Curriculum Map PE

Vision for the subject: The intent behind the PE curriculum is to provide opportunities for our children to experience, enjoy and excel in high quality PE and school sport incorporating a diverse range of motivational activities which offer life-long learning and a healthy lifestyle through challenge and competition, allowing the pupils to be the BEST they can be.

Two hours of quality PE are taught every week with PE being assessed at the end of each unit of work. Following our curriculum map which has been designed to be cumulative and coherent, building on skills that the pupils have previously acquired. Lessons are adapted for pupils with SEND so that every pupil has an equal chance to be successful.

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6	End points for the year
Owls Year B	FUNCTIONAL MOVEMENT • Movement related to animals, transport etc – building strength in the legs Accuracy		GENERAL HAND-EYE CO-ORDINATION (Slant towards basketball/netball skills) • Rolling, drop and catch etc BASIC GYMNASTICS • Building on ABCs	FOOT-EYE CO-ORDINATION (Slant towards football skills) • Static tick-tocks and add movement • Kick a static ball	HITTING (Slant towards cricket and tennis). CRICKET • Hitting static balls along the -oor (to targets) with hands and tennis rackets TENNIS • Airborne – hitting balloons to self,	jogging, sprinting JUMPING	
Vocabulary	Balance Hop Jog Movement Tip Toes	Catch Palm Rugby Soldier 2-hand waist Space Movement	Accuracy Hockey Hitting Gates Stationary position	Movement Kicking Goal Bending Dominant foot	Backswing Cricket Dominant hand	Accuracy Catch Landing Roll Take-off Throwing	

		Distance					
		Distance					
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Assessment	Formative Assessment – children	are assessed throughout the PE ses.	sions against lesson objectives.				
	Summative – children assessed at	the end of each unit of PF and					
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6	End points for the year
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	Y2 Functional Movement	Y2 Hand-eye coordination (Netball)	Y2 Foot-eye coordination (Football)	Y2 Hand-eye coordination (Hockey)	Y2 Hand-eye coordination (Cricket)	Y2 Hand-eye coordination (Tennis)	
	Moving through more challenging	• Throw and catch dierent	Tick-tocks through basic obstacles	Dribbling through more	Hitting a bouncing	Hitting a balloon to a partner with	
Buzzards	obstacles to develop power (legs),	types/sizes	Basic pass and trap (wedge)	challenging obstacles with tennis	ball with tennis	hands	
Year B	balance, speed and agility	of ball with and without a bounce	· · · · · · · · · · · · · · · · · · ·	rackets	racket	Hitting a multi-skills ball with a bounce to self	
	Y2 Hand-eye coordination (Rugby)	with a partner – add movement	BASIC INVASION GAMES WITH FOOTBALL	• Passing and moving with tennis racket	• Fielding - rolling, underarm throw,	Hitting a balloon to self with a	
	Throwing and catching a rugby ball	Bouncing a multi-skills ball	• Follow the Leader, Mirroring	INVASION GAMES WITH HOCKEY	overarm technique	tennis racket	
	to self and in pairs. Add movement	BASIC INVASION GAMES WITH		Basic 2 v 1 – 'Piggy in the Middle'	4.1	Passing a mini-red tennis ball from	
	INVASION GAMES WITH RUGBY	BASKETBALL/NETBALL	Y2 Gymnastics	(Passing – static)	Year 1 Athletics	racket to	
	• Basic 2 v 1 – 'Piggy in the Middle'	• Basic 2 v 1 – 'Piggy in the Middle'	• Balancing on 5, 6, 7, 8 body parts		RUNNING	racket in pairs	
	(Passing – static)	(Passing – static)	– progression to balance	Y2 Dance	Technique developed from soldier		
	V1 Rasic Gymnastics	V1 Dance	with a partner	ANIMALS AND THEIR HABITATS (SCIENCE):	• Endurance – shorter strides, lower knees JUMPING	Year 2 Athletics RUNNING	
	Y1 Basic Gymnastics	Y1 Dance Relating dance/movement to the	Creating letters in pairsBasic gymnastic shapes – Pike,		Hurdle developed from running	Sprint technique – shorter	
	Dynamic balance, balancing on	seasons of the year (Sci)	straddle, tuck, star, straight	• 'The Lion King'	Broad developed from kangaroo	strides into longer strides	
	1,2,3, 4 body parts	• Which movements relate to the			THROWING	• Endurance – consolidate shorter	
	Shaping basic letters with the body			EXPLORER (HISTORY):	Underarm throw	strides and	
	= -	Relating dance/movement to the		Christopher Colombus	*Standard challenges for all to	lower knees - more running	
	S	capital cities of the UK –		• 'Flamenco' (Spanish) or American	measure progress	time/longer distance	
	obstacles	Belfast (Titanic), London – Great Fire etc (Geography/History)		dance		JUMPING • Hurdling – add small hurdles to	
		etc (deography/mstory)				jump	
						• Long jump – taking o 1 leg and	
						landing on 2 with small run-up	
						THROWING	
						Overarm throw (Nike tick)	
						*Standard challenges for all to	
						measure progress	

Vocabulary	Circuit	Bounce	Control	Direction	Backswing	Take back (the arm/racket	
	Stretch	Catching	Attack	Ladders	Nest	before striking the ball)	
	Strength	Footwork	Dribble	Opossoition	Dominant side (of the body)	Sideways on	
	Muscle	In 2 hands	Defence	Accurate	Grip	Hand-eye Co-ordination	
	Body part	Metre	Space	Static position	Underarm throw	Low to high (technique of hitting	
	Sprint	Pass	Tackle	Trapping	Target	a forehand)	
	Team	Pivot	Intercept			Pathway of the racket (the way	
	Obstacles					the racket is swung)	
						Racket skills (skills with the	
	Gymnastics					tennis racket and the tennis	
	Нор					balls)	
	Straddle						
	Star						
	Straight stand						
	Pencil roll						
	Pike						
	Roll						
	Teddy bear roll						
Assessment							
7.050551110110	Formative Assessment – children	are assessed throughout the PE ses	sions against lesson objectives.				
	Summative – children assessed at						

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6	End points for the year
	Y4 Functional Movement	Y4 Hand-eye coordination (Hockey)	Y4 Foot-eye coordination (Football)	Y3 Outdoor Education	Y4 Hand -eye coordination (Tennis)	Y4 Hand-eye coordination (Cricket)	
	More complex and intense leg	 Indian Dribble 	First time passing		Volley rally	• Introduce plastic bats - batting	
Kestrels	exercises	 Basic tackle developed from 'trap' 	 Tackling technique INVASION 	 Orienteering - using maps 		technique	
Year B	Running circuit incorporating	 Introduce wooden sticks – and 	GAMES WITH FOOTBALL	(Geography) linked to Literacy,	Basic backhand technique	Fielding technique — long barrier	
Tear B	obstacles	recap dribbling, passing etc.	• 4 (attackers) v 2 (defenders) Add	Numeracy		etc	
	 Using leg muscles/movements in 	INVASION GAMES WITH HOCKEY	movement and Directional play		Y4 Outdoor Education	Small cooperative game situations	
	playground/sports specic games	• 4 (attackers) v 2 (defenders) Add	(scoring)	Swimming			
	(Tag)	movement and Directional play			Orienteering - use compasses to	Year 4 Athletics	
	Understand how the body takes in	(scoring)	Y4 Gymnastics	Treading water	navigate and locate numbers and	RUNNING	
	dierent elements that it requires		 Further shapes using abdominal 		letters (Geography)	• Sprinting – introduce 3-point start,	
	(Science)		strength - v-sit, shoulder stand etc.	Breaststroke technique		loose shoulders, open-palms etc –	
	RUGBY skills –	Y3 Dance	 Partner balances/shapes 			eradicating tension in muscles •	
	Technique of rugby pass	• 'Earth Song' – Michael Jackson		Swim 25 metres using breaststroke		Sprinting further	
	 Introduce tag-belts – tagging 	(Geography				• Endurance – loose shoulders,	
	INVASION GAMES WITH RUGBY			Front crawl technique		open-palms etc.	
	 4 (attackers) v 2 (defenders) 					Running for longer	
	Add movement and Directional play						
	(scoring)					THROWING	
	Y4 Hand-eye coordination (Netball)					More substantial run-up	
	NETBALL skills -					Throwing foam javelins	
	Chest and bounce pass technique					*Standard challenges for all to	
	– add					measure progress	
	movement						

	INVASION GAMES WITH BASKETBALL/NETBALL • 4 (attackers) v 2 (defenders) Add movement and Directional play (scoring) Yr 3 Gymnastics • Basic Rolls – pencil, egg, circle • Abdominal muscles – their importance and exercises to work them					JUMPING • Hurdling – 3-point starting position and higher hurdles (high) • Loose shoulders, open palms in sprint phase • Long jump – accuracy of take-oand landing	
Vocabulary	Agility Heismann Hurdle All 4's Walk Technique Burpee Lunge Gymnastics Abdominal muscles Back support Arch Egg roll Tuck V-Sit Sequence	Back foot (right foot - where all the weight is on initially before a pass is made) Attacking team (team with the ball trying to score) Dispossess (get the ball o- the attacker - tackle) Directional play (playing towards a goal) Compete (the players) Manoeuvre the ball Release Technical coaching	Block tackle Trapping (trapping or stopping the football with the foot) Cushion trap Dribbling Low centre of gravity	used to provide directions – for	terms of a series of vertical and horizontal grid lines identied by numbers or letters)	Cooperative Follow Through Long Barrier Nike Tick position Hurdling	
Assessment	Formative Assessment – children assessed at	are assessed throughout the PE sess the end of each unit of PE and	sions against lesson objectives.				

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6	End points for the year
Y6 Functional Movement	Y6 Hand-eye coordination	Y6 Foot-eye coordination	Y5 Outdoor Education	Y6 Hand-eye coordinati	on <u>Y6 Hand-eye coor</u>	<u>dination</u>
Generic sports warm-up	(Hockey)	(Football)	• Use maps with grid references	(Cricket)	(Rounders)	
			(Geography)			· · · · · · · · · · · · · · · · · · ·

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Sparrowhawk		• Recap all skills from previous	• Recap all skills from previous		 Recap all skills from previous 	Recap all elements from
S	body	years INVASION GAMES WITH		Y6 Dance	years	previous years
Year B	• Explain blood -ow through PE –	HOCKEY • Full briefing on the	INVASION GAMES WITH		Full brieng on the rules of	Building towards larger, games,
	'A Body	rules of Quick sticks Hockey •	FOOTBALL	ANCIENT CIVILISATIONS	Kwik Cricket	matches, class and Year Group
	Circuit' (Science)	Building towards larger, even-	• Full briefing on the rules of	(HISTORY) – EGYPTIANS	 Building towards larger, 	tournaments consolidating the
	• Skipping – different types of	sided games, matches, class	football		games, matches, class and	skills that have been learnt in
	skip (building	_	 Building towards larger, even- 	'Walk Like an Egyptian'	l =	previous years in pressure
	calves)	and Year Group tournaments	sided games,		Year Group tournaments	situations
	• To undertake a 'sport-specific	consolidating the skills that	matches, class and Year Group		consolidating the skills that	
	and footwork circuit.'	have been learnt in previous	tournaments		have been learnt in previous	Year 6 Athletics
	RUGBY skills –	years in pressure situations	consolidating the skills that have		years in pressure situations	Recap technique for all athletic
	Recap all skills from previous		been learnt			disciplines
	years	Y5 Dance	in previous years in pressure		Year 6 Outdoor Education	RUNNING
	INVASION GAMES WITH RUGBY	WORLD WAR 2 (HISTORY)	situations			Sprinting - fastest 100 m sprint,
	• Full briefing on the rules of Tag-	 'Dad's Army' theme tune 			Orienteering – using a map of a	relays with baton
	Rugby	• 'Dunkirk'	Y6 Gymnastics		local hill/area the pupils try and	changing
	Building towards larger, even-	• 'Pearl Harbour'	 Recap all elements from 		navigate their way in 2 groups (1	• Endurance - keep going for 6
	sided games,		previous years		with TA and 1 with the teacher)	minutes or run their
	matches, class and Year Group		 Building towards 		to the top of the Hill or to a	fastest mile
	tournaments		choreographed performances to		meeting point in the local area	JUMPING
	consolidating the skills that have		music as individuals and		(Geography)	Hurdling - fastest 60 metre
	been learnt		partnerships		(338, 45)	hurdles
	in previous years in pressure					Long jump – longest jump
	situations					
	Y6 Hand-eye coordination					
	(Rugby)					
	Y5 Gymnastics					
	Further roll technique – half-					
	star, forward, backward (or					
	shoulder)					
	• Teacher led routine with					
	shapes/balances and rolls					
	• Synchronised exercises with a					
	partner					
Vocabulary	Bench Jumps	Exchange Pass	Coordinaton	Compass	LBW	Backstop
,	Quadriceps	Long corner	Foot-eye coordination	Grid Reference	Innings	Batting square
	Squat Jumps	Penalties	Foul	 Human Geographical features 	Offside	Half rounder
	Squat Thrusts	Pressure	Tick-tocks	• Map	Onside	Rounder
	Free Run	Push Pass		 Navigate 	Over	No hit
	Plank	Push Back		Orienteering	Runs	Posts
	Pectoral		Gymnastic Shapes	 Physical Geographical features 	Wicket Keeper	Innings
	Triceps		Performance		Checkpoint	
			Shoulder Balance		Orienteering	Conserving energy
	Choreograph		Critique		Physical Geographical features	Endurance
	Link		Feedback			Long Jump
	Front Support					Triple Jump
	Timing					2-point starting position
	Simultaneous				İ	3-point starting position

	Routine Synchronised		• 4-point starting position
Assessment	Formative Assessment – children are assessed throughout the PE sess Summative – children assessed at the end of each unit of PE and	sions against lesson objectives.	