Subject Overview Subject: Physical Education

	Al	A2	SPI	SP2	SUI	SU2
FS	Introduction to PE (GS4PE)	Dance (GS4PE)	Gymnastics (GS4PE)	Games Unit 1 (GS4PE)	Gymnastics 2 (GS4PE)	Sports Day Practice
	Children will be introduced to Physical Education. They will spend time learning basic principles of a PE lesson such	Children explore space and how to use space safely. They explore travelling movements, shapes and	Children explore basic movements, creating shapes, balances, jumps and rolls. They begin to	Children will develop their understanding of playing games. Children will practise and further develop fundamental	Children explore basic movements, creating shapes, balances, jumps and rolls. They begin to	Children will practise races such as sprints, skipping, egg and spoon, and the sack race. Pupils will be ranked into seats, so they
	as finding space, freezing on command, using and sharing equipment and working individually, with a partner and group.	balances. Children choose their own actions in response to a stimulus. They are given the opportunity to copy, repeat and remember	develop an awareness of space and how to use it safely. They perform basic skills on both floor and apparatus. They copy,	movement skills through games. They will also learn how to score and play by the rules, how to work with a partner and begin to	develop an awareness of space and how to use it safely. They perform basic skills on both floor and apparatus. They copy,	are racing against children of similar ability. The children will also practise teamwork by taking part in team challenges.
	They will take part in activities, which will develop	actions. They are introduced to counting to help them keep in time with	create, remember and repeat short sequences. They begin to	understand what a team is, as well as learning how to behave	create, remember and repeat short sequences. They begin to	Key Skills: Running, throwing,

fundamental movement skills such as running, jumping, skipping. Children will also play simple games and begin to understand and use rules.

Key Skills:

Moving safely, running, jumping, throwing, catching, following a path, rolling

Key Concepts:

- Movement
- Balance
- Agility
- Coordinati
 on

the music.
They perform
to others and
begin to
provide simple
feedback.

Key Skills: Travel, action, perform, copy

Key Concepts:

- Movement
- Balance
- Agility
- Coordination

Fundamentals
2 (GS4PE)

understand
using levels
and directions
when
travelling and
balancing.

Key Skills:
Shapes,
balances,
jumps, rock
and roll,
barrel roll,
straight roll,
progressions of
a forward roll,
travelling

Key Concepts:

- Movement
- Balance
- Agility
- Coordinat
- Collaborat (GS4PE)

Ball Skills Unit I (GS4PE) when winning and losing.

Key Skills: Running, balancing, changing direction,

changing
direction,
striking a ball,
throwing

Key Concepts:

- Movement
- Balance
- Coordinat ion
- Collaborat
- Fairness

Ball Skills Unit 2 (GS4PE) understand using levels and directions when travelling and balancing.

Key Skills: Shapes, balances, jumps, rock and roll, barrel roll, straight roll, progressions of a forward roll, travelling

Key Concepts:

- Movement
- Balance
- Agility
- Coordination
- Collaboration

Dance Unit 2 (GS4PE)

catching, teamwork

Key Concepts:

- Movement
- Agility
- Coordination
- Competition
- Collaborati on
- Fairness
- Technique

Games Unit 2 (GS4PE)

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	Fundamentals I (GS4PE)					
УІ	Fundamentals (GS4PE)	Gymnastics (GS4PE)	Dance (GS4PE)	Yoga (GS4PE)	Striking and Fielding (GS4PE)	Sending and Receiving (GS4PE)
	Pupils will be	Pupils learn to	Pupils will	Pupils learn		D
	taught to	use space	explore	about	Pupils develop	Pupils will
	balance on the	safely and	travelling	mindfulness and	their basic	develop their
	balls of their	effectively.	actions,	body awareness.	understanding	sending and
	feet, leading	They explore	movement	They begin to	of striking and	receiving skills
	to jumping	and develop	skills and	learn poses and	fielding games	including
	from one to	basic	balancing.	techniques that	such as	throwing and
	two feet. They	gymnastic	They will	will help them	Rounders and	catching,
	will balance by	actions on the	understand	to connect their	Cricket. They	rolling, kicking,
	controlling	floor and	why it is	mind and body.	learn skills	tracking and
	their head,	using low	important to	The unit looks	including	stopping a ball.
	stomach	apparatus.	count to music	to improve well	throwing and	They will also
	muscles and	Basic skills of	and use this	being by	catching,	use equipment
	back. Once in	jumping,	in their	building	stopping a	to send and
	a position they	rolling,	dances. Pupils	strength,	rolling ball,	receive a ball.
	will use their	balancing and	will copy and	flexibility, co-	retrieving a	Pupils will be
	arms to help	travelling are	repeat actions	ordination and	ball and	given
	them balance.	used	linking them	balance. The	striking a ball.	opportunities to
	Children will	individually	together to	learning	They are given	work with a
	be taught to	and in	make short	includes	opportunities to	range of
	preserve and	combination to	dance phrases.	breathing and	play one	different sized
	keep trying if	create	Pupils will	meditation	against one,	balls. They will
	they don't	movement	work	through fun and	one against	apply their skills
	succeed.	phrases. Pupils	individually	engaging	two, and one	individually, in
		are given	and with a	activities.	against three.	pairs and in

They learn

Key Skills: jumping,

jumping, balancing, controlling muscles, holding a position

Key Concepts:

- Movement
- Balance
- Agility
- Coordinat
 ion

opportunities to select their own actions to build short sequences and develop their confidence in performing. Pupils begin to understand the use of levels, directions and shapes when travelling and balancing.

Key Skills:

Travelling, shapes, balances, jumps, barrel roll, straight roll, progressions of a forward roll

Key Concepts:

- Movement
- Balance

partner to create ideas in relation to the theme. Pupils will be given the opportunity to perform and also to provide feedback, beginning to use dance terminology to do so.

Key Skills:

Travel, action, shape, perform, copy

Key Concepts:

- Movement
- Agility
- Coordination
- Collaborat ion
- Sequence

Key Skills:

Balance, strength, flexibility of holding a position, focus and listening to others to follow instructions

Key Concepts:

- Movement
- Collaborat
- Balance
- Agility

how to score points and how to to use simple tactics. They learn the rules of the games and use these to play fairly. They show respect towards others when playing competitively and develop communication

Key Skills:

skills.

Throwing, catching, retrieving a ball, tracking a ball, striking a ball

Key Concepts:

- Agility
- Coordinat ion

small groups and begin to organise and self manage their own activities. They will understand the importance of abiding by rules to keep themselves and others safe.

Key Skills:

Rolling, kicking, throwing, catching, tracking

- Movement
- Agility
- Coordinatio
- Collaborati

ball skills such as throwing as throwing and catching, rolling, hitting a target, dribbling with both hands and feet and kicking a ball. Pupils will have the opportunity to work independently, in pairs and problem skipping, egg activities to solving skills. They components of fitness. Pupils in pairs and the sack race. Pupils will be ranked into seats so they against children activities to solving skills. They work the sack race. Pupils will be ranked into seats so they against children activities to solving skills. They work the sack race. Pupils will be activities to solving skills. They solving skills. They and spoon, and develop their activities to solving skills. They solving skills. They activities to solving skills. They solving skills. They and spoon, and develop their activities to solving skills. They solving skill solving skills. They solving skill solving skills. The		 Agility Coordination Sequence Technique 			 Collaboration Fairness Technique 	
develop their fundamental ball skills such as throwing and catching, rolling, hitting a target, dribbling with both hands and feet and kicking a ball. Pupils will have the opportunity to work in pairs and invarion games skills take part in a range of communication such as sprints, range of fitness and problem skipping, egg activities to solving skills. They activities to solving skills. They activities to develop activities to solving skills. They solving skills and spoon, and develop activities to solving skills. They activities to solving skills. They solving skills. They solving skills. They activities to solving skills. They solving skills. They activities to solving skills. They solving skills. They solving skills. They activities to solvin		ı				
Pupils will be Pupils will be play uneven independently plan their	develop their fundamental ball skills such as throwing and catching, rolling, hitting a target, dribbling with both hands and feet and kicking a ball. Pupils will have the opportunity to work independently, in pairs and small groups.	develop their fundamental ball skills such as throwing and catching, rolling, hitting a target, dribbling with both hands and feet and kicking a ball. Pupils will have the opportunity to work independently, in pairs and small groups.	the basic skills required in invasion games such as sending, receiving and dribbling a ball. They develop their understanding of attacking and defending and what being 'in possession' means. They have the opportunity to	take part in a range of fitness activities to develop components of fitness. Pupils will begin to explore and develop agility, balance, coordination, speed and stamina. Pupils will be given the opportunity to work	their communication and problem solving skills. They work individually, in pairs and in small groups, learning to take turns, work collaboratively and lead each other. They are given the opportunity to discuss and	practise races such as sprints, skipping, egg and spoon, and the sack race. Pupils will be ranked into seats so they are racing against children of similar ability. The children will also practise team work by taking part in

their own ideas in response to tasks.

Key Skills:
Rolling,
kicking,
throwing,
catching,
dribbling,
bouncing

Key Concepts:

- Movement
- Coordinat ion
- Collaborat

their own ideas in response to tasks.

Key Skills:
Rolling,
kicking,
throwing,
catching,
dribbling,
bouncing

Key Concepts:

- Movement
- Coordination
- Collaborat

sided games. They learn how to score points in these types of games and how to play to the rules. They work independently, with a partner and in a small group and begin to self-manage their own games, showing respect and kindness towards their teammates and

Key Skills: Throwing, catching, kicking, dribbling with

opponents.

others. Pupils will develop perseverance and show determination to work for longer periods of time.

Key Skills: Agility, balance, coordination, speed, stamina, skipping

Key Concepts:

- Movement
- Balance
- Agility
- Coordination
- Fitness
- Sequence
- Evaluation and improvement

Key Skills: Balancing, travelling

Key Concepts:

- Movement
- Balance
- Collaboration
- Fairness

Key Skills: Running, throwing, catching, teamwork

- Movement
- Agility
- Coordination
- Competition
- Collaborati on
- Fairness
- Technique

			hands and feet, dodging Key Concepts: • Movement • Agility • Coordinat ion • Competiti on			
У2	Fundamentals (GS4PE)	Dance (GS4PE) Pupils will	Fitness (GS4PE)	Team Building (GS4PE)	Athletics (GS4PE)	Invasion (GS4PE)
	Pupils will be	explore space	Pupils will	Pupils develop	Pupils will	Pupils develop
	taught to	and how their	take part in a	their	develop skills	the basic skills
	balance on the balls of their	body can move to express an	range of fitness	communication and problem-	required in athletic	required in invasion games
	feet, leading	idea, mood,	activities to	solving skills.	activities such	such as
	to jumping	character or	develop	They work	as running at	sending,
	from one to	feeling. They	components of	individually,	different	receiving and
	two feet. They	will expand	fitness. Pupils	in pairs and	speeds,	dribbling a ball.
	will balance by	their	will begin to	in small	changing	They develop
	controlling	knowledge of	explore and	groups.	direction,	their
	their head,	travelling	develop agility,	Throughout,	jumping and	understanding
	stomach	actions and	balance,	there is an	throwing. In	of attacking
	muscles and	use them in	coordination,	emphasis on	all athletic	and defending
	back. Once in	relation to a	speed and	teamwork.	based	and what being
	a position they	stimulus. They	stamina.	They learn to	activities,	'in possession'

will use their arms to help them balance. Children will be taught to preserve and keep trying if they don't succeed.

Key Skills: jumping, balancing, controlling muscles. holding a

position

Key Concepts:

- Movement
- Balance
- Agility
- Coordinat ion.

will build on their understanding of dynamics and expression. They will use counts of 8 consistently to keep in time with the music and a partner. Pupils will also explore pathways, levels, shapes, directions. speeds and timing. They will be given the opportunity to work independently and with others to perform and provide feedback beginning to use key terminology.

Pupils will be given the opportunity to work independently and with others. Pupils will develop perseverance and show determination to work for longer periods of time.

Key Skills: Agility, balance, coordination, speed, stamina, skipping

Key Concepts:

- Movement
- Balance
- Agility
- Coordinat ion
- Fitness

discuss, plan and reflect on ideas and strategies. They lead a partner whilst considering safety. Pupils have the opportunity to show honesty and fair play.

Key Skills: Balancing, travelling, jumping

Key Concepts:

- Movement
- Balance
- Collaboratio
- Fairness

pupils will engage in performing skills and measuring performance, competing to improve on their own score and against others. They are given opportunities to work collaboratively as well as independently. They learn how to improve by identifying areas of strength as well as areas to develop.

Key Skills: Running at varying speeds, combining running and

means. They have the opportunity to play uneven and even sided games. They learn how to score points in these types of games and how to play to the rules. They work independently, with a partner and in a small group and begin to self-manage their own games, showing respect and kindness towards their teammates and opponents.

Key Skills: Throwing, catching,

kicking, dribbling with

	Key Skills: Travel, action, shape, perform, copy, using dynamics, using expression, using speed, using pathways Key Concepts: Movement Balance Coordination Collaboration Sequence	Sequence Evaluatio n and improveme nt		jumping, throwing for distance Key Concepts:	hands and feet, dodging Key Concepts: • Movement • Agility • Coordination • Competition
Striking and Fielding (GS4PE)	Ball Skills (GS4PE)	Gymnastics (GS4PE)	Dance (GS4PE)	Sending and Receiving (GS4PE)	Sports Day Practice
		Pupils learn	Pupils will		Children will
Pupils develop	Pupils will	through	explore space	Pupils will	practise races
their basic	develop their	exploring and	and how their	develop their	such as sprints,
understanding	fundamental	developing	body can move	sending and	skipping, egg
of striking and	ball skills such	basic	to express an	receiving skills	and spoon, and
fielding games	as throwing	gymnastic	idea, mood,	including	the sack race.
such as	and catching,	actions on the	character or	throwing and	Pupils will be

Rounders and Cricket. They learn skills including throwing and catching, stopping a rolling ball, retrieving a ball and striking a ball. They are given opportunities to play one against one, one against two, and one against three. They learn how to score points and how Key Skills: to to use simple tactics. They learn the rules of the games and use these to play fairly. They show respect towards others

rolling, hitting a target, dribbling with both hands and feet and kicking a ball. Pupils will have the opportunity to work. independently, in pairs and small groups. Pupils will be able to explore their own ideas in response to tasks.

Rolling, kicking, throwing, catching, dribbling, bouncing

Key Concepts:

Movement

floor and using apparatus. They develop gymnastic skills of jumping, rolling, balancing and travelling individually and in combination to create short sequences and movement phrases. Pupils develop an awareness of compositional devices when creating sequences to include the use of shapes, levels and directions. They learn to work safely with and

feeling. They will expand their knowledge of travelling actions and use them in relation to a stimulus. They will build on their understanding of dynamics and expression. They will use counts of 8 consistently to keep in time with the music and a partner. Pupils will also explore pathways, levels, shapes, directions. speeds and timing. They will be given the opportunity

catching, rolling, kicking, tracking and stopping a ball. They will also use equipment to send and receive a ball. Pupils will be given opportunities to work with a range of different sized balls. They will apply their skills individually, in pairs and in small groups and begin to organise and self manage their own activities. They will understand the

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ranked into seats so they are racing against children of similar ability. The children will also practise team work by taking part in team challenges.

Key Skills: Running, throwing,

catching, teamwork

- Movement
- Agility
- Coordinatio
- Competition
- Collaborati
- Fairness
- Technique

when playing competitively and develop communication skills.

Key Skills:

Throwing, catching, retrieving a ball, tracking a ball, striking a ball

Key Concepts:

- Agility
- Coordinat ion
- Collaboration
- Fairness
- Technique

• Coordinat ion

• Collaborat

around others
and whilst
using
apparatus.
Pupils are
given
opportunities to
provide
feedback to
others and
recognise
elements of
high quality
performance.

Key Skills: Shapes,

shapes, balances, shape jumps, take-off and landing, travelling, barrel roll, straight roll, forwards roll

Key Concepts:

- Movement
- Balance
- Agility

to work independently and with others to perform and provide feedback beginning to use key terminology.

Key Skills:

Travel, action, shape, perform, copy, using dynamics, using expression, using speed, using pathways

Key Concepts:

- Movement
- Balance
- Coordination
- Collaborat
- Sequence

importance of abiding by rules to keep themselves and others safe.

Key Skills:
Rolling,
kicking,
throwing,
catching,
tracking

- Movement
- Agility
- Coordinat
- Collaboration

		 Coordinat ion Sequence Technique 			
y3 Dance (GS - not Roma		Fitness (GS4PE)	Dodgeball (GS4PE)	Athletics (GS4PE)	OAA (School Plan)
Pupils created ances in relation to idea include historical of scientific stimuli. Pur work individually with a part and in smooth groups, shat their ideas Pupils devertheir use of counting and rhythm. Put learn to us canon, unit	improving the quality of their gymnastic movements. They are introduced to the terms 'extension' and 'body tension.' They develop the basic skills of rolling, jumping and balancing and use them individually and in combination.	take part in a range of fitness challenges to test, monitor and record their data. They will learn to understand different components of	Pupils will improve on key skills used in dodgeball such as throwing, dodging and catching. They learn how to apply simple tactics to the game to outwit their opponent. In dodgeball, pupils achieve this by hitting opponents with a ball whilst avoiding being hit. Pupils are given opportunities to	Pupils will develop 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, pupils think about how to	Pupils will look at basic maps to orient themselves to their surroundings. They will practise moving maps dependent on the direction they are travelling. Using maps pupils will follow routes. The children will work in teams to accomplish a goal. They will start to use vocabulary

formation and levels in their dances. They will be given the opportunity to perform to others and provide feedback using key terminology.

Key Skills:

Copying and performing actions, using canon, unison, formation, dynamics, pathways, direction

Key Concepts:

- ∉ Movement
- ∉ Balance
- ∉ Coordinati on

their sequence work. collaborating with others to use matching and contrasting actions and shapes and develop linking sequences smoothly with actions that flow. Pupils develop their confidence to perform, considering the quality and control of their actions.

Key Skills: Individual point and patch balances, straight roll, barrel roll,

forwards roll,

maximum and improve their fitness levels. They will need to persevere when they get tired or when they find a challenge hard and are encouraged to support others to do the same. Pupils are asked to recognise areas for improvement and suggest activities that they could do to do this. Pupils will be encouraged to work safely and with control when performing new tasks.

play games independently and are taught the importance of being honest whilst playing to the rules. Pupils are given opportunities to evaluate and improve on their own and others performances.

Key Skills: Throwing, catching, dodging, blocking

Key Concepts:

- Movement
- Agility
- Competiti
 on
- Collaborat ion

achieve their greatest possible speed, height, distance or accuracy and learn how to persevere to achieve their personal best. Pupils are also given opportunities to measure, time and record scores.

Key Skills: sprinting, running over obstacles, jumping for height and

distance, push and pull throw for distance

Key Concepts:

- Movement
- Agility

around maps and positional and directional language.

Key Skills: map reading, working as a team, using new vocabulary, communication

- Movement
- Coordinatio
- Collaborati on
- Sequence

 ∉ Collaboration ∉ Sequence ∉ Evaluation n and improvement nt 	straight jump, tuck jump, star jump, rhythmic gymnastics Key Concepts:	Key Skills: Agility, balance, coordination, speed, stamina, strength, power Key Concepts: • Movement • Balance • Agility • Coordinat ion • Fitness • Sequence • Evaluatio n and improveme nt	• Fairness	 Coordinat ion Fitness Technique 	
Tag Rugby (GS4PE) Pupils will learn to keep possession of the ball using attacking skills. They	Yoga (GS4PE) Pupils learn about mindfulness and body awareness. They learn yoga poses and	Basketball (GS4PE) Pupils will be encouraged to persevere when developing competencies in key skills	Football (GS4PE) Pupils will be encouraged to persevere when developing competencies in key skills	Dance- Egyptians and Bollywood (imoves) Pupils will learn a number of different	Sports Day Practice Children will practise races such as sprints, skipping, egg and spoon, and the sack race.

will play uneven and then even sided games, developing strategies and social skills to self-manage games. Pupils will understand the importance of playing fairly and keeping to the rules. Pupils will think about how to use skills. strategies and tactics to outwit the opposition. They will learn how to evaluate their own and others' performances

techniques that will help them to connect their mind and body. The unit looks to improve well being by building strength, flexibility and balance. The learning includes breathing and meditation taught through fun and engaging activities. Pupils will work. independently and with others to create their own yoga flows.

and principles such as defending, attacking. throwing, catching and dribbling. Pupils will learn to use attacking skills to maintain possession of the ball. They will start by playing uneven and then move onto even sided games. Pupils will understand the importance of playing fairly and keeping to the rules. They will be encouraged to think about how to use skills. strategies and

and principles such as defending, attacking, sending, receiving and dribbling a ball. They will start by playing uneven and then move onto even sided games. They learn to work one on one and cooperatively within a team. showing respect for their teammates. opposition and referee. Pupils will be given opportunities to select and apply tactics to outwit the opposition.

movements. They will put these together to form a sequence using beats in a bar. They will work together to create a dance in an Egyptian style. Pupils will listen to music and react with movements. They will put these movements into sequences to perform Bollywood dances.

Key Skills: listening and reacting to music, staying in time, creating a routine Pupils will be ranked into seats so they are racing against children of similar ability. The children will also practise team work by taking part in team challenges.

Key Skills: Running, throwing, catching, teamwork

- Movement
- Agility
- Coordinatio
- Competition
- Collaborati
- Fairness
- Technique

and suggest Key Skills: tactics to Breathing, Key Skills: Key Concepts: improvements. outwit the balance. opposition as Dribbling, Movement Key Skills: well as learn passing, ball Agility flexibility, Passing, control. Coordinat strength, how to coordination catching, evaluate their tracking, i.on. dodging, jockeying, Collaborat own and others' tagging, Key Concepts: turning ion scoring Balance performances, Sequence Coordinati and how to Key Concepts: Evaluatio identify a Movement Key Concepts: n and on Movement focus for Balance Fitness improveme Balance Sequence improvement. Agility nt Agility Technique Coordinat Coordinati Key Skills: i.on. Throwing, • Competiti Competitio catching, on. dribbling, Collaborat Collaborat intercepting, i.on. changing Fitness ion. direction and Fairness speed, shooting Technique Key Concepts: Movement Balance Agility Coordinat ion. Competitio n

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	 Collaborat ion Fairness Technique 			
У4	Swimming (GS4PE) This unit is aimed at beginner swimmers. In	Dance (GS4PE)	Athletics (GS4PE)	Rounders (GS4PE)
	this unit pupils will learn about water safety and enjoy being in the water. They will learn how to travel, float and submerge with	Pupils focus on creating characters and	Pupils will develop basic running,	Pupils learn how to score points by striking a
	increasing confidence. Pupils will begin to learn to use legs and arms to propel them. Pupils will be given the opportunity to work independently	narrative through movement and	jumping and throwing techniques.	ball into space and running around cones or
	and with others. They will develop confidence to persevere with new and challenging situations.	gesture. They gain inspiration	They are set challenges for distance and	bases. When fielding, they learn how to
	Key Skills: Float, travel, submerge, kick with legs, pull with arms, glide	from a range of stimuli, working individually,	time that involve using different styles and	play in different fielding roles. They focus on developing their
	This unit is aimed at developing swimmers. In this unit, pupils will be introduced to specific swimming strokes on their front and on their back. They will learn how to travel, float and	in pairs and small groups. In dance as a whole, pupils	combinations of running, jumping and throwing. As	throwing, catching and batting skills. In all games
	submerge with increasing confidence. They will learn and use different kicking and arm actions. Pupils will be given opportunities to observe others and provide feedback. They will	think about how to use movement to explore and communicate	in all athletic activities, pupils think about how to achieve their	activities, pupils have to think about how they use skills, strategies and

also be introduced to some personal survival skills and how to stay safe around water.

Key Skills: Submersion, floating, gliding, front crawl, backstroke, breaststroke, rotation, sculling, treading water, handstands, surface dives, H.E.L.P and huddle position

This unit is aimed at intermediate swimmers. Pupils focus on swimming more fluently and with increased confidence and control. Pupils work to improve their swimming strokes, learn personal survival techniques and how to stay safe around water. Pupils have to keep afloat and propel themselves through the water. Pupils are given the opportunity to be creative, designing their own personal survival course and creating a synchronised swimming sequence. Pupils take part in team games, collaborating and communicating with others.

Key Skills: Rotation, sculling, treading water, gliding, front crawl, backstroke, breaststroke, surface dives, floating, H.E.L.P and huddle positions

Key Concepts:

- Movement
- Coordination
- Fitness

ideas and issues, and their own feelings and thoughts. Pupils will develop confidence in performing and will be given the opportunity to provide feedback and utilise feedback to improve their own, work.

Key Skills:
Performing
actions, using
canon, unison,
formation,
dynamics,
character,
structure,
space

Key Concepts:

Movement

greatest possible speed, height, distance or accuracy and learn how to persevere to achieve their personal best. In this unit pupils are able to experience running for distance. sprinting, relay, long jump, vertical jump and javelin.

Key Skills:
Pacing,
sprinting,
jumping for
distance and
height, throw,
heave, launch
for distance

tactics to outwit the opposition. Pupils are given opportunities to work in collaboration with others, play fairly demonstrating an understanding of the rules, as well as being respectful of the people they play with and against.

Key Skills:
Underarm and overarm throwing, catching, tracking a ball, fielding a batting

- Sequence
- Technique

- Balance
- Coordination
- Collaboration
- Sequence
- Evaluation and improvement

Key Concepts:

- Movement
- Agility
- Balance
- Coordinat ion
- Fitness
- Technique

- Agility
 - Coordinatio
- Competition
- Fairness
- Technique

Cricket (GS4PE)

Pupils learn
how to strike
the ball into
space so that
they can score
runs. When
fielding, they
learn how to
keep the
batters' scores
low. In all
games
activities,
pupils have to
think about

Gymnastics (GS4PE)

Pupils create more complex sequences.
They learn a wider range of travelling actions and include the use of pathways. They develop more advanced actions such as inverted movements and

Handball

Pupils will develop key skills and principles such as defending, attacking, throwing, catching and shooting. Pupils will learn to use attacking skills to maintain possession as well as

Fitness (GS4PE)

Pupils will
take part in a
range of
fitness
challenges to
test, monitor
and record
their data.
They will learn
to understand
different
components of
fitness; speed,
stamina,
strength,

Hockey (GS4PE)

Pupils will
learn to
contribute to
the game by
helping to keep
possession of
the ball, use
simple
attacking
tactics using
sending,
receiving and
dribbling a
ball. They will
start by

Sports Day Practice

Children will practise races such as sprints, skipping, egg and spoon, and the sack race. Pupils will be ranked into seats so they are racing against children of similar ability. The children will also practise

how they use skills. strategies and tactics to outwit the opposition. In cricket, pupils achieve this by striking a ball and trying to deceive or avoid fielders, so that they can run between wickets to score runs. Pupils are given opportunities to work in collaboration with others, play fairly demonstrating understanding of the rules, as well as being

explore ways to include apparatus. They will demonstrate control in their behaviour to create a safe environment for themselves and others to work in. They work. independently and in collaboration with a partner to create and develop sequences. Pupils are given opportunities to receive and provide feedback in order to make improvements on their

defending skills to gain possession. Pupils will be encouraged to work. collaboratively to think about how to use skills, strategies and tactics to outwit the opposition. They develop t.h.e.i.r understanding of the importance of fair play and honesty while self managing games, as well as developing their ability to evaluate their own and others' performances.

coordination, balance and agility. Pupils will be given opportunities to work at their maximum and improve their fitness levels. They will need to persevere when they get tired or when they find a challenge hard and are encouraged to support others to do the same. Pupils are asked to recognise areas for improvement and suggest activities that they could do to do this. Pupils will be encouraged to

playing uneven and then move onto even sided games. They will begin to think about defending and winning the ball. Pupils will be encouraged to think about how to use skills. strategies and tactics to outwit the opposition. Pupils will understand the importance of playing fairly and keeping to the rules. They will be encouraged to be a supportive teammate and identify why

team work by taking part in team challenges.

Key Skills: Running, throwing, catching, teamwork

- Movement
- Agility
- Coordinatio
- Competition
- Collaborati on
- Fairness
- Technique

respectful of the people they play with and against.

Key Skills:

Underarm and overarm throwing, catching, over and underarm bowling, batting

Key Concepts:

- Agility
- Coordinati
 on
- Competitio n
- Fairness
- Technique

performances.
In gymnastics
as a whole,
pupils develop
performance
skills
considering
the quality
and control of
their actions.

Key Skills:
Individual and partner balances, jumps using rotation, straight roll, barrel roll, forward roll, straddle roll, bridge,

Key Concepts:

shoulder stand

- Movement
- Balance
- Agility
- Coordinat

Key Skills: Throwing, catching, intercepting, shooting

Key Concepts:

- Movement
- Balance
- Agility
- Coordinat ion
- Competiti
 on
- Collaborat ion
- Fairness
- Technique

work safely and with control when performing new tasks

Key Skills: Agility,

balance, coordination, speed, stamina,

Key Concepts:

strength, power

- Movement
- Balance
- Agility
- Coordinat
 ion
- Fitness
- Sequence
- Evaluation and improvement

this behaviour is important

2025-2026

Key Skills: Dribbling, passing, receiving, intercepting,

Key Concepts:

tackling

- Movement
- Agility
- Coordination
- Competiti
 on
- Collaboration
- Technique

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20	20	20	20	

		 Collaboration Sequence Technique 				
У5	Cricket (GS4PE) Pupils develop the range and quality of striking and fielding skills and their understanding of cricket. They learn how to play the different roles of bowler, wicket keeper, fielder and batter. In all games activities, pupils have to think about how they use skills, strategies and tactics to	Pupils learn different styles of dance, working individually, as a pair and in small groups. In dance as a whole, pupils 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	Pupils will develop key skills and principles such as defending, attacking, throwing, catching, dribbling and shooting. Pupils will learn to use attacking skills to maintain possession as well as defending skills to gain possession.	Athletics (GS4PE) Pupils are set challenges for distance and time that involve using different styles and combinations of running, jumping and throwing. As in all athletic activities, pupils think about how to achieve their greatest possible speed, height, distance or accuracy and learn how to	OAA (School Plan) The children will use maps to familiarise themselves with keys, symbols and the area around school. They will walk around the site to recognise the mpa. The children will work in groups to use a map to find control points around school. They will compete in different challenges to	Tennis (GS4PE) Pupils develop their competencies in racket skills when playing Tennis. They learn specific skills such as a forehand, backhand, volley and underarm serve. Pupils are given opportunities to work cooperatively with others and show honesty and fair play when abiding by the rules. Pupils develop their tactical

outwit the opposition. In cricket, pupils achieve this by striking a ball and trying to deceive or avoid fielders, so that they can run between. wickets to score runs. Pupils are given opportunities to work in collaboration with others. play fairly demonstrating a.n. understanding of the rules, as well as being respectful of the people they play with and against.

the historical and cultural origins of different dances. Pupils will be provided with the opportunity to create and perform their work. They will be asked to provide feedback using the correct dance terminology and will be able to use this feedback to improve their work. Pupils will work safely with each other and show respect towards others.

collaboratively to think about how to use skills. strategies and tactics to outwit the opposition. They develop their understanding of the importance of fair play and honesty while self managing games, as well as developing their ability to evaluate their own and others' performances.

Key Skills:
Throwing,
catching,
dribbling,
intercepting,
shooting

achieve their personal best. They learn how to improve by identifying areas of strength as well as areas to develop. Pupils are also given opportunities to lead when officiating as well as observe and provide feedback to others. In this unit pupils learn the following athletic activities: running over longer distances. sprinting, relay, long jump, triple

persevere to

discover the best ways to find all the orienteering points.

Key Skills: working as a team, reading a map

Key Concepts:

- Movement
- Coordination
- Collaborat
- Sequence

awareness, learning how to outwit an opponent.

<u>Key Skills:</u>

Forehand groundstroke, backhand groundstroke, forehand volley, backhand volley, underarm serve

- Movement
- Balance
- Coordination
- Competition
- Collaborati
- Technique

Key Skills: Underarm and overarm throwing, catching, over and underarm bowling, batting, long and short barrier Key Concepts: Agility Coordination Competition Technique	 Balance Coordination Collaboration Sequence Evaluation and improvement 	ion • Fairness • Technique	jump, shot put and javelin. Key Skills: Pacing, sprinting, relay changeovers, jumping for distance and height, push and pull throw for distance Key Concepts: Movement Agility Balance Coordinat ion Fitness Technique Evaluatio n and improveme nt	Smorte Davi
Netball (GS4PE)	Fitness (GS4PE)	Gymnastics (GS4PE)	Tag Rugby (GS4PE)	Sports Day Practice

Pupils will develop defending and attacking play during evensided 5-aside netball. Pupils will learn to use a range of different passes to keep possession and attack towards a goal. Pupils will be encouraged to work. collaboratively to think about how to use skills. strategies and tactics to outwit the opposition. They will start to show control and fluency

Pupils will take part in a range of fitness challenges to test, monitor and record their data. They will learn different components of fitness including speed, stamina. strength, coordination, balance and agility. Pupils will be given opportunities to work at their maximum and improve their fitness levels. They will need to persevere when they get tired or when

Pupils create longer sequences individually, with a partner and a small group. They learn a wider range of actions such as inverted movements to include cartwheels and I handstands. They explore partner relationships such as canon and synchronisation and matching and mirroring. Pupils are given opportunities to They will play receive and provide feedback in

Pupils will develop key skills and principles such as defending, attacking, throwing, catching, running and dodging. When attacking, pupils will support the ball carrier using width and drawing defence. When defending, pupils learn how to tag, how to track and slow down an opponent, working as a defensive unit. collaboratively in both uneven and then even

Children will practise races such as sprints, skipping, egg and spoon, and the sack race. Pupils will be ranked into seats so they are racing against children of similar ability. The children will also practise team work by taking part in team challenges.

Key Skills: Running, throwing, catching, teamwork

- Movement
- Agility

when passing, receiving and shooting the ball. They will learn key rules of the game such as footwork, held ball, contact and obstruction. Pupils also develop their understanding of the importance of fair play and honesty while self managing games.

Key Skills:

Passing, catching, footwork, intercepting, shooting

Key Concepts:

Movement

they find a challenge hard and are encouraged to support others to do the same. Pupils are asked to recognise areas in which they make the most improvement using the data they have collected.

Key Skills:

Agility, balance. coordination. speed, stamina. strength, power

Key Concepts:

- Movement
- Balance
- Agility
- Coordinati on.

order to make improvements on their performances. In Gymnastics as a whole. pupils develop performance skills considering the opposition. quality and control of their actions.

Key Skills:

Symmetrical a.n.d. asymmetrical balances. straight roll, forward roll, backward roll. straddle roll, cartwheel. bridge, shoulder stand.

Key Concepts:

handstand

sided games. Pupils will be encouraged to think about how to use skills, strategies and tactics to outwit the They develop their understanding of the importance of fair play and honesty while self managing games, as well as developing their ability to evaluate their own and others' performances.

Key Skills: Throwing,

catching, running,

- Coordinatio
- Competition
- Collaborati on
- Fairness
- Technique

 Agility Coordination Competition Collaboration Technique 	 Fitness Sequence Evaluation and improvement 	 Movement Balance Agility Coordination Collaboration Sequence Technique 	dodging, tagging, scoring Key Concepts:		
y6 Football (GS4PE)	Dance - (GS4PE)	Hockey (GS4PE)	Yoga (GS4PE)	Athletics (GS4PE)	Tennis (GS4PE)
			Pupils learn		Pupils develop
Pupils will	Pupils will	Pupils will	about	Pupils are set	their racket
improve their	practise	improve their	mindfulness	challenges for	skills when
defending and	moving hands	defending and	and body	distance and	playing tennis.
attacking play,	and feet to a	attacking play,	awareness.	time that	They learn
developing	beat. They will	developing	They learn	involve using	specific skills
further	work in groups	further	yoga poses and	different styles	such as a
knowledge of	to sequence a	knowledge of	techniques	and	forehand,
the principles and tactics of	number of movements.	the principles and tactics of	that will help them to	combinations of running,	backhand, volley and underarm
each. Pupils	They will	each. Pupils	connect their	jumping and	serve. Pupils
will begin to	create cannon	will begin to	mind and	throwing. As	develop their

develop consistency and control in dribbling, passing and receiving a ball. They will also learn the basics of goalkeeping. Pupils will evaluate their own and other's performances, suggesting improvements. the importance of playing games fairly, abiding by the rules of the game and being respectful of their teammates. opponents and referees.

and ripple effects in groups to a broadway style. Children will group and march dependent on ally and axis nations. They will also dance using scenarios from WW2. Children will use the theme of WW2 to combine They will learn movements and stories.

> Key Skills: Movement to a beat, combing actions, combining stories

Key Concepts:

- Movement
- Balance

develop consistency and control in dribbling, passing and receiving a ball. They will also learn the basics of goalkeeping. Pupils will evaluate their own and other's performances, suggesting improvements. They will learn given the the importance of playing games fairly, abiding by the rules of the game and being respectful of their teammates. opponents and

referees.

body. The unit looks to improve well being by building strength, flexibility and balance. The learning includes breathing and meditation taught through fun and engaging activities. Pupils will be opportunity to work collaboratively with others and be given the opportunity to create their own flows and lead others.

Key Skills: Balance,

in all athletic activities. pupils think about how to achieve their greatest possible speed, height, distance or accuracy and learn how to persevere to achieve their personal best. They learn how to improve by identifying areas of strength as well as areas to develop. Pupils are also given opportunities to lead when officiating as well as observe and provide feedback to others. In this

tactical awareness including how to play with a partner and against another pair. They are encouraged to show respect for their teammates as well as their opponents when self managing games. Pupils are also given opportunities to reflect on their own and other's performances and identify areas to improve.

Key Skills: Forehand groundstroke. backhand groundstroke, forehand volley, backhand volley.

Agility flexibility, unit pupils Key Skills: Coordinat strength, learn the Key Skills: Dribbling, Dribbling, coordination following ion. passing, ball Collaborat passing, ball athletic control. control. Key Concepts: activities: long ion. tracking, Sequence tracking, Balance distance jockeying, jockeying, Coordinat Evaluatio running, turning, sprinting, turning, n. a.n.d. ion. Fitness improveme goalkeeping hurdles, high goalkeeping Sequence jump, triple n.t. Technique jump, discus Key Concepts: Key Concepts: Movement Movement and shot put. Balance Agility Agility Coordinat Key Skills: Coordinat Pacing, ion sprinting, relay i.on. Competiti Competiti changeovers, on Collaborat jumping for on Collaborat distance and i.on. Technique i.on. height, push Fitness and fling throw for Fairness distance Technique

underarm serve, split step

Key Concepts:

- Movement
- Balance
- Coordination
- Competition
- Collaborati on
- Technique

- Movement
- Agility
- Balance
- Coordination

2	2025-2026	
	 Fitness Technique Evaluatio n and improveme nt 	
	Rounders	Sports

Gymnastics (GS4PE)

Pupils use their knowledge of compositional principles e.g. how to use variations in level, direction and pathway, how to combine apply tactics and link actions. how to relate to a partner and apparatus, when developing sequences. They build trust when working

Dodgeball (GS4PE)

Pupils will improve on key skills used in dodgeball such as throwing, dodging and catching. They also learn how to select and to the game to outwit their opponent. In dodgeball, pupils achieve this by hitting opponents with a ball whilst avoiding being hit. Pupils are given

Fitness (GS4PE)

Pupils will take part in a range of fitness challenges to test, monitor and record their data. They will learn different components of fitness including speed, stamina, strength, coordination. balance and agility. Pupils will be given opportunities to

Volleyball (GS4PE)

Pupils focus on developing the skills they need to play continuous rallies in volleyball. They will learn about the ready position, ball control, sending a ball over a net and how to use these skills to make the game difficult for their opponent. In all games activities,

(GS4PE)

Pupils develop the quality and consistency of their fielding skills and understanding of when to use them such as throwing underarm and overarm. catching and retrieving a ball. They learn how to play the different roles of bowler, backstop, fielder and

rts Day Practice

Children will practise races such as sprints, skipping, egg and spoon, and the sack race. Pupils will be ranked into heats so they are racing against children of similar ability. The children will also practise team work by taking part in team challenges.

collaboratively in larger groups, using formations to improve the aesthetics of their performances. Pupils are given opportunities to receive and provide feedback in order to make improvements on performances. In Gymnastics as a whole, pupils develop performance skills considering the quality and control of their actions.

Key Skills: Straddle roll,

opportunities to play games independently and are taught the importance of being honest whilst playing to the rules. Pupils learn officiating skills when refereeing games and are given opportunities to evaluate and suggest improvements to their own and others' performances.

Key Skills: Throwing, catching, dodging, blocking

Key Concepts:

work at their maximum and improve their fitness levels. They will need to persevere when they get tired or when they find a challenge hard and are encouraged to support others to do the same. Pupils are asked to recognise areas in which they make the most improvement using the data they have collected.

Key Skills:
Agility,
balance,
coordination,
speed,

pupils have to think about how they use skills. strategies and tactics to outwit the opposition. Pupils will be given the opportunity to work collaboratively with others and will develop confidence to achieve their best. They will understand the importance of abiding by rules to keep themselves & others safe. Pupils will develop character and control through engaging with

batter and to apply tactics in these positions. In all games activities, pupils have to think about how they use skills, strategies and tactics to outwit the opposition. Pupils work with a partner and group to organise and self-manage their own games. Pupils play with honesty and fair play when playing competitively.

Key Skills: Throwing and catching Key Skills: Running, throwing, catching, teamwork

- Movement
- Agility
- Coordinatio
- Competition
- Collaborati
 on
- Fairness
- Technique

forward roll, backward roll, counterbalance , countertension, group balances, cartwheel, bridge, shoulder stand, handstand, headstand, vault Key Concepts: Movement Balance Agility Coordinat ion Collaborat ion Sequence Technique	rd roll, balance ctension, ctension, ess, eel, er and, and, and, and, covement alance gility coordinat n collaborat n equence	stamina, strength, power Key Concepts:	coping strategies when exposed to competition and will be given the opportunity to take on the role of referee. Key Skills: Volley, dig, set, serve Key Concepts: Movement Agility Coordinat ion Competiti on Collaborat ion Technique	tracking, fielding and retrieving a ball, batting Key Concepts:	
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