children to be physically and mentally resilient when participating in challenges against themselves and others.
- Responsibility is taught through being responsible for the equipment they use within the environment. Children have the understanding of how to store equipment safely after lessons.
- Honesty is taught through the idea of working to the best of their ability and being honest about their efforts.
- Humility is taught through the idea of teamwork and selflessness

# LKS2 Year A: PE skills progression

# Core Knowledge-

Core Skills- 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

Core behaviours- 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.

# **KS2: Subject content**

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
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- Compare their performances with previous ones and demonstrate improvement to achieve their personal best.

# **Self-evaluating Performance**

- Watch, describe and evaluate the effectiveness of a performance
- Describe how their performance has improved over time

# Game related vocabulary

Dribble, Send, Pass, Receive, Calling, Signalling, Space, Movement, Scoring, High, Low, Tactics, Space, Opponent, Target, Throw, Catch, Evaluate, Feed, Aiming, Striking, Hitting, Rules, Overarm, Under arm, Fielding, Net games, Chasing, Rolling, Barrier, Space, Movement Scoring, Warm up, Cool down, Team work

# Dance related vocabulary

Turn, Gesture, Jump, Travel, Express, Explore, Mimic, Mime, Timing, Music, Flow, Movement, Patterns, Motif, Beats, Rhythm, Machinery, Robotic, Aesthetic, Dynamic, Transition, Rotation, Performance, Perform, Warm up, Cool down, Evaluate

FMS	OAA- Team v	vork and leadership	Dance – Cultur	al Dances	Net and wall games		Invasion Game	s- Handball and	Athletics - Running	g iumning events
11413	OAA Team v	vork and readership	Dance Cartai	ai Dances	Net und wan games		Netball	3 Humadan ana	Atmetics Rummi	g, jumping events
*Locomotion	Y3 Skill	Y4 skills	Y3 Dance skill	Y4 Dance skill	Y3 skill	Y4 skill	Y3 skill	Y4 skill	Y3 skill	Y4 skill
& object	*Orientate	*Orientate themselves accurately	*Begin to	*Identify and repeat	*Tap the ball off	*Tap the ball back and	* Show a target	*Begin to use a	*Run in different	*Explore different
manipulation	themselves	around a short trail.	improvise with	the movement	racquet (tapping it to	forth to a partner over a	to indicate	bounce pass, which	directions and at	footwork patterns
(Skills	with	Create a short trail for others with a	a partner to	patterns and actions	the ground, tapping it	small space.	where I'd like	only bounces once.	different speeds,	Understand which
highlighted	increasing	physical challenge.	create a simple	of a chosen dance	up off the racket,	*Begin to tap a ball over a	to pass to.	*Identify space to	using a good	technique is most
on FMS	confidence	*Start to recognise features of an	dance	style	tapping it up with one	net allowing for a bounce,	*Know where	move into and show	technique.	effective when
progression)	and accuracy	orienteering course.	*Create motifs	*Compose a dance	bounce etc).	hit technique.	space is and try	a clear target to	Understand the	jumping for distance
	around a	*Communicate clearly with other	from different	that reflects the	*Tap the ball back and	*Move from a ready	to move into it.	receive a pass.	relay and passing	*Practise jumping
	short trail.	people in a team, and with other	stimuli	chosen dance style	forth to partner.	position into a forehand	Mark another	*Mark another	the baton. Choose	with power and
	*Identify and	teams.	*Begin to	*Confidently	*Stand in a ready	position/ backhand	player and	player and begin to	and understand	accuracy.
	use effective	*Have experience of a range of	compare and	improvise with a	position holding	position quickly.	defend when	attempt	appropriate	*Jump safely and
	communicati	roles within a team and begin to	adapt	partner or on their	racquet correctly.	*Bring racquet to meet	needed.	interceptions.	running techniques	with understanding
	on to begin	identify the key skills required to	movements	own	*Change from a ready	the ball for a forehand	*Make a series	*Know where	*Reinforce	*Utilise all the skills
	to work as a	succeed at each.	and motifs to	*Compose longer	position before tapping	and backhand hit and	of passes to	positions are	selection and	learned in this unit i
	team.	*Associate the meaning of a key in	create a larger	dance sequences in a	the ball to a partner.	know to use two hands	team mates	allowed on a court.	application of	a competitive
	*Identify	the context of the environment.	sequence	small group	*Begin to know what it	for an effective backhand.	moving towards	*Use a chest pass	jumping technique	situation.
	symbols used	*Try a range of equipment for	*Perform with	*Demonstrate	means by a forehand	*Move racquet in a low	a scoring area.	and shoulder pass to	S	
	on a key.	creating and completing an activity.	some	precision and some	and backhand position.	to high swing for an	*Show some	support team in	*Compete in a mini	
	*Begin to	*Make an informed decision on the	awareness of	control in response	*Begin to attempt to	effective tap.	signs of using a	scoring.	competition,	
	choose	best equipment to use for an	rhythm and	to stimuli	serve the tennis ball	*Serve the ball straight	chest pass and	*Make decisions	recording scores	
	equipment	activity.	expression	*Begin to vary	straight from hands,	from hands to racquet	shoulder pass.	regarding which is	and assessing	
	that is	Plan / organise a trail that others		dynamics and	sometimes using one	making sure it lands 'in'		the best type of pass	against personal	
	appropriate	can follow. *Communicate clearly		develop actions and	bounce if needed.	on the other side.		to use.	best.	
	Communicat	with others/work as part of a team.		motifs in response to						
	e with	*Begin to use a map to complete an		stimuli						
	others.	orienteering course.		I	1				I	I

# LKS2 Year B: PE skills progression

# Core Knowledge-

Core Skills- 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

Core behaviours- 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.

# KS2: Subject content

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
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# Year B Units of study

FMS	OAA		Dance		Net and wall games	- Badminton	Invasion Games- Football/Basket		Athletics - Running,	Throwing events
& object manipulation (Skills highlighted on FMS progression)	Y3 Skill *Follow instructions from a peer and give simple instructions *Work collaboratively with a partner and a small group, listening to and accepting others' ideas. *Plan and attempt to apply strategies to solve problems *Orientate and follow a diagram/map *Reflect on when and why challenges are solved successfully and use others' successes to help them to improve.	Y4 skills  *Accurately follow instructions given by a peer and give clear and usable instructions to a peer.  *Confidently communicate ideas and listen to others before deciding on the best approach.  *Plan and apply strategies to solve problems. *Identify key symbols on a map and use a key to help navigate around a grid.  *Watch, describe and evaluate the effectiveness of their team strategy, giving ideas for improvements	Y3 Dance skill  *Identify and repeat the movement patterns and actions of a chosen dance style  *Compose a dance that reflects the chosen dance style  *Confidently improvise with a partner or on their own  *Compose longer dance sequences in a small group demonstrate precision and some control in response to stimuli  *Begin to vary dynamics and develop actions and motifs in response to stimuli  *Demonstrate rhythm and special awareness	Y4 Dance skill  *Identify and repeat the movement patterns and actions of a chosen dance style  *Compose a dance that reflects the chosen dance style  *Confidently improvise with a partner or on their own  *Compose longer dance sequences in a small group *Demonstrate precision and some control in response to stimuli	*Keep games going because they have the skill and control to do so e.g. a badminton rally *Send and receive a shuttlecock with a racquet with increasing accuracy to a target, space or team mate *Use the 'ready position' *Use with increasing confidence forehand, backhand and over head shots *Use space well by finding and moving into a free space	*Keep games going because they have the skill and control to do so e.g. a badminton rally *Send and receive a shuttlecock with a racquet with increasing accuracy to a target, space or team mate *Use the 'ready position' *Use with increasing confidence forehand, backhand and over head shots *Use space well by finding and moving into a free space *Develop a range of defence and attacking skills in net/wall *Have the confidence to try out new skills and recognise which skills they need to practise	Y3 skill Mark another player and defend when needed. *Begin to dribble a ball making small touches. Begin to send a football to someone on team. *Keep a ball under control. *Know where space is and try to move into it.	*Mark another player and begin to attempt interceptions. *Pribble with small touches into space. *Send a football to someone on the team, using different parts of foot.  *Keep a ball under control when receiving a range of passes from team. *Understand where the space is and can move into it.	Y3 skill  *Reinforce a variation of throwing techniques. *Improve throwing distance through arm mobility. *Compete in a mini competition, recording scores. *Run in different directions and at different speeds, using a good technique. *Understand the relay and passing the baton. Choose and understand appropriate running techniques.	Y4 skill  *Use correct technique to run at speed. *Develop the ability to run for distance. Identify and apply techniques of relay running. *Understand which technique is most effective when jumping for distance. *Explore different footwork patterns. *Throw with accuracy and power. *Learn how to use skills to improve the distance of a pull throw. *Demonstrate good techniques in a competitive situation.

	LKS2 – End points
Fundamental Movement	By the end of lower KS2 each child should be proficient in demonstrating a Static balance, Sprint Run, Vertical Jump and Catching, these must be able to be done in isolation and combination. Children should show
Skills	creativity and control in these four fundamentals as well as developing and practicing the other eight.
OAA	In this unit children learn how to read and follow different maps and symbol trails. They also take part in a range of trust and communication activities, and in some adventure games. In outdoor and adventurous activities as a whole, children follow maps and trails, try to solve physical problems and challenges, and learn how to work safely in a range of situations.  End of unit:
	• Continue use maps and diagrams to orientate themselves and to travel around a simple course; respond when the task or environment changes and the challenge increases; start to plan sensible responses to physical challenges or problems, talking and working with others in their group; recognise some of the physical demands that activities make on them; identify parts of the work that were successful; respond to feedback on how to go about their work differently.
	<ul> <li>Complete simple tasks with support and guidance; use some physical skills well; follow other people's plans and approaches; recognise alternative approaches when others suggest them;</li> <li>Cooperate in putting these approaches into practice; help prepare for activities; make some comments on how well activities were completed</li> </ul>
Dance	In this unit children perform dances, focusing on creating, adapting and linking a range of dance actions. These are inspired by a variety of subjects, including some traditional, social and/or historical dances. They work
	with a partner and in small groups. In dance as a whole, children think about how to use movement to explore and communicate ideas and issues, and their own feelings and thoughts. As they work, they develop an awareness of the historical and cultural origins of different dances.
	End of unit:
	Demonstrate some basic skills; perform movements with control; try to show a sense of dynamics and expressive qualities when dancing; contribute basic ideas to the structure of a dance;
	Come up with basic responses to a stimulus; show some understanding of why they need to warm up and cool down; use simple words to describe and interpret dance
Net/wall Games	This unit lays the foundations for future net/wall games units, in which children will transfer their skills and tactics to games that involve using a range of equipment to strike a ball after it has bounced or on the volley. They will play games on bigger courts with higher nets, using balls that bounce higher and move faster, and will learn other net/wall games, eg badminton, squash and volleyball. They will also spend time developing effective serving techniques and tactics use forehand shots increasingly well in the games they play; ; use the skills they prefer with competence and consistency;; start to choose and use some tactics; play cooperatively with a partner; apply rules consistently and fairly; recognise how these games make their bodies work; pick out what they and others do well and suggest ideas for practices
Invasion Games	In this unit children learn simple attacking tactics using a range of equipment and skills, and start to think about how to organise themselves to defend their goals. They start by playing small, uneven-sided games, and move on to even-sided games. In all games activities, children think about how to use skills, strategies and tactics to outwit the opposition. In invasion games, they enter their opponent's territory with the 'ball' and try to get into good positions for shooting or reaching the 'goal'.4  End of unit:
	Play games with some fluency and accuracy, using a range of throwing and catching techniques; find ways of attacking successfully when using other skills; use a variety of simple tactics for attacking well, keeping possession of the ball as a team, and getting into positions to score;
	Know the rules of the games; understand that they need to defend as well as attack;
	Understand how strength, stamina and speed can be improved by playing invasion games;
	• Lead a partner through short warm-up routines; watch and describe others' performances, as well as their own, and suggest practices that will help them and others to play better
Athletics	In this unit children concentrate on developing good basic running, jumping and throwing techniques. They are set challenges for distance and time that involve using different styles and combinations of running, jumping and throwing. As in all athletic activities, children think about how to achieve the greatest possible speed, height, distance or accuracy.  End of unit:
	<ul> <li>Understand and demonstrate the difference between sprinting and running for sustained periods;</li> </ul>
	<ul> <li>Know and demonstrate a range of throwing techniques; throw with some accuracy and power into a target area; perform a range of jumps, showing consistent technique and sometimes using a short run-up;</li> </ul>
	<ul> <li>Play different roles in small groups; relate different types of activity to different heart rates and body temperatures, and use some of these activities when warming up; compare and contrast performances using appropriate language</li> </ul>

# **Experiences**

During Y3 and 4 children get to experience a range of sports and activities. This ranges from participating in local rugby festivals provided by Warrington Wolves or experiencing a range inclusive sporting workshops, Children also begin their swimming journey in Y3.

# **SMSC**

# Spiritual

PE lessons include teamwork, self-reflection, aspirations to improve performance, rules, sportsmanship and etiquette and an appreciation of sports from all around the world. Through dance, gymnastics and games across the school, pupils are encouraged to be creative, designing and creating their own small sided games or by expressing feelings and emotions in their dance and gymnastic performances. In PE lessons pupils are encouraged to delve deeper into their understanding of PE and the body and how it can be maximised to improve performance.

#### Mora

Throughout various games pupils make choices regarding rules, sportsmanship and choices including teams, tactics and positions. PE teaches students about code of conduct, rules, etiquette and fair play unwritten rules. Competitive games provide our sports leaders and other students with leadership opportunities. They develop the ability to tell between right and wrong through fair play in lessons, events and participating in other competitive situations. PE encourages students to be understanding of the ability of others and the need to be supportive rather than critical when playing as part of a team.

# Social

PE allows all pupils to develop the necessary skills to work in teams or pairs as the majority of activities are based around team games or creating sequences in groups. Giving the pupils roles such as: leaders, coaches, umpires or referees offers them the opportunity to develop communication, leadership and mediation skills. Problem solving skills and teamwork are fundamental to PE through creative thinking, discussion, performance of, and the explanation and presentation of ideas. Pupils are encouraged to develop their reasoning and decision making skills communicating with others and explaining concepts with each other. Through various different competitive games and competitions, pupils are encouraged to work with and socialise with a variety of other children they may not normally choose to mix with in classroom situations.

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Through participation in sporting festivals and competitions, children are exposed to a wider range of social, economic and ethnic backgrounds, helping them to develop their understanding and tolerance of these different groups. Actively supporting charitable events, such as Sport Relief, children will become more aware the wider world they live in. Some the ways we can learn about cultural learning in PE lessons include: learning about the developments of sports in different countries, learning where different sports originate from, exploring and respect a variety of different cultural dances.

# **British values**

# Individual Liberty -

Within our lessons students are taught about self-discipline and that to be successful you must work hard, show resilience and have a growth mind-set that anything can be achieved if you put your mind to it.

Leadership is another area that we look to develop within our students within lessons and extra-curricular activities. Students in year 5 & 6 have the opportunity to take part in a sport leaders activities where they learn about the rules of sports and leadership and how they can ensure this is represented throughout school.

# Democracy -

Within all lessons students get the opportunity to have their opinions heard amongst their peers when discussing topics and current issues and tactics. Students are encouraged to learn about democracy and allowing everyone the opportunity to have their say. This is often seen through feedback and peer and self-analysis tasks within lessons.

# Mutual Respect -

Individuals are encouraged to make sensible and informed choices in lessons and to take ownership and leadership for this. This is demonstrated through ensuring the working environment is safe as well as students regularly being in charge of warm-ups and cool-downs. They are encouraged to respect everyone's abilities and performances during lessons and extra-curricular activities.

# Tolerance -

Students in PE use of a range of social skills in different contexts, including working and socialising with students from different religious, ethnic and socio-economic backgrounds. They are also taught about respecting students' different abilities and also the calls/judgements made by officials during games.

# The Rule of Law -

A key part of Physical Education lessons is about teaching students about rules, sportsmanship, etiquette and fair play. In every lesson students abide by the rules and regulations, gaining a good understanding of rules of each sport and the importance of infringements such as fouls, penalties, cautions and red cards allowing students to understand the consequences of their actions which in turn helps students apply this understanding to their own lives.

# WPAT/school values

- Resilience is taught by exploring physical and mental resilience and how combining physically literate bodies with a growth mindset enables greater results when testing ourselves in self competition.
- Responsibility is taught through allowing children to take ownership of their learning I.E within Dance being able choreograph a phrase with a group or being able to choose and use equipment safely and with purpose within other units of study.
- Honesty is taught through the idea of working honestly and being able to self reflect on their own and others performances.
- Humility is taught through the idea putting other children's views and ideas in front of own to allow all children to feel valued and listened to when participating in team games.

# UKS2 Year A: PE skills progression

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# Dance related vocabulary

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Transition, Rotation, Performance, Perform, Warm up, Cool down, Evaluate

Year A-Units of stud
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FMS	OAA-		Dance		Striking and fielding		Invasion Games		Athletics - Running, Jumping events	
Locomotio	Y5 Skill	Y6 skills	Y5 skill	Y6 skill	Y5 skill	Y6 skill	Y5 skill	Y6 skill	Y5 skill	Y6 skill
n & object	*Start to orientate	*Orientate themselves	*Show	*Create &	*To link	*To apply with	*Mark	*Further develop ability to	*Use correct	*Explore
manipulati	themselves with	with confidence and	fluency/	perform	together a	consistency	another	evade and tag opponents.	technique to run at	different
on (Skills	increasing confidence	accurately around an	control in	dances in a	range of skills	standard cricket	player and	*Running at speed, changing	speed.	footwork
highlighted	and accuracy around an	orienteering course	chosen	variety of	and use in	rules in a	defend	direction at speed. *Play	Develop the ability to	patterns.
on FMS	orienteering course.	when under pressure.	dances in	styles	combination.	variety of	when	effectively in attack and	run for distance.	*Understand
progression	*Design an orienteering	*Design an	response to	consistently	*To recognise	different styles	needed.	defence.	Identify and apply	which
)	course than can be	orienteering course	stimuli.	*Be aware of	how some	of games.	*Begin to	*Score points against	techniques of relay	technique is
	followed and offers	that is clear to follow	*Perform	& use musical	aspects of	*To attempt a	dribble a	opposition and support player	running.	most effective
	some challenge to	and offers challenge	fluent dances	structure,	fitness apply to	small range of	ball making	with the ball.	*Understand which	when jumping
	others.	*Use navigation	with	rhythm &	cricket e.g.	recognised	small	*Use speed, changing of	technique is most	for distance.
	*Begin to use navigation	equipment (maps,	characteristic	mood & can	power,	shots in	touches.	direction and indian dribbling	effective when	*Practise
	equipment to orientate	compasses) to	s of different	dance	flexibility and	isolation and in	*Begin to	to advance towards team's	jumping for distance.	throwing with
	around a trail.	improve the trail.	styles/eras.	accordingly.	cardiovascular	competitive	send a	goal. *Use a range of passes	Explore different	power and
	*Use clear	*Use clear	*Adapt &	*Use	endurance.	scenarios.	football to	knowing which one depending	footwork patterns.	accuracy.
	communication to	communication to	refine (in	appropriate	*To collaborate	*To use a range	someone	on the distance of the pass.	*Throw with	*Throw safely
	effectively complete a	effectively complete a	pair/group),	criteria &	as a team to	of tactics for	on team.	*Dribble and change direction	accuracy and power.	and with
	particular role in a team.	particular role in a	dances that	terminology	choose, use and	attacking and	*Keep a	by making a square pass	*Learn how to use	understanding.
	Complete orienteering	team. Compete in	vary	to evaluate	adapt rules in	defending in	ball under	(across the pitch) or straight	skills to improve the	*Utilise all the
	activities both as part of	orienteering activities	direction,	performances	games.	role of bowler,	control.	pass (up/down the pitch).	distance of a pull	skills learned in
	a team and	both as part of a team	space &			batter and	*Know	*Know when to defend and	throw.	this unit in a
	independently.	and independently.	rhythm.			fielder.	where	what defence skills could be	*Demonstrate good	competitive
	*Identify a key on a map	*Use a range of map					space is	used. *Seize an opportunity to	techniques in a	situation.
	and begin to use the	styles and make an					and try to	score, sometimes quite	competitive	
	information in activities.	informed decision on					move into	quickly.	situation.	
		the most effective.					it.			

# UKS2 Year B: PE skills progression

# Core Knowledge-

Core Skills- 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 as a team § compare their performances with previous ones and demonstrate improvement to achieve their personal best Core behaviours- 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.

#### KS2: Subject content

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.

# **Self-evaluating Performance**

- Watch, describe and evaluate the effectiveness of a performance
- Describe how their performance has improved over time

# Game related vocabulary

Dribble, Send, Pass, Receive, Calling, Signalling, Space, Movement, Scoring, High, Low, Tactics, Space, Opponent, Target, Throw, Catch, Evaluate, Feed, Aiming, Striking, Hitting, Rules, Overarm, Under arm, Fielding, Net games, Chasing, Rolling, Barrier, Space, Movement Scoring, Warm up, Cool down, Team work

# Dance related vocabulary

Turn, Gesture, Jump, Travel, Express, Explore, Mimic, Mime, Timing, Music, Flow, Movement, Patterns, Motif, Beats, Rhythm, Machinery, Robotic, Aesthetic, Dynamic, Transition, Rotation, Performance, Perform, Warm up, Cool down, Evaluate

# Year B-Units of study

FMS	OAA		Dance		Striking and fielding		Invasion Games		Athletics - Running, Jumping	
Locomotion	Y5 Skill	Y6 skills	Y5 Dance skill	Y6 Dance skill	Y5 skill	Y6 skill	Y5 skill	Y6 skill	Y5 skill	Y6 skill
& object	*Choose the best equipment for an	*Choose the best equipment for an	*Confidently	*Confidently	*Develop the	*To apply	*Show ways to keep	*Understand that	*Use correct	Explore
manipulation	outdoor activity.	outdoor activity. *Prepare an	perform choosing	perform	range and	with	ball away from	when team has	technique to run at	different
(Skills	*Create an outdoor activity that	orienteering course for others to	appropriate	choosing	consistency of	consistency	defenders and shield	ball they are	speed.	footwork
highlighted	challenges others.	follow. *Identify the quickest route to	dynamics to	appropriate	their skills,	standard	the ball. *Change	attacking and	*Develop the ability	patterns.
on FMS	*Create a simple plan of an activity	accurately navigate a course.	express changes	dynamics to	especially in	cricket rules	speed, direction with	when they	to run for distance.	Understand
progression)	for others to follow.	*Manage an orienteering event for	in character or	represent an	specific striking	in a variety	ball to get away from	haven't they are	Identify and apply	which
	Identify the quickest route to	others to compete in. *Communicate	narrative.	idea.	and fielding	of different	defender. *Shoot	defending.	techniques of relay	technique is
	accurately navigate an orienteering	clearly and effectively with others	*Use counts when	*Use counts	games.	styles of	accurately in a variety	*Understand	running.	most effective
	course.	when under pressure. *Work	choreographing	accurately	*Know how to	games.	of ways. *Mark an	different ways of	*Understand which	when
	*Communicate clearly and	effectively as part of a team,	short phrases.	when	warm up.	To attempt	opponent. *Watch	attacking and	technique is most	throwing for
	effectively with others.	demonstrating leadership skills when	*Accurately copy	choreographing	*Understand	a small	and evaluate the	encourage them	effective when	distance.
	*Work effectively as part of a team.	necessary.*Successfully use a map to	and repeat set	to perform in	what to include	range of	success of the games	to use positions	throwing for	Practise
	Successfully use a map to complete	complete an orienteering course.	choreography in	time with	in a warm up in	recognised	they play in.	for their team	distance. Explore	throwing with
	an orienteering course. *Begin to	Use a compass for navigation.	different styles of	others and the	order to	shots in	*Identify parts of the	carefully.	different footwork	power and
	use a compass for navigation.	*Organise an event for others.	dance showing a	music.	improve	isolation	game that are going	*Understand	patterns.	accuracy.
	*Complete an orienteering course	*Complete an orienteering course on	good sense of	*Perform	performance.	and in	well and parts that	different ways to	Throw with accuracy	*Throw safely
	on multiple occasions, in a quicker	multiple occasions, in a quicker time	timing.	dances	*Understand	competitive	need improving.	attack and	and power.	and with
	time due to improved technique.	due to improved technique. *Offer a	*Choreograph	confidently and	why exercise is	scenarios.	*Explain how	defend.	*Learn how to use	understanding.
	*Offer a detailed and effective	detailed and effective evaluation of	phrases	fluently with	good for their	To use a	confident they feel in	*Choose right	skills to improve the	Utilise all the
	evaluation of both personal	both personal performances and	individually and	accuracy and	fitness, health	range of	different positions.	formations and	distance of a pull	skills learned
	performances and activities.	activities with an aim of increasing	with others	good timing.	and well-being.	tactics for	*Suggest what they	tactics for attack	throw.	in this unit in a
	Improve a trail to increase the	challenge and improving	considering	*Work		attacking	need to practice to	and defence.	*Demonstrate good	competitive
	challenge of a course. *Choose and	performance. *Listen to feedback and	actions, dynamics,	creatively and		and	enjoy game more.	*Know how they	techniques in a	situation.
	use criteria to evaluate own and	improve an orienteering course from	space and	imaginatively		defending in	Change pitch size to	support other	competitive	
	others performances. *Explain why	it. *Thoroughly evaluate their own	relationships	individually,		role of	make games better.	players in attack	situation.	
	they have used particular skills or	and others work, suggest thoughtful		with a partner		bowler,		and defence.		
	techniques, and the effect they	and appropriate improvements		and in a group		batter and				
	have had on their performances					fielder.				

UKS2 – End points						
Fundamental Movement	End of unit:					
Skills	By the end of this unit children should be able to have mastered all of the FMS, they should be competent, confident and creative in the way they perform each skill.					
OAA	In this unit children develop their orienteering and problem-solving skills in familiar and unfamiliar situations and environments. Throughout, there is an emphasis on building trust and working as a team. In outdoor and adventurous activities as a whole, children follow maps and trails, try to solve physical problems and challenges, and learn how to work safely in a range of situations.  End of unit:					
	Work confidently in familiar and changing environments;					
	Adapt quickly to new situations;					
	Devise and put into practice a range of solutions to problems and challenges;					
	<ul> <li>Understand clearly the nature of a challenge or problem and what they want to achieve;</li> </ul>					
	Take a leading role when working with others; prepare efficiently and safely;					
	Identify and respond to events as they happen;					
_	Identify effective performances and solutions; take the lead in planning to improve weaknesses					
Dance	In this unit children learn different styles of dance and focus on dancing with other people. They create, perform and watch dances in a range of styles, working with partners and groups. In					
	dance as a whole, children think about how to use movement to explore and communicate ideas and issues, and their own feelings and thoughts. As they work, they develop an awareness of					
	the historical and cultural origins of different dances.					
	End of unit:					
	Compose motifs and plan dances creatively and collaboratively in groups;					
	Adapt and refine the way they use weight, space and rhythm in their dances to express themselves in the style of dance they use;					
	Perform different styles of dance clearly and fluently;					
	Organise their own warm-up and cool-down exercises;					
	Show an understanding of safe exercising;					
	Recognise and comment on dances, showing an understanding of style; suggest ways to improve their own and other people's work					
Striking and fielding	In this unit children develop the range and quality of their skills and understanding. They learn how to play the different roles of bowler, wicket-keeper, backstop, fielder and batter. In all games activities, children have to think about how they use skills, strategies and tactics to outwit the opposition. In striking and fielding games, players achieve this by striking a ball and trying to deceive or avoid fielders, so that they can run between wickets or around bases to score runs. When fielding, they try to prevent runs or points being scored.  End of unit:					
	Strike a bowled ball;					
	Use a range of fielding skills, eg catching, throwing, bowling, intercepting, with growing control and consistency;					
	Work collaboratively in pairs, group activities and small-sided games;					
	<ul> <li>Use and apply the basic rules consistently and fairly;</li> <li>Understand and implement a range of tactics in games;</li> </ul>					
	<ul> <li>Recognise the activities and exercises that need including in a warm up; identify their own strengths and suggest practices to help them improve</li> </ul>					
Invasion Games	In this unit children improve their defending and attacking play. They start to play even-sided mini-versions of invasion games, focusing on just two games throughout the unit, eg football and hockey, netball and					
mitasion dames	rugby, basketball and rugby. In all games activities, children think about how to use skills, strategies and tactics to outwit the opposition. In invasion games, they enter their opponent's territory with the 'ball' and try to get into good positions for shooting or reaching the 'goal'.					
	End of unit:					
	<ul> <li>Use different techniques for passing, controlling, dribbling and shooting the ball in games;</li> </ul>					
	Apply basic principles of team play to keep possession of the ball; use marking, tackling and/or interception to improve their defence; play effectively as part of a team;    Apply basic principles of team play to keep possession of the ball; use marking, tackling and/or interception to improve their defence; play effectively as part of a team;					
	<ul> <li>Know what position they are playing in and how to contribute when attacking and defending;</li> <li>Plan practices and warm ups to get ready for playing safely; recognise their own and others' strengths and weaknesses in games; suggest ideas that will improve performance</li> </ul>					
	• That produces and warm dps to get ready for playing safety, recognise their own and others safetigats and weaknesses in games, suggest locas that will improve performance					

# **Athletics**

In this unit children focus on developing their technical understanding of athletic activity. They learn how to set targets and improve their performance in a range of running, jumping and throwing activities. As in all athletic activities, children think about how to achieve the greatest possible speed, height, distance or accuracy.

# End of unit:

- Choose the best pace for a running event, so that they can sustain their running and improve on a personal target; show control at take-off in jumping activities;
- Show accuracy and good technique when throwing for distance; organise and manage an athletic event well;
- Understand how stamina and power help people to perform well in different athletic activities; identify good athletic performance and explain why it is good, using agreed criteria

# Experiences

During Y5 and Y6 children can access a range of competitive and non competitive experiences ranging from the annual Fire 7s competition to accessing life skills such as swimming and Bike ability sessions. All children are expected to have represented school by the time they leave Y6. We also have a variety of visitors who provide workshops on inclusivity in sport, health and nutrition, mental health and wellbeing.

# **SMSC**

# Spiritual

PE lessons include teamwork, self-reflection, aspirations to improve performance, rules, sportsmanship and etiquette and an appreciation of sports from all around the world. Through dance, gymnastics and games across the school, pupils are encouraged to be creative, designing and creating their own small sided games or by expressing feelings and emotions in their dance and gymnastic performances.

In PE lessons pupils are encouraged to delve deeper into their understanding of PE and the body and how it can be maximised to improve performance.

# Moral

Throughout various games pupils make choices regarding rules, sportsmanship and choices including teams, tactics and positions. PE teaches students about code of conduct, rules, etiquette and fair play unwritten rules. Competitive games provide our sports leaders and other students with leadership opportunities. They develop the ability to tell between right and wrong through fair play in lessons, events and participating in other competitive situations. PE encourages students to be understanding of the ability of others and the need to be supportive rather than critical when playing as part of a team.

#### Social

PE allows all pupils to develop the necessary skills to work in teams or pairs as the majority of activities are based around team games or creating sequences in groups. Giving the pupils roles such as: leaders, coaches, umpires or referees offers them the opportunity to develop communication, leadership and mediation skills.

Problem solving skills and teamwork are fundamental to PE through creative thinking, discussion, performance of, and the explanation and presentation of ideas. Pupils are encouraged to develop their reasoning and decision making skills communicating with others and explaining concepts with each other. Through various different competitive games and competitions, pupils are encouraged to work with and socialise with a variety of other children they may not normally choose to mix with in classroom situations.

# Cultural

# **British values**

# Individual Liberty -

Within our lessons students are taught about self-discipline and that to be successful you must work hard, show resilience and have a growth mind-set that anything can be achieved if you put your mind to it.

Leadership is another area that we look to develop within our students within lessons and extra-curricular activities. Students in year 5 & 6 have the opportunity to take part in a sport leaders activities where they learn about the rules of sports and leadership and how they can ensure this is represented throughout school.

# Democracy -

Within all lessons students get the opportunity to have their opinions heard amongst their peers when discussing topics and current issues and tactics. Students are encouraged to learn about democracy and allowing everyone the opportunity to have their say. This is often seen through feedback and peer and self-analysis tasks within lessons.

# Mutual Respect -

Individuals are encouraged to make sensible and informed choices in lessons and to take ownership and leadership for this. This is demonstrated through ensuring the working environment is safe as well as students regularly being in charge of warm-ups and cool-downs. They are encouraged to respect everyone's abilities and performances during lessons and extra-curricular activities.

# Tolerance -

Students in PE use of a range of social skills in different contexts, including working and socialising with students from different religious, ethnic and socio-economic backgrounds. They are also taught about respecting students' different abilities and also the calls/judgements made by officials during games.

# The Rule of Law -

A key part of Physical Education lessons is about teaching students about rules, sportsmanship, etiquette and fair play. In every lesson students abide by the rules and regulations, gaining a good

# WPAT/school values

- Resilience is taught by exploring physical and mental resilience and how combining physically literate bodies with a growth mindset enables greater results when testing ourselves in self competition.
- Responsibility is taught through allowing children to take ownership of their learning I.E within Dance being able choreograph a phrase with a group or being able to choose and use equipment safely and with purpose within other units of study.
- Honesty is taught through the idea of working honestly and being able to self reflect on their own and others performances.
- Humility is taught through the idea putting other children's views and ideas in front of own to allow all children to feel valued and listened to when participating in team games.

Through participation in sporting festivals and competitions, children are	understanding of rules of each sport and the importance of	
exposed to a wider range of social, economic and ethnic backgrounds, helping	infringements such as fouls, penalties, cautions and red cards	
them to develop their understanding and tolerance of these different groups.	allowing students to understand the consequences of their actions	
Actively supporting charitable events, such as Sport Relief, children will become	which in turn helps students apply this understanding to their own	
more aware the wider world they live in. Some the ways we can learn about	lives.	
cultural learning in PE lessons include: learning about the developments of		
sports in different countries, learning where different sports originate from,		
exploring and respect a variety of different cultural dances		