





Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Attack, defend, shoot Unit 1	Attack, defend, shoot Unit 2	Hit, Catch and Run Unit 1	Hit, Catch and Run Unit 2	Run, Jump, Throw - Unit 1	Run, Jump, Throw -Unit 2
Practice basic movements including running and jumping	Recognise rules and apply them	Able to hit object with hand or bat		Begin to link k running and jumping	Increase stamina and core strength
Begin to engage in competitive activities	Use and apply simple strategies for invasion games	Track and retrieve a rolling ball	roles of baters and fielders Introduce the concept of	running	Work collaboratively on more complex tasks
Experience					Work to improve strength, Balsnce
opportunities to improve ABCs	Preparing for and explaingi the reasons	Throw and catch a variety of balls and objects	Skills:	throw over longer distances	agility and coordination
Skills:	why we enjoy exercise	,	Catch a ball over a short distance	Skills:	Skills:
Hit a target	Skills:	Skills: Select a space to throw or	Begin to hit a ball with power	1 2 1	Use agil movements in different activities
Defend a target	Find our pulse on our writs	roll a ball into		Use our arms when running at	
Roll and slide balls and beanbags	Move side to side to defend a goal	Track and collect a rolling	Field a hall to a hage	•	Different ways to recognise the start and end of an activity (eg whistle)
Shoot in a game to get points	Bounce a ball with	Catch a ball to stop an		distance	Develop stamina when running
Work with a partner to	control to ourselves	opponent from scoring		Use the correct technique to	
score points	Aim at differen targets	Use our hands to hit a ball		· ·	Develop core strength when throwing
Use our attacking and defending skills in a game	Adapt to a game with changing rules	Run between bases to score points		Show improvement in our throwing	Stride and jumop fir height
	Play in the best defensive position in a game	Work as a team to score points			Choose the best starting position for running quickly



## PE Curriculum Overview

Gymnastics Unit 1	Dance Unit 1	Dance Unit 2	Circuit Training	Send and Return Unit 1	Send and Return Unit 2
Develop confidence in fundamental movements	Respond to a range of stimuli and types of music	Build simple movement patters from given actions	To keep moving during the 1 minute windows	Send an object with increased confidence using hand or bat	Develop sending skills with a variety of balls
Experience juimping, sliding, rolling, moving over and under	Explore space, direction, levels and speeds and		To raise heart rate	Move towards a moving ball to return	Track, intercept and stop a variety of objects
apparatus  Develop coordination	perform with different body parts	movement phrases Skills:	To work consistently across each activity	Sending and returning a variety of balls	Select and apply skills to beat the opposition
and gross motor skills	Skills:	Perform actions to well	Show determination to keep	Skills:	Skills:
Skills	Show moods and feelings we would	known nursery rhymes March in time to the neat	moving even when tired	Slide a beambag to a target	Send the ball over a net to our partner
Move safely Take off and land on two		and turn while marching	Skills:	Hit a ball in different ways with out hands	Track and stop a moving object using both hands
feet	living in the jungle Create and perform	March in time as a group	Undertake coordination activity	Move towards a ball to return it	
Balance and move balls and beanbags	movements which show friendship	Perform actions in canon	II Jevelon strength hv	Work with a partner to stop and	
Travel on mats and benches	Perform leading and following movements	Perform a short dance using canon	performing a range of	return a beanbag	Send balls accurately from different positions (e.g. kneeling or sitting
Copy and repeat actions		Perform in rounds in different groups		a partner	Spot space in the playing area and hit the ball there
Perform simple shapes and balances	middle and end	1.	reps	To send a ball into space to make it harder for our	Play a game with a partner
	Use repeated actions in our dance		Challenge themselves to match or improve their score	opponent	
			Calculate the difference in		
			their score to the previous session		



## PE Curriculum Overview

Hit, Catch, Run (Sports		Gymnastics Y2 Unit 2	Run, Jump, Throw Unit 1	Run, Jump, Throw Y2 Unit 2	Attack, Defend, Shoot
Bugs Autumn term)	Shoot		L		
		Further develop	=	Improve running and jumping	Select and apply a small range of
5 1 1 1	Send a ball using feet	confidence in	of objects	movements over sustained	simple tactics
Develop hitting skills	and receive a ball using	fundamental movements	D l	periods	December and multiple in self
with a variety of bats	feet		Develop power, agility,	D. G	Recognise good qualities in self
D C 1: /		Learn and refine a variety	coordination and balance	Reflect on activities and make	and others
Practise feeding/ bowling skills	Refine ways to control		Negotiate obstacles, showing	connections to healthy, active	Work with others to build basic
DOWNING SKINS	bodies and a range of	and rolls	increased control	lifestyles	attacking play
II:t 1 t	equipment	and rons	linereased control	Jump for distance and height	attacking play
Hit and run to score points in games	equipment	Link simple balance, jump	Skille	Jump for distance and neight	Skills:
poliits ili gailles	D 11 1 1: 1-	and travel actions	DKIIIS.	Skills:	Dans.
(Crearta Duras	Recall and link	and travel actions	Davelan as andination skills	OKIII3.	To develop kicking skills.
(Sports Bugs –	combinations of skills		Develop coordination skills	De alemai selles estima fema	
Thursdays)	(e.g. dribbling and	Skills:	for collecting.	Be physically active for a	Receiving the ball with feet.
	passing)			sustained period.	
Skills:		To be able to perform a	Develop agility and power.		To begin controlling the ball to
	Skills:	simple movement pattern		Develop strength.	apply to games.
Develop coordination		using the floor and	Develop core skills to		
skills for hitting.	To develop kicking	apparatus	participate in activities.	Apply powerful throws in	Introduce bouncing the balls to
	skills.			competitive activity.	players in isolated and in-game
Using running skills to		To understand how our	Making choices about		scenarios.
score points.	Receiving the ball with	body works to help	0	Physically active for sustained	
<b>F</b>	feet.	increase body control.	games.	periods of time.	Apply simple basketball skills
Practice bowling for hit					(bouncing the ball) to a game.
catch run games	To bogin controlling the	To combine a number of	Developing quick feet for	Working cooperatively with	
catch run games	ball to apply to games.	shapes and perform with		others.	Be physically active for a sustained
	ball to apply to gailles.	control.	games.	others.	period in a competitive situation.
Increasing accuracy in		COILLI OI.			
hitting	Introduce bouncing the			Engage in competitive activities	•
	balls to players in	To work collaboratively	balances.		
Mastering basic	isolated and in-game	with a partner and as part			
throwing skills in game	scenarios.	of a bigger group.			
situations.					



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l l	•	Apply simple basketball	-			
		skills (bouncing the	to jump as far as possible			
	of positions.	ball) to a game.	with control.			
		Be physically active for				
		a sustained period in a	To be able to use rhythm			
		competitive situation.	in a performance.			
		Simple basketball skills				
		(bouncing the ball) to a				
		game.				
Year 2	Gymnastics Y2 Unit 1	Dance Unit 1	Dance Unit 2	Circuit Training	Send and return Unit 1	Hit, Catch, Run Y2 Unit 2
	Describe and explain					
			Perform using more	To keep moving during the 1	Be able to track the path of a	Work on a variety of ways to score
	transition and link		sophisticated formations	minute windows	ball over a net and move	runs in the different hit, catch run
	elements	transition from shapes and balances	as well as an individual		towards it	games
			Use the stimuli to copy,	To raise heart rate	Begin to hit and return a ball	
	Perform basic actions	Challenge themselves to		To raise fleart rate	with some consistency	Work in teams to field
			actions and motifs		with some consistency	
		responding to music		To work consistently across	Play modified net/wall games,	Begin to play the role of wicket
	speeds and levels		Skills:	each activity	throwing, catching and sending	keeper or backstop
		Work as part of a group			over a net	
			Develop a dance that	Show determination to keep		Skills:
	range of shapes and		shows different emotions	moving even when tired	Skills:	
	Daiances	Skills:	D (d 1 d	_	C	Time out run around the bases to
			Dance with rhythm, following a clockwork	Skills:	Stay on our toes to move	stay safe
	Skills:	to mspire our dance	[atterm	okins.	quickly to the ball	
		Show feelings of	Laccini	III. dantala aradinati	Identify which hand is	To kick a ball into space using
			Work on our own to	Undertake coordination	dominant in a game	different parts of the foot
	P	S	create a short movement	activity	<u> </u>	-
	least four elements		phrase		The basic rules of serving to our	Respond to how a ball is being
		Create movements that		Develop strength by	partner	bowled when hitting
			Watch, copy and repeatr	performing a range of		
		between two characters	actions to create a motif	exercises	To develop agility and use it in a	About the role of the wicketkeeper
	power and control	Create a colo danas viilla	Dorform our motifin		game	and management
		Create a solo dance with changes of direction and		Accurately score rounds and	Use the correct grin to hit a solf	About the role of the backstop and
	To be able to link	speed	unici ciit ioi iiiations	reps	fed ball	its likeness to the wicketkeeper
	different elements in a		Use different movement	•		300 00 000 000 000 000 000 000 000 000
			pathways in our dance		Use the ready position in a rally	
		to music	-			



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	simple movement			Challenge themselves to		Bowl under arm in a game with
	pattorin	Choose a formation for our dance and explain		match or improve their score		accuracy
	To perform basic	our choices		Calculate the difference in		
	gymnastic actions			their score to the previous		
	showing various levels.			session		
	To be able to travel at					
	different speeds with					
	control.					
	To develop and perform					
	a sequence to achieve					
	the best mark possible					
Year 3	from a judge. Dance from a Musical	Badminton	OAA	Circuit Training	Cricket	Athletics
rour o	(Matilda)	<u>Bauminton</u>	<u>UAA</u>	<u>Circuit Training</u>	<u>Cricket</u>	Athletics
	<u>(Mauiua)</u>	Explore and use	Work with others to solve		Apply cricket rules in a variety	Control movement in response to
		different shots with	problems	10 keep moving during the 1	of styles of games	instructions
	together a performance	both the forehand and		minute windows		
	G	backhand	Describe their work and		Attempt a small range of	Demonstrate agility and speed
	Perform using facial	Demonstrate different	use different strategies to solve problems	To raise heart rate	recognised shots	Jump for height and distance
		badminton skills	solve problems		Use a range of tactics for	Jump for height and distance
		buarring skins	Lead others and be lead	To work consistently across	attacking and defending in the	Throw with speed and power and
	Perform with a prop	Practise some trick		each activity	role of bowler, batter and	apply appropriate force
		shots in isolation	Differentiate between		fielder	
	Skills:	G1 :11	when a task is	Show determination to keep	al :11	Skills:
	Perform a jazz square	Skills:	competitive and when it is collaborative	moving even when tired	Skills:	Jumping and hopping sequences
		Use an underarm	is collaborative		Create pressure on a batter by	Jumping and nopping sequences
	arra abo re mi our aarroo	forehand shot	Skills:	Skills:	using a ring field	Run at different speeds
	Perform a dance					
	showing two contrasting	Hit an overhead clear	Use clear communication	Undertake coordination	Track and catch a high ball	Approach and jump hurdles
	characters		01 10 12.	activity	consistently	
		Hit a backhand shot with control and	Strength and flexibility to complete a task		Perform a short pitch bowl to	Throw a javelin using the pull throw technique
	Davialan mayamante	accuracy	complete a task		get a batter to hit a ball in the	in ow technique
	using improvisation	accui acy			air	A variety of skipping techniques



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Use props in our dance	Trick shots and	Work with others to	Develop strength by	Work in a pair to restrict runs	Keep score accurately over a range
• •					of events
			P		
			exercises	Play an on drive	
hring life and emotion to					
•	score points in different	route on a map for others	Accurately score rounds and	Set an attacking field	
our dance	scenarios	to follow	reps		
Tales on the male of					
			Challenge themselves to		
-			J		
improve their dance	0 0-		materior improve their score		
		improve			
		TT -1 1 1			
		Use the outside of the foot	their score to the previous		
			session		
		uribble			
		Safaly take nart in truct			
Foothall			Raskethall	Tennis	Rounders
<u>r ootban</u>	<u> </u>	rag Kagby	Busketbun	Termis .	<u>rtounders</u>
Able to show basic	Able to show basic	Handle a rugby ball with	Use strength, agility and	Identify and describe some	Develop a range of skills in a
control skills		0 1			competitive context
	skills				-
Send the ball with some		Evade attackers using	Increase power and strength		Choose and use a range of simple
	Learn basic defensive	footwork and body	of passes, moving the ball	explore forehand and backhand	tactics in isolation and a game
	techniques	control	accurately in a variety of	hitting	context
				Skills:	Identify different roles in rounders
	handball	team in attack			
	a1 .11				Skills:
			with consistency	a ball	TY 1 1 11 11 11 11 11 11 11 11 11 11 11
			C1 -11	H	Hit the ball in different directions
		within similar rules	SKIIIS:		Dun hatruage the court of the
		Clrilla	Has blooking to stop as		Run between the posts and avoid getting stumped out
			0 1	Dackiiailu IIIt	getting stumped out
				Perform an underarm serve to	Intercept the ball using one hand
moving along the ground		defenders			intercept the ban using one namu
mio ving aiong and ground		aciciiaci 5			Underarm bowl abiding the rules
	Move the hall using the		gamei		
with control	Move the ball using the three step rule	Use a short pass in a game	game)	Move towards a ball to return it	
	Use facial expressions to bring life and emotion to our dance  Take on the role of director to help others improve their dance  Football  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:  Use the insode of the foot to pass the ball  Trap a ball that is	interesting ways of hitting the shuttle  Use facial expressions to bring life and emotion to our dance  Take on the role of director to help others improve their dance  Football  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:  Use the insode of the foot to pass the ball  Trap a ball that is  Work collaboratively to score points in different situations  Work collaboratively to score points in different situations	interesting ways of hitting the shuttle  Use facial expressions to bring life and emotion to our dance  Take on the role of director to help others improve their dance  Work collaboratively to score points in different scenarios  Use forehand and backhand shots in a singles game  Use forehand and backhand shots in a singles game  Use the outside of the foot to control the ball and dribble  Safely take part in trust based activities  Football  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:  Use the ready position to catch effectively foot to pass the ball  Perform accurate passes  Irap a ball that is  Interesting ways of hitting the shuttle  Work collaboratively to score points in different situations  Work with others and identify what went well and what we could do to improve  Use the outside of the foot to control the ball and dribble  Safely take part in trust based activities  Tag Rugby  Handle a rugby ball with confidence  Evade attackers using footwork and body control  Link skills to perform as a team in attack  Use basic game principles of tag ruby and play within similar rules  Skills:  Use the ready position to catch effectively  Skills  Use speed to run past	sequence Use facial expressions to bring life and emotion to our dance  Take on the role of director to help others improve their dance  Use forehand and backhand shots in a singles game  Use the outside of the foot to control the ball and dribble  Football  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:  Use the insode of the foot to pass the ball  Use the ready position to catch effectively foot to pass the ball  Use the insode of the foot to catch effectively foot to pass the ball  Perform accurate passes  Interesting ways of hitting the shuttle  Complete map reading tasks  Draw and create a clear route on a map for others to follow  Challenge themselves to match or improve their score in the ball identify what we could do to improve  Calculate the difference in their score to the previous session  Calculate the difference in their score to the previous to control the ball and dribble  Safely take part in trust based activities  Fag Rugby  Basketball  Use strength, agility and coordination when defending footwork and body control  Link skills to perform as a team in attack  Skills:  Use basic game principles of tag ruby and play with consistency of tag ruby and play with similar rules  Skills  Use the insode of the foot to pass the ball  Perform accurate passes  In different situations  In the safety and create a clear route on a map for others in different situations  In the strength of the foot the foot the foot the foot the foot to be and the different situation and dribble  Calculate the different situation and create a clear route lean dean darchief to match	sequence Use facial expressions to bring life and emotion to our dance  Take on the role of director to help others improve their dance  Use forehand and backhand shots in a singles game  Use forehand and backhand shots in a singles game  Work with others and identify what went well and what we could do to improve  Use the outside of the foot to control the ball and dribble  Football  Able to show basic control skills  Send the ball with some accuracy to maintain passession and build attacking play  Implement the basic rules of football  Skills:  Use the ready position to return a ball that is  Interesting ways of hitting the shuttle  Work wand create a clear route on a map for others to follow  Work with others and identify what went well and what we could do to improve  Use the outside of the foot to control the ball and dribble  Safely take part in trust based activities  Fag Rugby  Handball  Tag Rugby  Handle a rugby ball with confidence  Evade attackers using footwork and body control  Skills:  Use basic game principles of tag ruby and play within similar rules  Skills:  Use the ready position to return a ball that is  Increase power and strength of passes, moving the ball accurately in a variety of situations  Skills:  Use basic game principles of tag ruby and play within similar rules  Skills:  Use the insode of the foot to catch effectively  For to be girl an arrage of exercises  Play an on drive  Accurately score rounds and reps  Challenge themselves to match or improve their score intents of the foot to match or improve their score intents of the foot to calculate the difference in their score to the previous session  Calculate the difference in their score to the previous session  Use strength, agility and coordination when defending rules of tennis  Serve to begin game and explore forehand and backhand hitting situations  Skills:  Use basic game principles of tag ruby and play within similar rules  Use basic game principles of tag ruby and play with consistency of tag ruby and play within similar ru



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	into spaces over short distances	being passed by blocking and	tagged Understand and apply the	team	Play cooperatively with a partner to keep the ball moving over the net	Play the role of backstop in a small game Rounders scoring system and
		passes to attack as a	tag protocol in game situations	r	Perform forehand and backhand hits to score points in	using it in a game
		Develop accurate	Close down an attackers space as a defender Perform a backward pass	Create space using the 'box out' technique to recover rebounds	a competition (inter school tournament at Caesarean)	
V	Cushion the ball when receiving	space in a game	to continue an attack	Catch the ball under pressure into the triple threat position		
Year 4	Bollywood Dance	<u>Gymnastics</u>	<u>Gymnastics</u>	Circuit Training	<u>Swimming</u>	Swimming
	movement patterns and		To create a sequence linking travelling and balancing.	To keep moving during the 1 minute windows	Swim competently, confidently and proficiently over a distance of at least 25 metres	Swim competently, confidently and proficiently over a distance of at least 25 metres
	reflects the chosen		To develop a broader range of gymnastic actions.	To raise heart rate  To work consistently across each activity	Use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]	Use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]
		taking weight on hands.	To identify and strengthen the core muscles.		Perform basic survival and rescue skills in pool based situations	Perform basic survival and rescue skills in pool based situations  Keep themselves safe and
	sequences in a small group. (MTP needs to be	Work collaboratively to perform compositional	To perform basic actions with good body control and tension.	Skills: Undertake coordination	Keep themselves safe and understand the potential	understand the potential dangers of Jersey's beaches.
	updated to have these learning intentions in	ideas. To be able to refine and	Perform a weighted	activity	dangers of Jersey's beaches.	
	Skills:	improve performance	control and balance	Develop strength by performing a range of		
	and some control in	To perform a group sequence/To judge a group sequence.	An arabesque balance and over the shoulder roll	exercises		
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0 , ,	Skills:	1 0 1111	Accurately score rounds and	
nd develop actions and		muscles for stability	reps	
motifs in response to	Perform a six element			
stimuli.		Smoothly transition from	Challenge themselves to	
	changes in speed and	a front support to a side	match or improve their score	
Demonstrate rhythm and spatial awareness.	direction	support	inatch of improve their score	
	Use the STEP prociple to	Perform a shoulder stand	Calculate the difference in	
Change parts of a dance	create and perform a	with control	their score to the previous	
as a result of self- evaluation.	partner sequence		session	
	Take weight on our	Compare all elements of		
Use simple dance	hands, showing control	this unit, showing smooth		
vocabulary when	, 5:: : :	transitions		
comparing and	Develop a sequence			
improving work.	using compositional ideas			
Perform:	(e.g. changing speed)			
Perform and create	Cooperate as a group to			
sequences with fluency and expression.	refine a short sequence			
and expression.	Compare and judge			
Perform and apply skills				
and techniques with				
control and accuracy.				
Evaluate:				
Watch, describe and				
evaluate the				
effectiveness of				
performances, giving				
ideas for improvements.				
Modify their use of skills				
or techniques to achieve				
a better result.				
a bettel lesuit.			1	I



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and catching in isolation and combination  I Develop flexibility and		Introduce high five netball positions		Consistently perform basic	Investigate ways of performin
and catching in isolation and combination  I  Develop flexibility and	defensive skills				mircongate ways of Dellollill.
and combination  I  Develop flexibility and		inernali postitions	selection of basic skills such		running, jumping and throwi
Develop flexibility and	Dribble in different	positions	as: dribbling, throwing and	and push passes	activities
Develop flexibility and	~				
		Acquire an apply basic	shooting	Implement the basic rules of	Use a variety of equipment to
strength and attacking	different parts of their	shooting techniques			measure time and compare
0	feet		Develop a range of ball		different styles of runs, jumps
		Demonstrate and	handling skills		throws.
Develop attacking skills	Passing for distance	implement some basic		in competitive situations	
Use running, throwing		rules of high five	Use footwork skills in a game	_	Skills:
	Evaluating skills to aid	8		Increase speed and endurance	
		Develop Netball skills	marking		Challenge ourselves in running
	•	such as marking and			jumping and throwing tasks
Develop basic throwing	Skills:	footwork	Skills:	Skills:	, , , , , , , , , , , , , , , , , ,
and catching techniques		lootwork	SKIIIS:		Accelerate over short distanc
	Run onto the ball to		Apply pressure on an	Perform a push pass with	
	receive it	Introduce the concept of	attacker to force a mistake		Run and jump using one foot
game scenarios		preliminary moves	Change direction quickly		take off
	Explore front and goal		using a crossover dribble	maintain possession	
	side marking techniques	Skills:	Use man to man marking to		Use a sling action to throw a
Comparing themselves	O I		stop the ball handler		discus
	Perform a standing	Protect the ball once we		ball on the far side of your body	
	. 11	have caught it	Perform a bounce pass to		Run on a curve and exchange
Skills:		liave caught it	outwit an opponent		baton in our team
	Dispossess an attacker			over longer distances	
	•	Use basic shooting	Perform a jump shot		Apply the skills we have
To use accurate passes	Dribble showing good	techniques in a game	Perioriii a juilip silot		developed in a competitive w
	control		Perform passing and moving	control	r i i r
teaill		1:1 marking	with a teammate		
	Progress forward	<u> </u>	with a teaminate	Move into space	
To pick the ball up from	•	Pivot once we have		•	
the floor and run with it		caught the ball		Develop new skills in	
	over long distances	caught the ball		competitive situations and look	
	Ü			to improve	
To keep possession of	Perform passing and	Use quick feet			
	moving with a team				
	mate	Use preliminary moves			
		-			



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						•
	To evade being tagged					
	To use changes of speed					
	to create gaps to run in					
	to					
	To create attacking					
	opportunities in					
	competitive games					
Year 5	<u>Gymnastics</u>	<u>Badminton</u>	<u>Fencing</u>	Circuit Training	Dance from a Musical	<u>Gymnastics</u>
					(Macavity from Cats – same as	
	_	Play competitively	To develop agility	To keep moving during the 1	sponen poem,	Apply a range of complex actions
	with a partner to	against others and work		minute windows		to make a sequence.
	perform.	together with others.	To develop balance	I I I I I I I I I I I I I I I I I I I	Identify and repeat the	
					movement patterns and actions	Make improvements in own
	Compare performance	Work hard to challenge	To develop sequence	To raise heart rate	of a chosen dance style.	performance from feedback.
	with previous	self to improve the				
	performances.	consistency of shots	To develop coordination,	To work consistently across	Compose individual, partner	Demonstrate an understanding of
	F	including newly learnt	reaction time,	each activity	and group dances that reflect	how to improve strength and
	Develop flexibility,	shots.	concentration and		the chosen dance style.	flexibility in starter activity.
	balance, strength and	311013.	cooperation.	Show determination to keep	die chosen dance style.	i i i i i i i i i i i i i i i i i i i
	control.	Implement basic tactics	Cl-illa.	_	Show a change of pace and	
	control.	in gameplay including	SKIIIS:	moving even when tired	timing in their movements.	
	Skills:		On Guard stance		tilling in their movements.	
		court movement	On Guaru stance	Skills:	Develop an awareness of their	
	Select ways of improving	techniques.	Fencing Steps		-	Skills:
			l chemig steps	Undertake coordination	use of space.	
	technique.	Skills:	Footwork Legs only	activity	C1-:11 -	To improve own technique of
	Show increasing		l comorni nego omiy	activity	Skills:	round off and link to a balance.
	_	Play with and against others for sustained	The Lunge arms only		Domonostrata imposination and	
	F -	periods of time.		· · · · · · · · · · · · · · · · · ·	Demonstrate imagination and	To apply a range of more complex
	asymmetrical balances,	perious or unie.	Full Lunge and recover	performing a range of	creativity in the movements	actions to create a sequence.
	1.	Work to improve range	fast and balanced	exercises	they devise in response to	1
	-	of service.			stimuli.	
	Become confident and		Lunge and hit, foil bent	Accurately score rounds and		
	competent performing	Play a modified doubles	slightly	rens	Use transitions to link motifs	
		game cooperatively with			smoothly together.	
		a partner.	Signal to recover (tap foil)			
		•				
	•	•	•	•	•	



## PE Curriculum Overview

	1	
Collaborate to develop	Play with agility and	Challenge themselves to
sequences in small	quick feet.	match or improve their score demonstrating fluency across
groups.		the sequence.
	Implement badminton	Calculate the difference in
	shots into games.	their score to the previous  Ensure their actions fit the
		session rhythm of the music.
		56351011
		Perform:
		Perform own longer, more
		complex sequences in time to
		music.
		Consistently perform and apply
		skills and techniques with
		accuracy and control.
		Modify parts of a sequence as a
		result of self and peer
		evaluation.
		Cyalidation.
		Use more complex dance
		vocabulary to compare and
		improve work.
		improve work.
		Evaluate:
		D'unuter
		Choose and use criteria to
		evaluate own and others'
		performances.
		perior mances.
		Explain why they have used
		particular skills or techniques,
		and the effect they have had on
1		their performance.



## PE Curriculum Overview

Vacr E		I <sub>-</sub> .	L	L		
Year 5	Swimming	<u>Swimming</u>	<u>Netball</u>	<u>Football</u>	<u>Athletics</u>	<u>Rounders</u>
	Swim competently,	Swim competently,	Play in competitive games	Play in competitive games	Compete against self and others	Play in competitive games
	confidently and	confidently and	developing strength and	developing strength and	developing simple technique	developing power, flexibility and
	proficiently over a	proficiently over a	technique.	technique.		cardiovascular endurance.
	distance of at least 25	distance of at least 25			Master basic movements	
	metres	11101100	_	<u> </u>	including running, throwing	Recognise where improvements
	•		improvements could be	improvements could be made	and jumping	could be made
	9		made in their work.	in their work.		
	effectively [for example,	effectively [for example,			Work collaboratively and	Select and combine more skills in
	•	il olit clawi, backstroke	Select and combine more		individually to improve self and	game situations
	and breaststroke]	and broabtotronej	complex skills in game	complex skills in game	others	
	n c l · · · ·		situations.	situations	Skills:	Skills:
		Perform basic survival	Clzille	Skills:	SKIIIS.	<u>JAIII3</u> .
I I		and rescue skills in pool	DKIIIS.		Master basic movements to run	Catalian thoronian and any
	based situations	based situations	Attacking and defensive	Play in attacking and	effectively over a longer	Catching, throwing and running
,	Keep themselves safe		roles.		distance	used in a competitive game
1	=	and understand the			<del></del>	51
		potential dangers of	Finding and using space	Finding and using space in	Apply effective jumping	Playing competitive gams using
	_	Jersey's beaches.	in gameplay.	gameplay.	techniques for distance	catching in combination
	jerocy o bedefies.	_				
	•		Dodging skills.	Play effectively in a variety of	Master basic technique or push	
	•		D	positions And formations on	throw	tactics in a competitive game
	1		Pivoting.	the pitch		
	•		Two-handed shooting.			Using running, throwing and
	•		i wo-nanueu shooting.	Relate a greater number of		catching in combination
			Play in competitive and	defence and attack tactics to		
	•		modified games using	gameplay		Comparing performances to other
			netball skills.	D 6		teams and themselves and
	•			Performing movements at speed		showing how to improve their
Year 6	Dange (Dann Dange)	Badminton (or Padel	Cymnastics	1	Athletics Athletics	runs scored  Orienteering and outdoor
. 541 5			<u>Gymnastics</u>	<u>Circuit Training</u>	<u>Auneucs</u>	adventures
		subject to availability of coach)	Compare performance	m 1		<u>auventures</u>
1	movement patterns and		with previous		Compete developing fluency in	
[	_		performances and	minute windows	skills and techniques	Make improvements in own
		riay compenitively	demonstrate			performance from feedback
		against others and work				



## PE Curriculum Overview

actions of a chosen	together with others in	improvement to achieve	To raise heart rate	individually and as part of a	Skills:
dance style.	gameplay.	personal best	10 raise near trate	team	<u>SKIIIS</u> .
uance style.	gamepiay.	personal best	L	team	
Compose individual,			To work consistently across		Use increasingly sophisticat
partner and group	Work hard to challenge	Work collaboratively with	each activity		problem-solving skills
dances that reflect the	sen to miprove	a partner and in small		strategies for maximising speed	
chosen dance style.	consistency of shots	groups to perform	Show determination to keep	and distance	Working collaboratively to s
chosen dance style.	including newly learnt	groups to perioriii	moving even when tired		problems
Use dramatic expression	shots.			Compare and contrast team and	
in dance movements and		Selecing equipment to	Skills:	individual performances across	Build stamina and endurance
motifs.	Implement basic tactics	create sequences in small		a range of activities	
mours.	in gameplay and score	groups	Undertake coordination		Refining and improving
Perform with	games using	groups	activity	<u>Skills</u> :	performance
confidence, using a	appropriate scoring	Skills:	activity		performance
	system.	<u></u>	D 1	Sprinting and relay	C C
patterns.		Introduce stag leap	Develop strength by		Compare performance with
patterns	Skills:		performing a range of	Developing fluency in skills and techniques to improve the	previous performances
Skills:	<u> </u>	Develop flexibility,	exercises	distance of different throws.	
	Duan ahata in isalatian	balance, strength, and		distance of unicicin throws.	Achieve their personal best
Demonstrate strong and	Drop shots in isolation	control	Accurately score rounds and	Work collaboratively to	
controlled movements			reps	develop, compete and teach	Working together to create
throughout a dance	Build on previously	Developing dismount		athletic events.	solutions
sequence.	taught badminton skills	skills from varying	Challenge themselves to		
	(smash, serve, forehand,	heights	match or improve their score	Work in collaboration to apply	Refine and adapt ideas
Combine flexibility,	backhand, court			strategies for maximising speed	-
techniques and	dimensions, rules and		Calculate the difference in	and distance across runs, jumps	
movements to create a	scoring) and apply these		their score to the previous	and throws.	
fluent sequence.	to game situations		session		
Move appropriately and					
with the required style					
in relation to the					
stimulus, e.g. using					
various levels, ways of					
travelling and motifs.					



PE Curriculum Overview

Show a change of pace			
and timing in their			
movements.			
Move rhythmically and			
accurately in dance			
sequences.			
Improvise with			
confidence, still			
demonstrating fluency			
across their sequence.			
Dance with fluency and			
control, linking all			
movements and			
ensuring that transitions			
flow.			
Demonstrate consistent			
precision when			
performing dance			
sequences.			
Modify some elements of			
a sequence as a result of			
self and peer evaluation.			
Use complex dance			
vocabulary to compare			
and improve work.			
Perform:			
Link actions to create a			
complex sequence using			



PE Curriculum Overview

			T			
	a full range of					
	movement.					
	ino veniciie.					
	D C 4 la					
	Perform the sequence in					
	time to music.					
	Perform and apply a					
	variety of skills and					
	techniques confidently,					
	consistently and with					
	precision.					
	Evaluate:					
	Evarace.					
	Thoroughly evaluate					
	their own and others'					
	work, suggesting					
	thoughtful and					
	appropriate					
	improvements					
Year 6	<u>Handball</u>	<u>Football</u>	<u>Dance</u>	<u>Netball</u>	Tennis (Cricket subject to	Rounders
	<u>Hanuvali</u>	<u>ruuludii</u>	<u>Dance</u>			<u>Kounuei S</u>
					availability of coach)	



## PE Curriculum Overview

Play in competitive	Play in competitive	American Jive and	Play competitively against	Play in competitive games
games developing	games developing	<u>creative dance</u>	others and work together with	developing fluency in skills and
fluency in skills and	fluency in skills and	11	others in gameplay	techniques
techniques	techniques	Identify and repeat the		
-		movement patterns and	Work hard to challenge self to	Work in collaboration to apply
Work in collaboration to	Work in collaboration to	actions of a chosen dance	improve the consistency of	defensive and attacking tactics
play using different	play in different	style.	shots including newly learnt	
tactics	formations	Compose individual,	shots	Compare team performance
		partner and group dances		against other team performance
Compare the team's	Compare team	that reflect the chosen	Implement basic tactics in	agamst other team performant
performance against	performance against	dance style.	gameplay and score games	Chille
others	other team	dance style.	using an appropriate scoring	Skills:
others	performances	Use dramatic expression	system	
C1-:11 -		in dance movements and	System	Catching, throwing and runnin
<u>Skills</u> :	Skills:	motifs.	CL:U-	used in a competitive game
	<u></u>		<u>Skills</u> :	
Score in game situations	Defensive techniques in	Perform with confidence,		Playing competitive gams usin
	partner and game work	using a range of	Playing with and against others	catching in combination
Attacking/defending	partifer and game work	movement patterns.	in competitive games	
	4 1. /1.01/1.01	-		Use defending and attacking
Dribbling and space	Attacking/drill/skill	Skills:	Attacking and defending	tactics in a competitive game
finding				
		Demonstrate strong and	Playing with and against others	Using running, throwing and
AT LEVEL 2 RIDERS:		controlled movements	in competitive games (for	catching in combination
THE BEYER E REPERCO.		throughout a dance	sustained periods)	catering in combination
		sequence.		Comparing performances to ot
Cycle safely and				teams and themselves and
responsibly		Combine flexibility,		showing how to improve their
Identify and respond to		techniques and		runs scored
hazards		movements to create a		
Start and stop on-road		fluent sequence.		
journeys		Marra annuanistaly and		
Maintain suitable riding		Move appropriately and		
positions		with the required style in		
Share the road with		relation to the stimulus,		
others and communicate		e.g. using various levels,		
with other road users				



## PE Curriculum Overview

Sco		
Comply with signals,	ways of travelling and	
signs and road markings	motifs.	
Manage risk when		
cycling	Show a change of pace	
Negotiate junctions	and timing in their	
(pass side roads, turn at	movements.	
T junctions, and		
crossroads and	Move rhythmically and	
roundabouts if present).	accurately in dance	
	sequences.	
	Improvise with	
	confidence, still	
	demonstrating fluency	
	across their sequence.	
	Dance with fluency and	
	control, linking all	
	movements and ensuring	
	that transitions flow.	
	Demonstrate consistent	
	precision when	
	performing dance	
	sequences.	
	N. 1:6	
	Modify some elements of	
	a sequence as a result of	
	self and peer evaluation.	
	Use complex dance	
	vocabulary to compare	
	and improve work.	
	Design and the second s	
	Perform:	



PE Curriculum Overview

Link actions to create a	
complex sequence using a	
full range of movement.	
Perform the sequence in	
time to music.	
Perform and apply a	
variety of skills and	
techniques confidently,	
consistently and with	
precision.	
Evaluate:	
The way ship and bate their	
Thoroughly evaluate their	
own and others' work,	
suggesting thoughtful and	
appropriate	
improvements	