

Curriculum Lead: Lucy Rogerson Link Governor: Rob Allerston

INTENT

At Frodsham C of E Primary School, we encourage our children to develop an enthusiasm and enjoyment of Physical Education, rooted in our Christian values of Love, Faith, Kindness, Community, Respect and Resilience. Through PE, we provide meaningful opportunities for children to grow in character as well as in physical ability. We create and foster opportunities to be physically active within the school curriculum, through our extra-curricular programme and by being apart of community sporting events in our local area and beyond. These experiences help children build a sense of community, promote respect for others and provide chances to show kindness and good sportsmanship in all settings

Using the curriculum plan Complete PE, we plan a broad, balanced and adapted PE curriculum; ensuring the progressive development of knowledge, skills and vocabulary and for the children to develop a love of PE. Furthermore, we aim to inspire in pupils a love and enjoyment in Sport that will remain with them for the rest of their lives.

We begin development in locomotion, ball skills and health and well being. Moving onto an understanding of attack and defence, team building and an in depth understanding of a wide range of games. All children will receive an education in gymnastics, dance, swimming, athletics and OAA. We endeavour to ensure that the PE curriculum we provide will give children the confidence and motivation to continue to further develop their skills into the next stage of their education and life experiences.

We endeavour to ensure that our PE curriculum equips children not only with physical competence but also the Christian values that will support their personal growth and confidence as they move into the next stage of their education and life experiences.

IMPLEMENTATION

The understanding of key Physical Education knowledge is an integral part of our PE lessons. The progression of skills for working in the PE curriculum are developed through the year groups and skills of enquiry are of key importance within lessons.

At Frodsham C of E Primary, teachers create a positive attitude to PE and reinforce an expectation that all children are capable of achieving high standards.

PE is taught weekly and is planned using the comprehensive Complete PE curriculum guide. Our strategy is to enable all children to be catered for through adapted planning suited to their abilities. We plan for children to become able and confident in leadership skills, where they are confident independent learners. Children will be able to recognise themselves, areas of success and development in themselves and their peers. This leadership and independence is celebrated within lessons. Throughout all aspects of PE, children are encouraged to demonstrate our core Christian values-showing kindness and respect to others, building resilience in the face of challenge and working together as a community.

Planning involves teachers creating practical, engaging lessons with opportunities for precise questioning to test knowledge and understanding, and assess children regularly to identify those children with gaps in learning.

Our curriculum is progressive. We build upon the learning and skill development of the previous years. Physical education skills are embedded into lessons to ensure these skills are being developed throughout the children's school career, and new vocabulary and challenging concepts are introduced through direct teaching. Teachers demonstrate how to use specific equipment, to a high standard. Through the professional sporting calendar, we



promote sporting events around the world, thus raising the profile of sport in our school. We allow time for the children to engage in these exciting events through linked intra school competitions and tournaments and extra-curricular activities.

NURSERY

Children can...

- Explore climbing using outdoor equipment, exploring different ways of moving.
- Begin to develop ball skills, throwing, catching, aiming, dribbling, pushing, patting and kicking.
- Participate in dance related activities, moving to music, spin, rock, tilt, fall, slide and bounce.
- Explore a range of wheeled resources for children to balance, sit or ride on, or pull and push using two wheeled balance bikes, scooters wheelbarrows, prams.
- Develop skills of balance, children will move with confidence.
- Look at the importance of the different aspects of a healthy lifestyle, children encouraged to be highly active.
- Explore obstacle activities moving over, under, through and around equipment.
- Participate in races / team games involving gross motor movements.

Key vocabulary:

climb, movement, throw, catch, aim, dribble, push, pat, kick, spin, rock, tilt, fall, slide, bounce, balance, pull, healthy, active, obstacles, over, under, through, around, race, team, games.

Walking	Jumping	Dance- Ourselves	Feet 1	Rackets, Bats, Balls	Games for
				and Balloons	Understanding
Children can	Children can	Children can	Children can	Children can	Children can
 Explore walking using different body parts in different 	 Explore jumping, in different directions, at different 	 Explore different movements using different parts of the 	 Explore moving with a ball using their feet. 	 Explore different ways of pushing/hitting a balloon. 	 Explore why we need to follow the rules and keep



directions, at different levels and at different speeds.	speeds, different levels, heights and distances.	body, adding emotion and expression.	Develop their technique of dribbling the ball and understand where and why we dribble beginning to keep control	 Understand why we need to push/hit a balloon with accuracy and control. 	the score during a game.
Key vocabulary:	Key vocabulary:	Key vocabulary:	Key vocabulary:	Key vocabulary:	Key vocabulary:
Walking, marching, tag	Jumping, landing,	Champion dancers,	Dribble, control	Hitting, pushing	Rules, tag, sharing
	space, speed, height	beat, rhythm	PTION		
Dance - nursery rhymes	Gymnastics – high, low, over, under	Ball skills – Hands 1	Gymnastics - moving	Ball skills - Hands 2	Athletics – sports day
Move in sequence Create our own movements Create simple movement sequences Respond in movement to words and music Explore contrasting tempos	Be introduced to high, low, over and under Be introduced to the apparatus Apply high and low on apparatus	 Explore pushing Explore rolling Explore bouncing Explore bouncing into space Combine pushing and rolling Combine rolling, pushing and bouncing 	Explore/develo p walking Explore walking in different pathways Sustain walking Explore marching Apply walking into a game	Explore throwing overarm Explore throwing underarm Explore rolling Explore stopping a ball Explore catching	Begin to understand the correct technique for; sprinting, egg and spoon, sack race, bouncy hopper and relay races. Begin to learn how to stay in their own lane, correct use of arms, legs and



 Explore character movements 					eyes and setting pace.
Key vocabulary: Movement, body parts, create, sequence, words, music, travel, character, partner.	Key vocabulary: High, low, over, under, shapes, safety, apparatus, explore.	Key vocabulary: Push, roll, bounce, control, possession, partner, team, defender.	Key vocabulary: High, low, big, small, under, over, through, around, on, along	Key vocabulary: Racket, bat, balloon, beanbag hit, force	Key vocabulary: Racket, bat, ball, movement, control, hit, push, accuracy, aim, target.
			YEAR 1		
Health and well being	Jumping	Team building	Gymnastics – body	Feet	Rackets, bats and balls
			parts		
Children can • Begin to	Children can • Begin to	Children can • Begin to	Children can • Begin to apply	Children can ■ Begin to learn	Children can • Begin to
demonstrate agility, balance and co- ordination. Understand what agility means and explore ways of being more 'agile', 'balanced' and 'coordinated' when moving. Understand why we need to be agile, balanced and	understand jumping and skipping in different directions, at different speeds and different levels and how this affects our bodies. • Begin to understand the different reasons when, where and why we jump in different ways	understand teamwork to become an effective team. Begin to understand why it is important to include everyone when working as a team and how it feels to be left out. Begin to learn and understand	'champion gymnastics' to explore movements and balances using the 'big' and 'small' parts of our bodies on the floor and on apparatus. Begin to explore the different theme words, ('big' and 'small' with 'narrow,' 'wide'	the different ways of using our feet to move with a ball. Begin to develop their understanding of the meaning of the word, 'control,' and why it is important to keep the ball close to them. Begin to develop using	explore using a racket and a ball together. • Begin to explore moving the ball using the racket, beginning an understanding of how and why we keep the ball close and controlled. • Continue to develop an understanding of why moving



Children can	Children can	Children can	Children can	Children can	Children can
Running	Gymnastics – wide, narrow, curled	Dance – Heros	Hands	Games for understanding	Sports day – athletics
Key vocabulary: Agility, balance, coordination	understanding of how to jump efficiently. • Begin to learn how we jump applying the most effective technique using our head, arms and feet. Key vocabulary: Jumping, skipping, direction, speed, levels.	Begin to develop their communicatio n skills, enabling them to create simple strategies to complete a challenge and solve a problem. Key vocabulary: Team work, inclusion, effective, communication, strategies, problem solving.	Key vocabulary: Balance, big and small body parts, floor, apparatus, narrow, wide, curled, combinations, sequences, explore, creativity.	Key vocabulary: Feet, movement, control, dribble, inside, outside.	defenders. Begin to explore hitting (pushing) a ball using a racket accurately. Begin to understand why we need to aim at a target when hitting (pushing) the ball in a variety of games. Key vocabulary: Racket, bat, ball, movement, control, hit, push, accuracy, aim, target.
when playing sport.	Begin to develop	and to trust each other.	combinations and sequences	feet to dribble the ball.	important to evade



- Begin to explore running, they will apply this to a competitive game, beginning to understand the basic principles of attack and defence.
- Begin to explore running using different body parts and different techniques and begin to understand how to run efficiently.
- Begin to develop their running technique applying it into a game.
- Begin to develop their understanding of where we need to run

- Begin to apply 'champion gymnastics' to explore movements and balances in a wide, narrow and curled way on the floor and on apparatus.
 Begin to explore
- different ways of transitioning between each shape and linking them together using apparatus.
- Begin to create
 a range of
 controlled
 movements
 that represent
 a superhero
 character,
 showing a
 narrative of
 rescuing /
 saving,
 someone/som
 ething, a villain
 and real-life
 heroes.
- begin to learn how to control and co-ordinate their bodies to perform a sequence of movements, including a balance (freeze position).
- begin to develop bouncing (dribbling) and stopping the ball. Pupils will understand why we need to keep the ball away from the defender and keep possession.
- Begin to
 explore
 different ways
 of sending
 (passing) and
 receiving the
 ball with their
 partner.
 Begin to learn
- Begin to learn and understand why we need to be accurate when sending the ball. Pupils will learn why and how we aim when sending a ball.
- Begin to learn why we need

- Begin to understand the basic principles of attack and defence.
- Begin to learn what 'attacking' and 'defending' means and where / why we attack and defend during a game.
- Begin to understand why we need to prevent the attackers from scoring.

- e Begin to understand the correct technique for; sprinting, egg and spoon, sack race, bouncy hopper and relay races.
- Begin to learn how to stay in their own lane, correct use of arms, legs and eyes and setting pace.



and why and a what speed for a racing context. • Begin to apply pupils understanding and application of running over a longer duration and a part of a team Key vocabulary: Run, fast, slow, pace, speed, sole, feet, arms legs.	Key vocabulary: Balance, wide, narro	tus, balance, movement k. character, superher villain, narrative,	stop, defender, o, possession, send, pass receive, accuracy,	Key Vocabulary: Attacking, defending, scoring.	Key vocabulary: Technique, sprint, pace, strategy.
		rescue, save, perfor	m. force, speed.		
			YEAR 2		
Health and Wellbeing	Jumping	Team building	Hands	Feet	Rackets, bats and balls
Children can	Children can	Children can	Children can	Children can	Children can
 Consolidate our understanding of agility, balancing and coordination and when this is 	 Recap jumping, in different directions, at different speeds and different levels. Begin to understand 	 Be introduced to teamwork. Understand why it is important to include everyone when working as a team and how 	Develop and consolidate pupils' execution of an underarm throw and to further extend their understanding of why we need to	 Develop dribbling using our feet in order to keep control and possession of the ball. Develop and combine passing and receiving using our feet in 	 Continue to apply their developing accuracy skills when hitting a ball in a variety of competitive situations and games.





will start to develop their kicking and dribbling skills to develop their feet eye coordination skills when playing sport. Key vocabulary: Agility, balance, coordination, speed,	Key vocabulary: Jumping, direction, speeds, skip, levels,	Key vocabulary: Teamwork, effective, trust, communication,	Key vocabulary: Underarm, overarm, accuracy, competition,	Key vocabulary: Dribble, control, possession, passing,	Key vocabulary: Accuracy, completion, power, distance,
kicking, dribbling.	body, head, arms,	cooperation, problem	collaborate, attack,	receiving.	opponent.
Maring, arribbiling.	feet.	solving.	defence,		
Dodaina	Gymnastics – Linking	•	,	Games for	Smoute Day Athletics
Dodging	dymnastics – Linking	Dance – explorers	Gymnastics – pathways	Understanding	Sports Day – Athletics
Children can	Children can	Children can	Children can	Children can	Children can
 Explore 	 Apply 	 Respond to the 	Apply 'champion	 Create and 	 Understand the
dodging and	'champion	stimulus using	gymnastics'	understand	correct
learn how to	gymnastics' to	a range of	exploring	simple attacking	technique for;
dodge	explore	different,	different	principles,	sprint, egg and spoon,
effectively	different	controlled	pathways (zig-	applying them as	sack race, bouncy
and apply	movements	movements.	zag, curved),	a team into a	hopper and relay races.
this to game.	that pupils	See how to	creating	game.	Learn how to
 Apply pupils' 	can link	control and co-	movements that	Develop their	staying in their
knowledge	together	ordinate their	pupils can link	understanding of	own lane,
of how,	jump, roll and	bodies to	together on	what 'attacking'	correct use of
where and	balance on	perform	apparatus into a	and 'defending'	arms, legs and
why to	and off	movements	sequence.	means and when	311113, 10g3 and
willy to	una on	movements	Jequerice.	incaris and when	



dodge, into	apparatus,	that represent	Perform their	and why we	eyes and setting
game	creating	an explorer	completed	attack as a team	pace.
situations.	sequences.	preparing for	sequences.	during a game.	
 Learn the 	 Perform their 	an expedition.	·	 Understand the 	
roles of	completed	 Develop our 		transition from	
attacking	sequences.	character work,		defence into	
and		adding		attack and apply	
defending		movements,		these tactics to a	
and start to		expression and		team game.	
understand		emotion to our		 Learn that during 	
when we		motif.		a game their role	
attack and		 Pupils will 		will change	
when we		create a		(from defence to	
defend while		'frozen'		attack) and that	
working in a		position		they need to	
team as part		showing a		keep adapting	
of a		reaction		their role to	
competition.		creating an		meet the needs	
		emotion.		of the game.	
		 Develop motifs 		 Develop their 	
		with a partner		understanding of	
		including some		how their role	
		different		changes from	
		elements of		defence to	
		choreography.		attack.	
Key vocabulary:	Key vocabulary:	Key vocabulary:	Key vocabulary:	Key vocabulary:	Key vocabulary:
Dodging, effective,	Link, jump, roll,	Stimulus, control,	Pathways, zig zag,	Attacking, defending,	Technique, pace.
attack, defence,	balance, apparatus,	movements,	curved, link, apparatus,	transition, adapting,	
team, competition.	sequence, perform.	coordinate, character,	sequence.	tactics.	
		expression, emotion,			
		motif, reaction,			
		choreography.			



	YEAR 3						
Communication and tactics	Dance – Witches and wizards	Gymnastics – Symmetry and asymmetry	Netball	Cricket	Rounders		
Children can	Children can	Children can	Children can	Children can	Children can		
 Look at what makes an effective team with the focus being on creating tactics as a team with focus on Collaboration and communication Learn why they need to work as a team to create simple tactics. Look at what makes an effective team leader. Develop the qualities required to lead a team effectively and solve problems. 	 Respond to different stimuli being able to sustain our character whilst adding drama and emotion to the dance. Extend their characters' ideas and explore the theme of witches and wizards in more depth. Use their creative skills to create short sequences of movements representing spell creation. Link their movements together, in 	 Apply the concept of 'excellent gymnastics', the class will focus on exploring movements and balances in a symmetrical and asymmetrical way. Re-create pupils symmetrical and asymmetrical and asymmetrical and asymmetrical the pupils symmetrical and asymmetrical and asymmetrical the pupils symmetrical and asymmetrical the pupils symmetrical the pupils symmetrical	 Be introduced to passing and receiving in order to keep possession of the ball. Concentrate on the attacking players, keeping possession. Develop an understanding of how to win the ball back (defending and attacking), at a later stage, but questions to provoke thinking are appropriate. Use passing and moving skills (creating space) to keep 	 Be introduced to the concept of batting and fielding. Be introduced to throwing overarm and underarm. Develop an understanding of how, when and why to throw a ball overarm and underarm with power and distance. Introduce catching. Introduce striking the ball with intent away from fielders to 	 Be introduced to the concept of batting and fielding. Develop an understanding of the purpose of each team. Be introduced to throwing overarm. Develop an understanding of how to throw a ball accurately, with power over distance and understand its purpose in a game of rounders. Recap throwing underarm and overarm 		



	ensuring they flow and are interconnectin Use characterisation expression and creativity pupils will be able to finish the story through sequencing their movements.	Start with symmetrical balances on apparatus, moving out of them, and travelling to a new piece of apparatus creating their asymmetrical balance to end the sequence.	developing this concept into mini game situations. • Understand not just how we shoot but also where we shoot in terms of court position and why? • Use their prior learning of passing, moving and creating space, to move the ball up the court, creating an attack that results in a shot at goal using the correct technique.	score runs (points). • Learn why they need to strike the ball with intent to score runs. • Start to develop an understanding of how to outwit the fielding team by varying the speed and direction they strike the ball.	their understanding of when, where and why they use this skill during a game of rounders. Introduce ways of stopping the ball. Learn when, where and to they use a long barrier and how this can improve our fielding skills to keep the batter's score as low as possible.
Key vocabulary: Effective, tactics, focus, collaboration, communication, problem solving.	Key vocabulary: Stimulus, character, emotion, expression, ideas, theme, depth, creative, linking, flow, interconnecting,	Key vocabulary: Balance, symmetrical, asymmetrical, apparatus, sequence, traveling.	Key vocabulary: Passing, receiving, possession, attack, defend, technique.	Key vocabulary: Batting, fielding, throwing, overarm, underarm, power, distance, catching, striking, speed,	Key vocabulary: Batting, fielding, throwing, overarm, underarm, power, distance, catching, striking, speed,



Tag Rugby	Football	Dodgeball	Tennis	Athletics	Mindfulness
• Learn to move a ball, passing	Children can • Introduce/ develop	Children can • Develop changing	Children can • Begin to understand	Children can • Explore running for speed	Children can • Explore relaxation
and receiving in order to keep possession. Begin to understand the purpose of tagging, when, where and why this is applied. Begin to understand the purpose of attacking and the need to create space when they are attacking. Bring together the suggested sequence of learning to take part in a level 1 tournament.	dribbling keeping control Introduce passing and receiving Combine dribbling and passing to create space Develop passing, receiving and dribbling	direction Begin to throw and catch with accuracy Develop moving, changing direction at speed	tennis, outwitting an opponent Create space to win a point Consolidate how to win a game introduce rackets Begin to introduce the forehand	 Explore acceleration Introduce /develop relay: Running for speed in a team Throwing: Accuracy vs distance Perform a Standing Long Jump 	techniques Apply relaxation techniques and use them effectively Perform balanced meditative poses Use props to help us balance in our meditative poses
Key Vocabulary: Attack, Tag, defend	Key Vocabulary: Dribble, pass, receive	Key Vocabulary: Throw, catch, dodge, block	Key Vocabulary: Forehand	Key Vocabulary: Relay, accuracy, distance, tactics speed	Key Vocabulary: Relaxation, pose, meditate
		YEA	AR 4		
Athletics	Basketball	Dodgeball	Football	Tag Rugby	World War II



Children can	Children can	Children can	Children can	Children can	Children can
 Develop running at speed Explore their stride pattern Explore running at pace Understand and apply tactics when running for distance Begin to throw a Javelin understand Triple Jump 	 Refine dribbling Refine passing and receiving Refine passing and dribbling creating space Refine passing and dribbling creating shooting opportunities Introduce marking 	Be introduced to jumping and ducking Develop throwing with accuracy and power over an increased distance Develop catching Consolidate dodging, jumping and ducking	 Refine dribbling Be introduced to turning Refine passing and receiving Develop passing and dribbling creating space Introduce shooting 	Be introduce moving with the ball, passing and receiving Be introduce tagging Create space when attacking Develop passing and moving Combine passing/moving to create attacking opportunities	 Explore the behaviours of people in 1939 Create sequences in small groups that show character emotion Create movements that interconnect
Key vocabulary:	Key vocabulary:	Key vocabulary:	Key vocabulary:	Key vocabulary:	Key vocabulary:
Tactics, speed distance,	Possession, marking	Attacker, defender,	Attacker, transition,	Space, attacker,	Excellent dancers,
pace, power, stride	space, bounce pass,	dodge, ducking,	defender, goalkeeper,	defender, forward pass,	expression, creativity,
pattern	pivot	jumping, aiming	dragback, turning	offside	emotion, motif,
					interconnecting,
					charcter
Netball	Cricket	Communication and	Bridges	Swimming X2	
		Tactics			
Children can	Children can	Children can	Children can	Children can	
 Refine passing 	 Develop an 	 Complete the 	 Be introduced 	• swim	
and receiving	understanding	benches and	to bridges	competently,	
 Develop 	of batting and	mats challenge	 Learn the 	confidently and	
passing and	fielding	 Complete the 	application of	proficiently	
creating space		round the	bridge learning onto apparatus	over a distance	



 Develop passing, moving and shooting Combine passing and shooting Introduce defending 	 Introduce bowling underarm Develop stopping and returning the ball Develop retrieving and returning the ball 	clock card challenge Complete the pen challenge Complete the river rope challenge Complete the caving challenges	 Develop sequences with bridges Sequence formation Sequence completion 	of at least 25 metres use a range of strokes effectively [for example, front crawl, backstroke and breaststroke] perform safe self-rescue in	
	 Strike the ball at different angels and speeds 			different water- based situations	
Key vocabulary: Attacker, defender, possession, chest pass, foot work	Key vocabulary: Retrieving, bowling, strike, batting, fielding, The Long Barrier	Key vocabulary: Communication, teamwork, tactics, strategy, responsibility, listening, trust	Key vocabulary: Excellent gymnastics, control, extension, interesting, bridge, levels, flow	Key vocabulary: Stroke, front crawl, breathe	
		YEA	AR 5		
Athletics	Basketball	Hockey	Football	Netball	Counter Balance and Counter Tension
 Children can Finish a race Evaluate their performance Sprint: their personal best Relay changeovers 	Children can Refine passing and receiving Apply passing, footwork and shooting into mini games Introduce officiating	Develop defending; blocking and tacking Refine dribbling/passing to create	 Refine dribbling and passing to maintain possession Introduce and develop defending 	Children can Refine passing and receiving Explore the function of other passes Develop defending and marking the	 Be introduced to Counter Balance Apply Counter Balance learning onto apparatus



 Take part in Shot Put Be introduced to the Hurdle 	Introduce defending Explore the function of other passing styles	attacking opportunities Refine attacking skills, passing dribbling and shooting Refine defending skills developing transition from defence to attack	 Develop shooting Refine attacking skills, passing, dribbling and shooting, introduce officiating 	player with the ball Tactical Play	 Sequence formation Counter Tension Sequence completion
Key vocabulary:	Key vocabulary:	Key vocabulary:	Key vocabulary:	Key vocabulary:	Key vocabulary:
Tactics, Speed,	Tactics, transition,	Attacker, defender,	Tactics, marking, tackle,	Tactics, transition,	Excellent gymnastics,
Distance, Evaluation,	marking, rebound,	space, possession,	pressure, shadowing,	marking, possession,	interesting, levels, flow
change over, personal	travelling, double	Intercepting, barrier,	tracking back	shoulder pass, bounce	counter balance,
best, Lap	dribble	Shooting	_	pass	counter tension, unison, canon
Problem Solving	Health related Exercise	Street Art	Sports Hall Athletics	Communication and Tactics	Rounders
Children can	Children can	Children can	Children can	Children can	Children can
 Experience face orienteering Experience cone orienteering Experience point and return 	 Explore and understand cardio fitness Explore and understand flexibility fitness Explore and understand strength fitness 	 Use movement to create Street Artists' 'Tags' Use a variety of concepts/relati onships to change and 	 Finish a race Evaluate our performance Sprint: My personal best Relay changeovers Shot Put 	 Create and apply simple tactics Develop leadership Develop communication as a team 	 Develop fielding tactics maximising players Understand what happens if the batter misses the bal



 Experience point to point Experience timed course Orienteering competition Key vocabulary: Communication, teamwork, tactics, strategy, adapt, motivation, 	Key Vocabulary: Cardiovascular system, strength, flexibility, fitness, circuits, fitness test	develop our Street Art movements Combine Breakdance with Street Art Key Vocabulary: Excellent dancers, expression, creativity, emotion, stimulus,	Introducing the Hurdles Key Vocabulary: Tactics, speed, evaluation, distance, change over, personal best	Communicate to create defending and attacking tactics as a team Key Vocabulary Communication, teamwork, tactics, strategy, leadership, team member	 Refine fielding tactics, what players where? Apply tactics in mini games Key Vocabulary: Tactics, fielder, bowling, batting and bowler square, no ball, out
cooperation		VE	D.C.		
Athletics	Basketball	Health Related Exercise	AR 6 Carnival	Matching and Mirroring	Leadership
 Run for speed competition Run for distance competition Take part in a throwing competition Take part in a Jumping competition 	Children can Consolidate keeping possession and officiating • Consolidate defending • Create, understand and apply attacking tactics in game situations • Create, understand and apply defending tactics in game situations	Develop a secure understanding of cardio fitness Develop a secure understanding of flexibility fitness Develop a secure understanding of strength fitness	Perform with technical control and rhythm in a group Create rhythmic patterns using the body Experience dance from a different culture Choreograph elements including still imagery	Be introduced to matching /mirroring Apply matching mirroring learning onto apparatus Sequence development	Understand what makes an effective leader Communicate as a leader Introducing the STEP principle: Space , Task, Equipment and People



Key vocabulary: Tactics, teamwork, speed, distance, evaluation, false start, events Communication and	Key vocabulary: Tactics, transition, counter account, high press, backcourt violation, man to man marking Tag Rugby	Key vocabulary: Cardiovascular system, strength, flexibility, fitness, circuits, fitness test Netball	Key vocabulary: Excellent dancers, expression, creativity, emotion, stimulus, choreography, rhythm Sports Hall Athletics	Key vocabulary: Excellent gymnastics, flow, levels, matching, mirroring, unison, cannon Cricket	Key vocabulary: Communication, teamwork, tactics, strategy, leadership, team member Rounders
Tactics	Tug Nuguy	rectoun	Sports Hall Atmetics	CHERCE	Rounders
Children can Understand what makes an effective leader Communicating as a leader Introducing the STEP principle: Space, Task, Equipment and People	Children can Consolidate passing and moving Consolidate defending Create, understand and apply attacking/defen ding tactics in game situations Consolidate attacking and defending in min games	Children can Consolidate attacking Consolidate defending Understand and apply attacking tactics to game scenarios Understand and apply defending tactics in game situations	Children can Run for speed competition Run for distance competition Throw for competition Jump for competition	Children can Consolidate batting, fielding and bowling Create, understand and apply attacking and defensive tactics in game	Children can Be introduced to full rounders Consolidate fielding tactics Refine our understanding of what happens if the batter misses or hits the ball backwards Batting considerations
Key vocabulary:	Key Vocabulary:	Key Vocabulary:	Key Vocaublary:	Key vocabulary:	Key Vocabulary:
Communication, teamwork, tactics, strategy, leadership, team member	Tactics, transition, offside, formations, knock on, advantage	Tactics, transistion, umpire, netball positions, markings	Tactics, speed, evaluation, distance, team work, events, false start	Tactics, umpire, boundary, four runs, six runs, over	Tactics, fielder, bowling, run out, umpire, outfielder