Being a Sports Person at Tanners Brook Primary School

EYFS – The foundations of becoming a sports person

The fundamentals of PE learning and understanding starts in the Early Years through Physical Development as a key area of learning and the Early Learning Goal (ELG) Gross Motor Skills. Reaching this goal can be demonstrated in many learning opportunities but it is likely to see:

- Daily energetic play outdoors incorporating running, jumping, climbing, skipping, etc
- Talk about being healthy through eating healthily, exercising, sleeping and taking part in wellbeing activities such as breathing techniques
- Learning how to manage space, obstacles and risks safely
- Children choosing to ride bikes, trikes and scooters
- Exploration of formulating and playing games involving a variety of resources such as beanbags, hoops and balls
- Children demonstrating their strength, balancing and co-ordination when playing

Although not a statutory requirement, at Tanners Brook we also deliver stand-alone PE lessons in the Early Years to further develop the physical skills of our children, preparing them to become a sports person. These foundations will support our children when they start to learn the National Curriculum for PE in KS1.

KS1 National Curriculum: Being a Sports Person

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.

KS2 National Curriculum: Being a Sports Person

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.

Swimming and water safety

All schools must provide swimming instruction either in key stage 1 or key stage 2.

In particular, pupils should be taught to:

- Swim competently, confidently and proficiently over a distance of at least 25 metres
- Use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]
- Perform safe self-rescue in different water-based situations.

At Tanners Brook, this is taught in Year Five.

	Autumn One	Autumn Two	Spring One	Spring Two	Summer One	Summer Two
Early Years	Area of Learning – Physical Development Development Matters Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skills. Go up steps and stairs, or climb up apparatus, using alternate feet. Skip, hop, stand on one leg and hold a pose for a game like musical statues. Use large-muscle movements to wave flags and streamers, paint and make marks. Start taking part in some group activities which they make up for themselves, or in teams. Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm. Match their developing physical skills to tasks and activities in the setting. For example, they decide whether to crawl, walk or run across a plank, depending on its length and width. Area of Learning – Physical Develop Development Matters Revise and refine the fundamental have already acquired: rolling, crav jumping, running, hopping, skippir Progress towards a more fluent sty developing control and grace. Develop the overall body strength balance and agility needed to engage future physical education sessions disciplines including dance, gymna swimming. Combine different movements with Confidently and safely use a range apparatus indoors and outside, along Develop overall body-strength, balance and agility. Further develop and refine a range apropers towards a more fluent sty developing control and grace. Develop the overall body strength balance and agility needed to engage future physical education sessions disciplines including dance, gymna swimming. Combine different movements with Confidently and safely use a range apparatus indoors and outside, along propersion and outside, along propersion and patterns of movements with the propersion and patterns of movements with the progress towards a more fluent sty developing control and grace. Develop the overall body strength balance and agility needed to engage future physical education sessions disciplines including dance, gymna swimming. For example, they decide apparatus ind		mental movement skills they ag, crawling, walking, skipping, climbing. ent style of moving, with e. ength, co-ordination, o engage successfully with ssions and other physical gymnastics, sport and atts with ease and fluency. range of large and small de, alone and in a group. Ith, balance, co-ordination a range of ball skills including: passing, batting, and aiming. tence, precision and	Area of Learning – Physical Early Learning Goal: Gross	Development Motor Skills les safely, with consideration nce and coordination when running, jumping, dancing,	
Year One Curriculum Content Criteria	I control my body vI copy sequences a	fely. with both hands. different ways. rled, tense, stretched and relax when travelling and balancing. nd repeat them. nd balance in different ways. s. dance moves. dance.	xed.			

	General • I copy actions.					
	 I repeat actions and 	skills.				
	I move with control					
	 I use equipment saf 	ely.				
	Unit Title	Unit Title	Unit Title	Unit Title	Unit Title	Unit Title
	Gymnastics - Unit 1	Dance – Unit 1	Gymnastics – Unit 2	Dance – Unit 2	OAA	Run, Jump, Throw – Unit 2
	Knowledge and context:	Knowledge and context:	Knowledge and context:	Knowledge and context:	Knowledge and context:	Knowledge and context:
	Use simple gymnastics	Respond to a range of	To show a range of	To be able to build simple	Use thinking skills to follow	Increase stamina and core
	actions and shapes. Apply	stimuli and types of music.	recognised point balances.	movement patterns from	multi-step instructions.	strength. Work
	basic shape to gymnastics	Explore space, direction,	To introduce turn, twist,	given actions. Compose	Solve more challenging	collaboratively on more
	actions. Recognise 'like'	levels and speed. Perform	rock and roll and to link	and link actions to make	problems as an individual.	complex tasks. Work to
	actions and link them.	with different body parts.	these. To perform unison	simple movement phrases.	Comprehend one thing can	improve strength, balance,
	Skills:	Skills:	simple canon and unison	Skills:	represent another. Take	agility and coordination.
	1. To perform 'like' actions	1. To show moods and	techniques.	1. To perform actions to	part in activities with	Skills:
	in a sequence.	feelings.	Skills:	music.	increasing challenge to	1. To use agile movements
	2. To perform shapes on	2. To move in different	1. To move on, off and	2. To march in time to the	build confidence.	in different activities.
	large and small body parts.	ways in repsonse to a	over aparatus and to use	beat and turn while	Skills:	2. To recognise different
	3. To take off and land and	stimuli.	the 'magic chair' landing.	marching.	1. To follow simple	ways to start and end an
	use shape in our jumps.	3. To perform leading and	2. To rock on different	3. To march in time as a	instructions to complete a	activity e.g., a whistle.
	4. To travel on our feet	following movements.	parts of our body and rock	group.	trail.	3. To develop stamina
	showing good body	4. To peform a short dance	using shape.	4. To perform actions in	2. To find matching	when running. 4. To develop core
Year One	tension. 5. To learn how we can	with a clear start, middle and end.	3. To perform specific point balances such as H	canon (one after the other).	symbols. 3. To copy and create a	strength to improve
Units of	create different levels in	5. To use repeated actions	and Y balance.	5. To perform a short	hoop dance.	throwing.
Study	our performance.	Enhancements:	4. To perform actions at	dance using canon.	4. To work with a partner	5. To stride and jump for
	Enhancements:	Limancements.	the same time as others	6. To perform in rounds	to complete a hoop	height.
	Limancements.		(unison).	using different groups.	challenge.	6. To choose the best
			5. To perform actions one	Enhancements:	5. To recognise a drawn	starting position for
			person after the other		symbol real object e.g.,	running quickly.
			(canon).		square = ball.	Enhancements:
			6. To turn and jump and		6. To use decision making	Sports Week/Sports Day
			quarter and half turn.		skills to find equipment.	, , , , , , , , , , , , , , , , , , , ,
			Enhancements:		Enhancements:	
	Unit Title	Unit Title	Unit Title	Unit Title	Unit Title	Unit Title
	Attack, Defend, Shoot –	Hit, Catch, Run – Unit 1	Send and Return – Unit 1	Attack, Defend, Shoot –	Run, Jump, Throw – Unit 1	Hit, Catch, Run – Unit 2
	Unit 1	Knowledge and context:	Knowledge and context:	Unit 2	Knowledge and context:	Knowledge and context:
	Knowledge and context:	Able to hit objects with	Able to send an object	Knowledge and context:	To begin to link running	Develop sending and
	To practise basic	hand or bat. Track and	with increased confidence	To recognise rules and	and jumping. Learn and	receiving skills to benefit
	movements including	receive a rolling ball.	using hand or bat. Move	apply them. Use an apply	refine a range of running	fielding as a team.
	running, jumping, etc, and		towards a moving ball to	simple strategies for	techniques. Develop	Distinguish between the

begin to engage in	Throw and catch a variety	return. Sending or	invasion games. Preparing	throwing techniques to	role of batters and fielders.
competitive activities.	of balls and objects.	returning a variety of balls.	for and explaining the	throw over longer	Introduce the concept of
Experience opportunities	Skills:	Skills:	reasons why we enjoy	distances.	simple tactics.
to improve ABCs.	1. To select a space to	1. To slide a beanbag to a	exercise.	Skills:	Skills:
Skills:	throw or roll a ball into.	target.	Skills:	1. To start and stop	1. To catch a ball over a
1. To hit a target.	2. To track and collect a	2. To hit a ball in different	1. To find our pulse on our	moving at speed.	short distance.
2. To defend a target.	rolling ball.	ways with our hands.	wrist.	2. To use our arms when	2. To begin to hit a ball
3. To roll and slide balls	3. To catch a ball to stop	3. To move towards a ball	2. To move side to side to	running at different	with power.
and beanbags.	an opponent from scoring.	to return it.	defend a goal.	speeds.	3. To position ourselves in
4. To shoot in a game to	4. To use our hands to hit a	4. To work with a partner	3. To bounce a ball with	3. To take off on two feet	the path of a ball.
get points.	ball.	to stop and return a	control to ourselves.	to jump at distance.	4. To field a ball to a base.
5. To work with a partner	5. To run between bases to	beanbag.	4. To aim at different	4. To use the correct	5. To begin to catch a ball
to score points.	score points.	5. To know what a rally is	targets.	technique to throw	at different heights.
6. To use attacking and	6.To work as a team to	and work with rally with a	5. To adapt to a game with	different objects for	6. To stop other teams
defending skills in a game.	score points.	partner.	changing rules.	distance.	from scoring points.
Enhancements:	Enhancements:	6. To send a ball into space	6. To play in the best	5. To show improvement	Enhancements:
		to make it harder for an	defensive position within a	in our throwing.	
		opponent.	game.	6. To take part in	
		Enhancements:	Enhancements:	competition using running,	
				jumping and throwing	
				skills.	
				Enhancements:	

A Year Two Sports Person:

Games

- I use hitting, kicking and/or rolling in a game.
- I decide the best space to be in during a game.
- I use a tactic in a game.
- I follow rules.

Gymnastics

- •I plan and perform a sequence of movements.
- •I improve my sequence based on feedback.
- •I think of more than one way to create a sequence which follows some 'rules'.
- •I work on my own and with a partner.

Dance

Year Two

Curriculum

Content

Criteria

- •I change rhythm, speed, level and direction in my dance.
- •I dance with control and coordination.
- •I make a sequence by linking sections together.
- •I use dance to show a mood or feeling.

General

- •I copy and remember actions.
- •I talk about what is different from what I did and what someone else did.

	Unit Title	Unit Title	Unit Title	Unit Title	Unit Title	Unit Title
	Gymnastics – Unit 1	Dance – Unit 1	Gymnastics – Unit 2	Dance – Unit 2	Run, Jump, Throw – Unit 1	Run, Jump, Throw – Unit 2
	Knowledge and context:	Knowledge and context:	Knowledge and context:	Knowledge and context:	Knowledge and context:	Knowledge and context:
	Describe and explain how	Describe and explain how	Develop body	Perform using more	Throw and handle a variety	Improve running and
	performers can transition	performers can transition	management through a	sophisticated formations	of objects. Develop power,	jumping movements over
	and link elements. Perform	from shapes and balances.	range of floor exercises.	as well as an individual.	agility, coordination and	sustained periods. Reflect
	basic actions with control	Challenge themselves to	Use core strength to link	Use the stimuli to copy,	balance. Negotiate	on activities and make
	at different speeds and	move imaginatively	recognised gymnastics	repeat and create dance	obstacles showing	connections to healthy
	levels. Develop flexibility in	responding to music. Work	elements. Attempt to use	actions and motifs.	increased control.	active lifestyles. Jump for
	a range of shapes and	as part of a group to create	rhythm while perform a	Skills:	Skills:	distance and height.
	balances.	and perform.	sequence.	1. To develop a dance that	1. To move quickly whilst	Skills:
	Skills:	Skills:	Skills:	shows different emotions.	being aware of others	1. To work individually to
	1. To combine four	1. To use images to inspire	1. To use a relevé walk in a	2. To dance with rhythm	around.	run over a longer distance.
	elements into a floor	our dance.	sequence.	following a clockwork	2. To create power with	2. To improve strength to
	sequence.	2. To show feelings	2. To perform a dish and	pattern.	our legs to turn at speed.	increase our jumping
	2. To create power in a	through dance.	arch shape moving	3. To work on our own to	3. To move through an	distance.
	variety of different jumps.	3. To create movements to	smoothly from one to the	create a short movement	obstacle course with speed	3. To create power when
	3. To take weight on our	show connection between	other.	phrase.	and control.	throwing for distance.
	hands and move in	two characters.	3. To develop our strength	4. To watch, copy and	4. To choose the best	4. To use breathing
Year Two	different ways.	4. To create a solo dance	in back support and crab.	repeat actions to create a	throw for different	techniques to be able to
Units of	4. To use flexibility in a	with changes of speed and	4. To frog jump and	'motif'.	situations.	run more.
Study	bridge and japana	direction.	leapfrog.	5. To perform our motif in	5. To use quick feet while	5. To cooperate with our
ocaay	gymnastics shapes.	5. To match our	5. To hold and L-sit with a	different formations.	sprinting.	partners to complete a
	5. To perform the point	movements to music.	straight back.	6. To use different	6. To perform static and	task well.
	balance arabesque.	6. To choose a formation	6. To bring rhythm and	movement pathways in	dynamic balances.	6. To listen to others and
	6. To perform a teddy roll.	for our dance and explain	flow to our sequence.	our dance.	Enhancements:	work as a team to achieve
	Enhancements:	our choice.	Enhancements:	Enhancements:		the highest score possible.
		Enhancements:				Enhancements:
						Sports Week/Sports Day
	Unit Title	Unit Title	Unit Title	Unit Title	Unit Title	Unit Title
	OAA	Hit, Catch, Run – Unit 1	Send and Return – Unit 1	Attack, Defend, Shoot –	Send and Return – Unit 2	Attack, Defend, Shoot –
	Knowledge and context:	Knowledge and context:	Knowledge and context:	Unit 1	Knowledge and context:	Unit 2
	Use searching skills to find	To develop hitting skills	Be able to track the path of	Knowledge and context:	Be able to make it difficult	Knowledge and context:
	given things from clues	with a variety of bats.	a ball over a net and move	Send and receive a ball	for their opponent to score	Select and apply a small
	and pictures. As a pair	Practise feeding/bowling	towards it. Begin to hit and	using feet. Refine ways to	a point. Begin to choose	range of simple tactics.
	navigate space. Use and	skills. Hit and run to score	return a ball with some	control bodies and a range	specific tactics. Transfer	Recognise good qualities in
	explore unusual	points in games.	consistency. Play modified	of equipment. Recall and	net/wall skills. Improve	self and others. Work with
	equipment, to develop	1	net/wall games, throwing	link combinations of skills	agility and coordination	others to build basic
	motor skills, coordination		catching and sending over	e.g., dribbling and passing.	and use in a game.	attacking play.
	and problem solving.		a net.	- 5 ,		
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Skills:	Skills:	Skills:	Skills:	Skills:	Skills:
1. To work as a team to	1. To hit a ball to score	1. Learning to stay on our	1. To kick the ball over long	1. To feed a ball to our	1. To throw different types
complete a task.	points running to cones.	toes to move quickly to the	and short distances.	partner with consistency.	of equipment.
2. To use problem solving	2. To defend a target by	ball.	2. To stop a ball using the	2. To send the ball to	2. To move to space after
skills to complete a simple	kicking.	2. To identify which hand	foot.	different parts of the	passing the ball.
treasure hunt.	3. To bowl underarm with	is dominant in a game.	3. To work as a team to	court.	3. To pass and move
3. To copy and then	control.	3. To know the basic rules	keep the ball.	3. To throw and catch in a	forward to a target with a
recreate a sipmle	4. To hit a ball using	of serving to our partner.	4. To bounce a ball with	seated position.	partner.
movement pattern.	different bats and	4. To develop agility and	my partner.	4. To accurately serve the	4. To position ourselves as
4. To give clues to guide a	techniques.	use it in a game.	5. To bounce the ball while	ball to different parts of	a goalkeeper.
blindfolded person safely.	5. To throw accurately to a	5. To use the correct grip	we are moving (dribbling).	the court.	5. To intercept a ball from
5. To improve	base.	to hit a self-fed ball.	6. To pass the ball forward	5. to use overarm	a person on the other
performance through	6. To hit a ball into a space	6. To use the ready	in a game.	attacking shots in a game.	team.
repetition.	away from fielders.	position in a rally.	Enhancements:	6. To manage what we	6. To use the skills we have
6. To use a key on a map to	Enhancements:	Enhancements:		should be doing within a	developed in a
recreate a map with				competition.	competition.
accuracy.				Enhancements:	Enhancements:
Enhancements:					

A Year Three Sports Person:

<u>Games</u>

- •I throw and catch with control.
- •I am aware of space and use it to support team-mates and to cause problems for the opposition.
- •I know and use rules fairly.

Gymnastics

- •I adapt sequences to suit different types of apparatus and criteria.
- •I explain how strength and suppleness affect performance.
- •I compare and contrast gymnastic sequences.

<u>Dance</u>

Year Three

Curriculum

Content

Criteria

- •I improvise freely and translate ideas from a stimulus into movement.
- •I share and create phrases with a partner and small group.
- •I repeat, remember and perform phrases.

Athletics

- •I run at fast, medium and slow speeds; changing speed and direction.
- •I take part in a relay, remembering when to run and what to do.

Outdoor and adventurous

- •I follow a map in a familiar context.
- •I use clues to follow a route.
- •I follow a route safely.

	Unit Title Gymnastics – Unit 1 Knowledge and context: Modify actions independently using different pathways, directions and shapes.	Unit Title Dance – Unit 1 Knowledge and context: Practice and put together a performance. Perform using facial expressions. Perform with a prop.	Unit Title Gymnastics – Unit 2 Knowledge and context: Identify similarities and differences in sequences. Develop body management over a range	Unit Title Dance – Unit 2 Knowledge and context: Building stylistic qualities through repetition and applying movement to own bodies. Building basic	Athletics (including Sp. Knowledge and context: To control movement in resp. Demonstrate agility and speed distance. Throw with speed appropriate force.	oorts Day preparation) conse to instructions. ed. Jump for height and	
Year Three Units of Study	Consolidate and improve movements and gymnastics actions. Relate strength and flexibility to actions. To use basic compositional ideas. Skills: 1. To show full extenstion during a balance. 2. To move in and out of contrasting shapes with fluency. 3. To perform a sequence using different types of rolls. 4. To perform powerful jumps from low aparatus. 5. To perform in unison with a partner. 6. To create group performance using contrasting actions. Enhancements:	Skills: 1. To perform a jazz square and use it in our dance. 2. To perform a dance showing two contrasting characters. 3. To develop movements using improvisation. 4. To use props in our dance sequence. 5. To use facial expressions to bring life and emotion to our dance. 6. To take on the role of director to help others improve their dance. Enhancements:	of floor exercises. Attempt to bring explosive moves into floor work. Show increasing flexibility in shapes and balances. Skills: 1. To perform Japana. 2. To use bounces and broad jumps in a sequence. 3. To attempt a half lever. 4. To transition from a Japana to another shape with control. 5. Stretches while moving and when we are still to increase our flexibility. 6. To show strength, flexibility and control in our sequence. Enhancements:	creative choreography skills in travelling, dynamics and partner work. Skills: 1. To perform dance phrase inspired by the ocean's depths. 2. To use improvisation to create a longer movement phrase. 3. To use dynamics in a short group dance to show travelling on the ocean. 4. To perform as a class to show the damage that can be caused to the ocean. 5. To work as a group to develop a dance representing the ocean. 6. To prepare our group dance for the final performance. Enhancements:	Skills: 1. Jumping and hopping sequence of the sequence of th	Skills: 1. Jumping and hopping sequences. 2. To run at different speeds. 3. To approach and jump hurdles. 4. To throw a javelin using the pull/throw technique. 5. A variety of skipping techniques. 6. To keep score accurately over a range of events. Enhancements:	
	Unit Title Netball Knowledge and context: Perform basic netball skills such as passing and catching using recognised throws. Implement the basic rules of netball. Skills: 1. To perform quick, accurate chest passes.	Unit Title Football Knowledge and context: Able to show basic control skills. Send the ball with some accuracy to maintain possession and build attacking play. Implement the basic rules of football. Skills:	Unit Title Hockey Knowledge and context: Play in a hockey-type invasion game. Improve game-based agility. Manipulate objects using a stick and ball with safety and control. Skills:	Unit Title OAA Knowledge and context: Work with others to solve problems. Describe their work and use different strategies to solve problems. Lead others and be led. Differentiate between when a task is	Unit Title Cricket Knowledge and context: Adhere to some of the basic rules of cricket. Develop a range of skills to use in isolation and a competitive context. Strike a bowled ball. Skills:	Unit Title Tennis Knowledge and context: To identify and describe some rules of tennis. Serve to begin a game and explore forehand hitting. Skills: 1. To use the ready position to return a ball.	

2. To use dodging to get from our opponent. 3. To catch a netball. 4. To use a bounce pass to feed a goal shooter. 5. To throw for distance using a shoulder pass. 6. To collect a loose ball. Enhancements:	1. To use the inside of the foot to pass the ball. 2. To trap a ball that is moving along the ground with control. 3. To pass the ball accurately into space over short distances. 4. To identify and move into space to receive the ball. 5. To use the outside of the foot to control the ball and dribble. 6. To cushion the ball when receiving. Enhancements:	1. To keep close control of the ball using the flat side of the stick. 2. To control the ball and pass it into a space. 3. To use a defensive body position. 4. To consistently stop a moving ball ready to pass, move or shoot. 5. To improve our agility and apply it in a game situation. 6. To avoid our feet contacting the ball and apply basic rules to the game. Enhancements:	competitive and when it is collaborative. Skills: 1. To use clear communication, strength and flexibility to complete a task. 2. To work with others to complete map reading tasks. 3. To draw and create a clear route on a map for others to follow. 4. To work with others and identify what went well and what we could do to improve. 5. To use the outside of	1. To hit a stationary ball into space using a straight drive. 2. To bowl underarm to a batter with some consistency. 3. To use the correct footwork to strike a bowled ball. 4. To stop a moving ball using the long barrier technique. 5. To throw longer distance overarm. 6. To perform as a wicketkeeper. Enhancements:	2. To hit the ball to different parts of the court using a forehand hit. 3. to perform and underarm serve to start a rally. 4. To move towards a ball to return it over a net. 5. To play cooperatively with a partner to keep a ball moving over a net. 6. To perform forehand hits to score points in a competition. Enhancements:
	6. To cushion the ball when receiving.	contacting the ball and apply basic rules to the game.	identify what went well and what we could do to improve.	6. To perform as a wicketkeeper.	•

A Year Four Sports Person:

Games

- •I catch with one hand.
- •I throw and catch accurately.
- •I hit a ball accurately with control.
- •I keep possession of the ball.
- •I vary tactics and adapt skills depending on what is happening in a game.

Year Four Curriculum

Content

Criteria

Gymnastics

- •I work in a controlled way.
- •I include change of speed and direction.
- •I include a range of shapes.
- •I work with a partner to create, repeat and improve a sequence with at least three phases.

<u>Dance</u>

- •I take the lead when working with a partner or group.
- •I use dance to communicate an idea.

Athletics

- •I run over a long distance.
- •I sprint over a short distance.
- •I throw in different ways.

- •I hit a target.
- •I jump in different ways.

Outdoor and adventurous

- •I follow a map in a (more demanding) familiar context.
- •I follow a route within a time limit.

Unit Title

Gymnastics - Unit 1

Knowledge and context:

Recome increasing

Become increasing competent and confident to perform skills more consistently. Perform in time with a partner and group. Use compositional ideas in sequences.

Skills:

- 1. To perform a six element sequence which uses changes in speed and direction.
- 2. To use the STEP principle to create and perform a partner sequence.
- 3. To take weight on our hands, showing control.
- 4. To develop a sequence using compositional ideas e.g., pathways.
- 5. To cooperate as a group to refine a short sequence.6. To compare and judge
- sequences.
 Enhancements:

Unit Title

Dance - Unit 1
Knowledge and context:

Work to include freeze frames in routines. Practise and perform a variety of different formations in dance. **Skills:**

- 1. To use freeze frame in our dances.
- 2. To perform a slide and roll confidently.
- 3. To use a variety of formations when performing.
- 4. To extend our 'mission dance' phrases using canon.
- 5. To sequence our dance actions to show good flow.
- 6. To create a five-action dance routine showing good 'stage' entry.

Enhancements:

Unit Title

Gymnastics - Unit 2
Knowledge and context:

Develop and increased range of body actions and shapes to include in a sequence. Define muscle groups needed to support the core of the body. Refine taking weight on small and large body types. **Skills:**

- 1. To perform a weighted bunnyhop showing control and balance.
- 2. An arabesque balance and an over-the-should roll.
- 3. To identify and engage core muscles for stability.
- 4. To smoothly transition from a front support to a side support.
- 5. To perform a shoulder stand with control.
- 6. To combine all elements of this unit showing smooth transitions.

Enhancements:

Unit Title

Dance – Unit 2

Knowledge and context:
Concentrate on one simple theme throughout and linking all activities to communicate this to an audience.

Skills:

- 1. To communicate the theme of a snake through our dance actions.
- 2. To use dynamics and formation in our dance to help us tell a story.
- 3. To use space, travel and floor patterns to enhance the dance.
- 4. To develop our choreography skills.
- 5. To work in a small group to create contact movements.
- 6. To use peer evaluation to improve each other's work.

Enhancements:

Unit Title

Athletics (including Sports Day preparation)

Knowledge and context:

Investigate ways of performing running, jumping and throwing activities. Use a variety of equipment to measure time, and compare different styles of runs, jumps and throws.

Skills:

- 1. To challenge ourselves in running, jumping and throwing tasks.
- 2. To accelerate over short distances.
- 3. To run and jump using one-footed take-off.
- 4. To use a sling action to throw a discus.
- 5. To run on a curve and exchange a baton in our team.
- 6. To apply the skills we have developed in a competitive way.

Enhancements: Sports Day

Year Four Units of Study

Unit Title	Unit Title	Unit Title	Unit Title	Unit Title	Unit Title
Basketball	Tag rugby	Football	OAA	Rounders	Tennis
Knowledge and context:	Knowledge and context:	Knowledge and context:	Knowledge and context:	Knowledge and context:	Knowledge and context:
Increase confidence and	To consistently perform	Introduce some defensive	Work well in a team or	To develop a range of skills	Explore some forehand
selection of basic skills	basic tag rugby skills.	skills. Dribble in different	group within defined and	in a competitive context.	and backhand shots. Work
such as dribbling, throwing	Implement rules and	directions using different	understood roles. Plan	Choose and use a range of	to return the serve.
and shooting. Develop a	develop tactics in	parts of their feet. Passing	and refine strategies to	simple tactics in isolation	Explore positions in
range of ball-handling	competitive situations.	for distance. Evaluating	solve problems. Identify	and a game context.	gameplay.
skills. Use footwork rules	Increase speed and build	skills to aid improvement.	the relevance of and use	Identify different roles in	Skills:
in a game situation and	endurance during	Skills:	maps, compasses and	rounders.	1. To return to the middle
explore basic marking.	gameplay.	1. To run onto the ball to	symbols. Identify what	Skills:	of the court after playing a
Skills:	Skills:	receive it.	they do well and suggest	1. To hit the ball in	shot.
1. To apply pressure on an	1. To use accurate passes	2. To explore front and	what they could do to	different directions.	2. To accurately use the
attacker to force a	to create an attack as a	goal-side marking	improve.	2. To run between the	forehand in game
mistake.	team.	techniques.	Skills:	posts and avoid getting	situations to score points.
2. To change direction	2. To pick the ball up from	3. To perform a standing	1. To work collaboratively	stumped out.	3. To play a backhand shot
quickly using a crossover	the floor and run with it to	tackle to dispossess an	to complete a problem-	3. To intercept the ball	with some control.
dribble.	start an attack.	attacker.	solving task.	using one hand.	4. To combine ready
3. To use 1-to-1 marking to	3. To keep possession of	4. To dribble showing good	2. To work collaboratively	4. To underarm bowl,	position and court
stop the ball handler.	the ball and build an	control to progress	to create shapes whilst	abiding by the rules of	movement to consistently
4. To perform a bounce	attack.	forward.	blindfolded.	bowling.	return the serve.
pass to outwit an	To evade being tagged.	5. To pass and receive the	3. To name and recognise	5. To play the role of	5. To work with a partner
opponent.	5. To use changes of speed	ball over longer distances.	the cardinal points of the	backstop in a small game.	to score points in a game.
5. To perform a jump shot.	to create gaps to run into.	6. To perform passing and	compass.	6. The rounders scoring	6. To use forehand and
6. To perform passing and	6. To create attacking	moving with a teammate.	4. To complete and	system and using it in a	backhand shots to score
moving with a teammate.	opportunities in	Enhancements:	orienteering task calmly	game.	points in a competitive
Enhancements:	competitive games.		under time pressure.	Enhancements:	situation.
			5. To work with a partner		
	Enhancements:		to use a map to follow a		Enhancements:
			course.		
			6. To recognise and recall		
			common map symbols		
			from a key.		
			Enhancements:		

Year Five Curriculum Content Criteria

A Year Five Sports Person:

<u>Games</u>

- I gain possession by working a team.
- I pass in different ways.
- I use forehand and backhand with a racket.
- I can field.
- I choose a tactic for defending and attacking.
- I use a number of techniques to pass, dribble and shoot.

Gymnastics

- •I make complex extended sequences.
- •I combine action, balance and shape.
- •I perform consistently to different audiences.

<u>Dance</u>

- •I compose my own dances in a creative way.
- •I perform to an accompaniment.
- •My dance shows clarity, fluency, accuracy and consistency.

Athletics

- •I controlled when taking off and landing.
- •I throw with accuracy.
- •I combine running and jumping.

Outdoor and adventurous

- •I follow a map into an unknown location.
- •I use clues and a compass to navigate a route.
- •I change my route to overcome a problem.
- •I use new information to change my route.

	Unit Title	Unit Title	Unit Title	Unit Title	Unit Title
	Gymnastics – Unit 1	Dance – Unit 1	Gymnastics – Unit 1	Dance – Unit 2	Athletics (including Sports Day preparation)
	(non-swimming class)	Knowledge and context:	(non-swimming class)	Knowledge and context:	Knowledge and context:
	Knowledge and context:	Perform different styles of	Knowledge and context:	Using professional	Sustain pace over short and longer distances. Run as part
	Create longer and more	dance fluently and clearly.	Create longer and more	examples to inspire ideas	of a relay team. Perform a range of jumps and throws.
	complex sequences and	Refine and improve dances	complex sequences and	for explosive action.	Skills:
	adapt performances. Take	adapting them to include	adapt performances. Take	Owning and exploring new	1. To run for speed and distance on our own and as part
	the lead in a group.	the use of space, rhythm	the lead in a group.	movement possibilities.	of a team.
	Develop symmetry.	and expression.	Develop symmetry.	Skills:	2. Pacing our run over longer distances.
	Compare performance and	Skills:	Compare performance and	1. To communicate the	3. Different jumping styles and exploring which ones we
Year Five	judge strength and areas	1. What a non-locomotor	judge strength and areas	theme of heroes through	can jump further with.
Units of	for improvement. Select	movement is and using it	for improvement. Select	our dance.	4. To use the push-throw technique.
Study	component for	in our dance.	component for	2. To manipulate and	5. To exchange a baton within a restricted area.
Study	improvement.	2. To perform both non-	improvement.	develop actions using a	6. To design a running, jumping or throwing activity
	Skills:	locomotor and locomotor	Skills:	range of devices.	using the STEP principle.
	1. The key steps for a	movements together.	1. The key steps for a	3. To create interesting	Enhancements: Sports Week/Sports Day
	roundoff.	3. To create new and	roundoff.	and varied dance actions	
	2. To create and perform a	exciting group patterns.	2. To create and perform a	as a group using levels.	
	partner sequence using	4. A simple line dance	partner sequence using	4. To use jumps to bring	
	symmetry.	routine.	symmetry.	power and energy to our	
	3. To create and perform a	5. To create our own 3-	3. To create and perform a	dance phrase.	
	partner sequence using	step line dance with a	partner sequence using	5. To show the theme of	
	asymmetry.	partner.	asymmetry.	an attack, performing at a	
				low level.	

4. To perform a counterbalance with partner. 5. To perform smooth transitions between counterbalances using different levels. 6. To evaluate each other's work and suggest improvements. Enhancements:	6. To work collaboratively within our group to improve our performance. Enhancements:	4. To perform a counterbalance with partner. 5. To perform smooth transitions between counterbalances using different levels. 6. To evaluate each other's work and suggest improvements. Enhancements:	6. To work effectively with others to improve movement quality and performance. Enhancements:		
Unit Title	Unit Title	Unit Title	Unit Title	Unit Title	Unit Title
Netball	Football	Netball	OAA	Cricket	Tennis
(non-swimming class)	Knowledge and context:	(non-swimming class)	Knowledge and context:	Knowledge and context:	Knowledge and context:
Knowledge and context:	Play effectively in a variety	Knowledge and context:	Explore ways of	Link a range of skills and	Introduce volley shots and
Make choices about which	of positions and	Make choices about which	communicating in a range	use in combination. Collaborate in a team to	overhead shots. Apply new
pass to use and where to shoot from. Implement	formations. Relate a greater number of	pass to use and where to shoot from. Implement	of challenging activities. Navigate and solve	choose, use and adapt	shots into game situations. Play with others to score
tactics to get free. Move	attacking and defensive	tactics to get free. Move	problems from memory.	rules in games. Recognise	and defend points in
quickly around the court.	tactics. Become more	quickly around the court.	Develop and use trust to	how some aspects of	competitive games.
Skills:	skilful when performing	Skills:	complete the task and	fitness apply to cricket e.g.,	Further explore tennis
1. To choose the	movements at speed.	1. To choose the	perform under pressure.	power, flexibility and	service rules.
appropriate pass for	Skills:	appropriate pass for	Skills:	cardiovascular endurance.	Skills:
different scenarios.	1. To turn with the ball.	different scenarios.	To explore different	Skills:	1. To recap and perform a
2. To find space to receive	2. To travel quickly and	2. To find space to receive	ways of communicating	1. To work with a partner	range of different shots
in a game.	effectively when running	in a game.	with a blindfolded partner.	to score runs.	with accuracy and control.
3. To use different dodging	with the ball.	3. To use different dodging	2. To follow a designated	2. To throw accurately	2. To move quickly to the
techniques to outwit a	3. To combine running	techniques to outwit a	route at maximum speed	over short distances to get	ball to perform a volley.
defender and get free.	with the ball and sending it	defender and get free.	and complete a task safely.	batters out.	3. To play an overhead
4. To practise and perform	into space.	4. To practise and perform	3. To use memory	3. To follow the path of the	shot and know when you
pivoting and quick turns.	4. To maintain position	pivoting and quick turns.	methods to record	ball to catch as a	might use this.
5. To get into closer	when attacking to create	5. To get into closer	different objects whilst	wicketkeeper.	4. To use different court
shooting positions.	space.	shooting positions.	navigating.	4. To overarm bowl with	formations during doubles
6. To react and move	5. To perform a stepover	6. To react and move	4. To use clear	accuracy whilst using a run	play.
quickly in isolation and in	to beat a defender.	quickly in isolation and in	communication to recreate	up.	5. To refine court
games.	6. To control a bouncing	games.	a shape from memory.	5. To play a forward	movement to hit the ball
Enhancements:	ball, keeping it close to the	Enhancements:	5. To use imagination and	defensive shot.	before the second bounce.
	body.		creative thinking to create	6. To set a field in a game	6. To perform a diagonal
	Enhancements:		the tallest <mark>marshmallow</mark>	to limit the runs scored by	serve to begin a game in
			tower.	a batter. Enhancements:	competitive situations. Enhancements:

				6. To send and interpret			
				messages using morse			
				code.			
				Enhancements:			
	A Year Six Sports Person:						
	Games	1 1					
	I play to agree						
	I explain rules	to others.					
	I can umpire.						
		n and communicate a plan.					
		n a game situation.					
Year Six	<u>Gymnastics</u>						
Curriculum	-	work with that of others.					
Content	•I sequences to spec	and timings.					
Criteria	•I develop sequence	s in a specific style					
	•I choose my own music and style. Athletics						
	•I demonstrate stamina.						
	Outdoor and adventurous						
	•I plan a route and a series of clues for someone else.						
	-	taking account of safety and da					
	, p						
	Unit Title	Unit Title	Unit Title	Unit Title	Unit Title		
	Gymnastics – Unit 1	Dance – Unit 1	Gymnastics – Unit 2	Dance – Unit 2	Athletics		
	Knowledge and context:	Knowledge and context:	Knowledge and context:	Knowledge and context:	Knowledge and context:		
	Demonstrate accuracy,	To work collaboratively to	Perform increasingly	Demonstrating narrative	Apply strength and flexibility to throwing, running and		
	consistency and clarity of	include more complex	complex sequences.	through contact and	jumping. Accurately and confidently judge across a		
	movement. Arrange	compositional ideas. Talk	Combine own ideas with	relationships. Showing	variety of activities. Work in collaboration to		
	apparatus to enhance	about different dance	others to build sequences.	tension through pattern	demonstrate improvement.		
Year Six	work and vary	styles with understanding	Compose and practise	and formation.	Skills:		
	compositional ideas.	using appropriate	actions and relate to	Skills:	1. Sprint start technique to increase our running speed.		
Units of	Experience flight on and off of high apparatus.	language and terminology. Skills:	music. Show a desire to	1. To portray the theme of	2. The three phrases of triple jump.		
Study	Skills:	1. The technique of the	improve competency	gangs through our	3. The heave throw technique and what it is used for.		
	1. To use controlled flight	stag leap and rebound	across a broad range of	movements and gestures. 2. To use devices such as	4. To assess our own ability to play our role in paarlauf.5. The scissor jump technique and when it would be used		
	onto high apparatus.	jump.	gymnastics actions. Skills:	contrast and variation in a	in athletics.		
	2. To dismount from high	2. To explore relationships	1. To perform a ten-	group dance.	6. to record and relay results over a range of track and		
	apparatus.	through dance and	element sequence using	3. To use formations to	field events.		
	3. To develop a short	perform partner lifts.	both floor and apparatus.	demonstrate tension in	neid events.		
	sequence using flight in	3. To compose a dance	Sour noor and apparatus.	relationships between	Enhancements:		
	canon formation.	phrase based on the Haka.		performers.	Sports Week/Sports Day		
	canon formation.	prirase based on the Haka.		performers.	Sports week/Sports Day		

4. To incorporate	4. To choose and use	2. To perform with	4. To use claps, stamps and		
equipment such as hoops	suitable dynamics for the	equipment and respond	slaps to perform a live		
and balls into a group	Haka.	creatively to music.	aural setting.		
sequence.	5. To link freeze frames to	3. To create judging	5. To dance as opposing		
5. To create a paired flight	street dance style to	criteria and assess	gangs attacking each		
sequence using both	create a short movement	performances against it.	other.		
canon and unison.	phrase.	4. To create and perform	6. To show performance		
6. To create and perform a	6. To perform a top rock	interesting patterns as part	qualities in our gang dance		
six-element sequence to	and slide step and perform	of a group.	and evaluate our work.		
music.	confidently with a partner.	5. To select and apply the			
Enhancements:	Enhancements:	appropriate walk and presentation to start a	Enhancements:		
		sequence.			
		6. To perform a ten-			
		element sequence with a			
		one-minute time limit.			
		Enhancements:			
					T
Unit Title	Unit Title	Unit Title	Unit Title	Unit Title	Unit Title
OAA	Tag rugby	Football	Basketball	Rounders	Tennis
Knowledge and context:	Knowledge and context:	Knowledge and context:	Knowledge and context:	Knowledge and context:	Knowledge and context:
Use information given by	Choose and implement a	Choose and implement a	Apply aspects of fitness to	Apply rounders rules	Develop backhand shots.
others to complete tasks	range of strategies and	range of strategies to	the game such as power	consistently. Play small-	Introduce the lob shot.
and work collaboratively.	tactics to attack and	attack and defend.	and strength. Choose and	sided games using	Begin to use full tennis
Undertake more complex	defend. Combine and	Perform a wider range of	implement a range of	standard rounders pitch	scoring systems. Continue
tasks. Take responsibility	perform more complex	more complex skills.	strategies to play	layout. Use a range of	developing doubles play
for a role. Use knowledge	skills at speed. Observe,	Recognise and describe	defensively and	tactics for attacking a	and tactics to improve.
of PE and physical	analyse and recognise	good performances.	offensively. Grasp more	defending in the role of	Skills:
activities to suggest design	good individual and team	Suggest, plan and lead	technical aspects of the	batter, bowler and fielder.	1. To communicate clearly
ideas and amendments to	performance. Suggest,	simple drills for given skills.	game.	Skills:	with a partner to score
games.	plan and lead a warm-up	Skills:	Skills:	1. Attacking, tactical	points in doubles play.
Skills:	as a small group.	1. To set up a shooting	1. How to counterattack	bowling to make it more	2. Attempt a two-handed
1. To work with a partner	Skills:	opportunity for a	using the fast break.	difficult for the batter to	backhand shot with
to successfully orient and	1. To create attacking	teammate.	2. The retreat dribble to	hit.	control.
follow a map.	continuity by supporting	2. To restrict an	maintain possession.	2. To track and catch a	3. To perform a lob shot to
2. To identify objects for a	the player with the ball.	opponent's space by	3. To perform a free throw	high ball.	hit the ball over our
scavenger hunt from a	2. To use set plays and	defending with my	with consistency.	3. The difference between	opponent's head.
written description.	attack to create space for	partner.	4. To use speed and agility	attacking and defensive	4. To apply the correct
3. To safely perform a	the ball carrier.	3. To perform a penalty	to perform a V-cut to get	batting.	rules and scoring system in
pyramid balance in a small	3. To develop the three	kick with power and	free from a defender.	4. To work in a pair in the	games.
group.	step rule, compare and	accuracy.	5. To drive to the basket	field to restrict scoring.	5. To play in different
	contrasting to the three	4. To attack and shoot as a	using strength and		doubles formations and
	second pass option.	pair.	coordination.		

4. To work efficiently as	4. To attack the space as a	5. To perform the role of	6. The three-point shot	5. To apply tactics when	work with our partner to	
part of a team to complete	ball carrier to create	cover defender to stop the	and how different points	running around bases to	improve.	
a range of tasks.	scoring opportunities.	opposition's attack.	are awarded.	avoid overtakes.	6. To discuss and apply a	
5. To create a fun and	5. To change from an	6. To use close control to	Enhancements:	6. To apply attacking and	range of tactics in doubles	
challenging game for	attacking to a defensive	keep possession of the ball	Netball club running	defensive tactics in a	play to achieve success.	
others to complete.	formation when your team	under pressure.		competitive situation.		
6. To listen to others to	loses possession.				Enhancements:	
refine and adapt ideas to	6. To observe and analyse	Enhancements:		Enhancements:		
complete a complex task.	our classmates'					
	performance.					
Enhancements:	Enhancements:					