



	EYFS
Agility	1. To explore and discover spatial awareness.
,	2. To explore different types of travelling within a specific area and being aware of others.
	3. To explore using arms to help develop movement into space.
	4. To explore using legs to help develop movement into space.
	5. To use arms and legs to develop locomotive movement in various directions.
	6. To develop movement whilst holding equipment.
Balance	1. To explore different ways to hold a static balance using hands and feet.
	2.To be able to hold a static balance with one leg.
	3.To hold a static balance whilst seated.
	4.To explore different shapes whilst balancing.
	5.To perform floor work balances with a partner.
	6.To be able to balance while the body is in motion.
Coordination	1.To explore using hands and sports equipment.
	2. To explore using hands and sports equipment with a partner.
	3. To develop hand/eye coordination using equipment.
	4. To explore the use of coordination using feet.
	5. To explore coordination with feet using equipment.
	6. To develop foot/eye coordination using equipment.
Jumping	1. To explore how to jump and land safely.
. 3	2. To develop how to jump vertically/high with control.
	3. To learn how to jump forward with the correct technique.
	4. To learn how to create different shapes whilst jumping.
	5. To learn how to jump off an object with the correct landing technique.
	6. To develop the correct technique when landing.
Play	1. To explore how the body moves through dance.
,	2. To find different ways to move around by playing games.
	3. To develop a variety of ways to move.
	4. To explore a variety of objects in ways that they are not designed for.
	5. To develop skills with objects in ways that they are not designed for.
	6. To discover boundaries and solve problems.
Target	1. To explore and develop basic aiming skills when hitting a target along the floor.
	2. To develop accuracy when rolling a ball along the floor to hit a target.
	3. To develop aiming and accuracy when working as a team to roll the ball through a tunnel.
	4. To acquire a competitive nature when aiming to hit a target along the floor.
	5. To explore the underarm throw when aiming towards a target.
	6. To explore underarm passing and throwing with a partner.





	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Athletics	Year 1	Year 2	1. Learn the correct technique used for short distance running. 2. Understand how to perform a long jump correctly. 3. Learn how to perform a seated overhead throw. 4. Understand the importance of pacing in long distance running. 5. To understand and perform the correct technique required to throw a foam javelin. 6. Demonstrate all the skills students have learnt over the last six weeks.	1. Learn the correct technique for running a short distance at speed. 2. Understand what the best technique to jump effectively is. 3. Learn how to generate power in the push pass. 4. Understand what pacing is and the importance of pacing when running long distances. 5. To understand and perform the correct technique required to throw a foam javelin. 6. Demonstrate all the skills learnt over the previous weeks.	Year 5 1. To learn how to pace to run a long distance races. 2. To learn the correct technique to perform the standing long jump and the running long jump. 3. To learn how to use and perform the sprint start technique. 4. To experiment different techniques required to take part in a number of throwing events. 5. To learn how to perform relay races with a relay baton. 6. To compete in a number of exercises encouraging students to perform the skills they have learnt.	Year 6 1. Students are introduced to running at speed and sprint starts. 2. Students learn to run whilst changing direction at speed. 3. The students take part in a number of activities which helps them improve their ability to jump for distance. 4. To learn the correct technique for throwing a shot putt. 5. The students take part in a number of activities which helps them improve their ability to jump high. 6. Competition week :perform all the skills
Badminton			1. To become familiar with badminton and with a badminton racket. 2. Become familiar with the backhand return shot. 3. Understand what a shuttlecock is and how it is used in a game of badminton. 4. Students understand how to start a game of badminton using a serve. 5. Continue to develop the serve and rally. 6. Demonstrate the skills learnt over the course of the term.	1. Students take part in a number of exercises which help them to learn the correct stance and grip required in badminton to play a forehand shot. 2. Pupils continue to develop their forehand return shot in badminton. 3. Students become familiar with the backhand return shot in badminton. 4. Students understand how to start a game of badminton using a serve	1. Become familiar with the equipment used to play badminton. Pupils also get introduced to the court markings on the Badminton court. 2. Students learn the correct terminology for the different parts of the Badminton Racket as well as the correct grip required to play a forehand shot. 3. Students are introduced to the correct grip used to play a backhand shot in Badminton. They understand the	learnt over the previous weeks. 1. Students learn the correct terminology for the court markings on a Badminton court and develop the forehand drive shot. 2. Students take part in a number of exercises which helps them to learn how to perform the backhand drive in Badminton. 3. Students understand what is a net shot and how it can be used to outwit an





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			and how to return a	differences between the two	opponent in a competitive
			badminton serve to	grips.	game of
			commence a badminton	4. Students use the forehand	Badminton.
			rally.	and backhand grips to play a	4. Pupils learn how to
			5. Pupils continue to	overhead forehand and	perform a short and a
			develop their ability to	backhand shot.	deep serve and why these
			serve to a partner and	5. Students learn that a game	serves are used in
			continue a rally.	of Badminton begins with a	Badminton.
			6. Pupils show the skills	Serve and they learn how to	5. Students learn how to
			they have learnt over the	perform a Serve.	play a winning shot in a
			course of the term in a	6. Students practice serving	competitive game of
			number of competitive	and rallying with a partner	badminton – Smash.
			games.	and then use the skills they	6. Students continue to
				have learnt in a competitive	develop their ability to
				game of	play a competitive game
				Badminton.	of badminton and also
					learn how to umpire a
					game of singles and
					doubles using the correct
					court markings.
Basketball		1. Familiarisation with a	1. Familiarisation with the	1. To understand the basic	1. To understand the rules
		basketball and to learn	ball and to learn basic	rules of basketball and	of basketball and explore
		the basic rules of the	rules of basketball.	explore different ways of	different ways of moving
		game.	2. To be able to perform	moving with the ball	with the ball effectively.
		2. To be able to perform	the basic dribbling	effectively.	2. To learn different
		the basic dribbling	technique with control	2. To learn different	techniques to dribble the
		technique with control	and accuracy.	techniques to dribble the ball	ball with control.
		and accuracy.	3. To introduce and	with control.	3. To learn a variety of
		3. To introduce &	understand where	3. To learn a variety of	different passes and use
		understand where	passing is used in	different passes and when	tactics to use them in a
		passing is used in	basketball.	they are used in a game.	game situation.
		basketball.	4. To develop	4. To be able to shoot using	4. To be able to shoot with
		4. To develop the	understanding and	the correct technique.	control and accuracy.
		understanding and	knowledge of how to	5. To be able to work as a	5. To use all skills learnt
		knowledge of how to	execute a successful set	team to attack and defend	and put them into a game
		execute a successful set	shot.	effectively.	situation.
		shot.	5. To work as team to	6. To link all skills learnt and	6. To be able to plan and
		5. To work as a team to	develop both attacking	put them into a game.	run a mini tournament.
		develop both attacking	and defending skills.		
		and defending skills.			





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			6. To link all skills learnt into a game situation.	6. To link all the skills learnt into a game situation.		
Kwik Cricket	1.Fundamental ball/beanbag skills, focused on throwing. 2. Basic underarm bowling/throwing with tactics and aspects of fielding. 3. Catching and fielding. 4. Fielding a ball and returning it to the wicket. 5. Learning the basic concept of playing a Kwik cricket game. 6. Developing the basic concept of playing a Kwik cricket game.	1. To learn and understand basic fielding skills using the one handed underarm throwing technique. 2. To learn the basic underarm bowling action and to introduce the role of a wicket keeper. 3. To learn basic fielding skills catching a low ball. 4. Fundamental fielding skills, running a batter/runner out by returning the ball to the Wicket Keeper. 5. Learning the basic concepts of playing a Kwik Cricket game. 6. Developing the basic concepts of playing a Kwik Cricket game.	1. Fundamental skills of fielding and throwing. Introduction of the over arm throw. 2. Further develop throwing and catching and include fielding tactics. 3. Fundamental skills of batting, with a kwik cricket bat. 4. Develop batting and fielding skills in kwik cricket. 5. Playing a kwik cricket game. 6. Using tactics and teamwork in a kwik cricket game.	1. Learn how to field the ball and attack the stumps. 2. Continue to develop fielding/catching skills and returning the ball on the move. 3. Basic batting skills, focusing on the hook shot. 4. Develop batting and fielding skills in kwik cricket, with over arm bowling. 5. Playing a kwik cricket game with the use of overarm bowling. 6. Develop the knowledge of bowling and batting rules in a kwik cricket game.	1. To develop accuracy of throwing whilst fielding the ball. 2. To develop retrieving, catching and returning the ball whilst fielding. 3. To develop batting and learning how to play a defensive shot. 4. To develop speed and accuracy in the overarm bowling. 5. Developing rules in a kwik cricket game with the use of overarm bowling. 6. To understand the rules of Kwik Cricket and how to run between the wickets.	1. Learn basic fielding skills whilst moving. 2. Catching and receiving the ball on the move and throwing it at the correct wicket. 3. To develop batting skills to be able to use the correct shot to hit the ball away from fielders. 4. Development of batting and fielding skills in kwik cricket, with over arm bowling. 5. Further development of playing a kwik cricket game with the use of overarm bowling. 6. Understand tactics of a game of kwik cricket.
Dance	1. Pupils have an introduction to learning basic actions and pupils learn how to copy simple movement patterns. 2. Pupils learn how to respond to a variety of stimuli e.g. words, pictures, sounds, videos, and objects.	1. Pupils have an introduction to learning basic actions and pupils learn how to improvise and copy basic movement patterns in partners. 2. Pupils learn how to respond to a variety of stimuli e.g. words,	1. Pupils have a recap of basic movements and learn how to create and develop basic movement patterns in small group 2. Pupils learn how to respond to a variety of stimuli e.g. words, poetry, pictures, sounds, videos, and objects. They explore	1. To learn how to be creative when exploring basic movement patterns using travel and floor patterns. 2. To develop ways to respond to different stimuli using different directions, levels and dynamics. Pupils link movements	1. Pupils have an introduction to learning how to adapt a basic motif in small groups. 2. Pupils learn how to respond to a different piece of stimuli. They explore different ways to use movement to reflect the theme and they link movements together in a small group.	1. Pupils have an introduction to learning how to adapt a basic motif in small groups. 2. Pupils learn how to respond to a different piece of stimuli. They explore different ways to use movement to reflect the theme and they





They explore
different ways to use
movement to reflect
the stimulus.
3. Pupils learn
different directions
used in dances.
They attempt to use
these directions in
the basic movement
patterns they have
created.
4. Pupils learn how to
express moods and
feelings in dance to
tell a story or to
convey an idea.
5. Pupils learn how to
create a clear, middle
and end to their
routines by using
stillness. Pupils work
in pairs to
communicate ideas.
6. Competition week:
Pupils learn basic
performance skills,
and use these in their
final dance, to gain
points from the

judge.

Prizes/House Points

can be awarded.

poetry, pictures, sounds, videos, and objects. They explore different ways to use movement to reflect the stimulus. They practice their dance in groups trying to keep in unison.

3. Pupils learn different stage directions used in dances.

They attempt to use these directions in the dance that has been created up to now. 4. Pupils learn how to express moods and feelings in dance to tell a story or convey an idea. Pupils will create scenarios of their own to expand the storyline and expression in their dance. 5. Pupils learn how to create a clear, middle

and end to their

routines by using

in pairs to

stillness. Pupils work

communicate ideas.

6. Competition week: Pupils learn basic performance skills, different ways to use movement to reflect the stimulus and they link movements together in a small group.

3. Pupils learn different stage directions used in

dance.
They attempt to use these directions in the dance that has been created up to now.
4. Pupils learn how to use formations in dance to

make it more create and nice to watch.
Pupils learn to make formation flow in a smooth and controlled way.

5. Pupils learn how to create a clear, middle and an end to their routines by using stillness and symmetrical shapes.
Pupils work in groups to communicate ideas.
6. Competition week:
Pupils recap their performance skills, and use these in their final dance, to gain points from the judge. Prizes are awarded.

together in a small group.
3. To learn how using different stage directions in their dances can make them more creative and aesthetically pleasing.
Pupils will also develop their dance by using different direction at different times.

4. Pupils develop their use of formations in dance to make it more creative and nice to watch. Pupils learn to make

formations flow in a smooth and controlled way using unison, canon and different levels.

5. Pupils learn how to create a clear, middle and an end to their routines by using stillness, different levels,

directions, and symmetrical shapes. Pupils work in groups to communicate ideas.
6. Competition week: Pupils recap their performance skills, and use these in their final dance, to gain points from the judge. Prizes are

3. Pupils learn different dance relationships used in dances. They attempt to use these relationships within their dances. Pupils also learn how to use canon.

4. Pupils learn how to use formations in dance to make it more create and more aesthetically pleasing. Pupils learn how to flow into formations using different relationships.

5. Pupils learn how to create a clear, middle and an end to their routines by using stillness.

Pupils use partner balance to develop their stillness ideas. 6. Competition week: Pupils recap their performance skills, and use these in their final dance, to gain points from the

judge. Prizes can be awarded.

link movements together in a small group.

3. Pupils learn different dance relationships used in dances.

They attempt to use these relationships within their dances. Pupils also learn how to use canon.

4. Pupils learn how to use formations in dance to make it more create and more aesthetically pleasing.

Pupils learn how to flow into formations using different relationships.

5. Pupils learn how to create a clear, middle and an end to their routines by using stillness.

Pupils use partner balance to develop their stillness ideas.

6. Competition week:
Pupils recap their
performance skills, and
use these in their final
dance, to gain points from
the
judge. Prizes can be
awarded.

awarded.





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		and use these in their				
		final dance, to gain				
		points from the				
		judge.				
		Prizes/House Points				
		can be awarded.				
Football	1. Familiarisation of	1. Familiarisation of	1. To understand the	1. To develop students	1. To understand the rules of	1. To learn different
	the Ball: Pupils begin	the Ball: Pupils begin	basic rules of football and	understanding of the	football and explore different	techniques to dribble with
	to use their feet to	to use their feet to	explore ways of using the	basic rules of Football	ways of moving with the ball	the ball effectively.
	move around an area	move around an area	feet to move the ball.	whilst taking part in a	effectively.	2. To learn a variety of
	and learn the basic	and learn the basic	2. To learn the correct	number of dribbling	2. To learn different	different turns to change
	rules of football.	rules of football.	technique to dribble a	exercises	techniques to dribble with	direction and use these in
	2. Dribbling: Pupils	2. Dribbling: Pupils	ball and change direction.	encouraging students to	the ball.	a game situation.
	learn the correct	learn the correct	3. To learn different	use different parts in	3. To learn a variety of	3. To learn how to pass
	technique of how to	technique of how to	passing techniques and	their feet.	different turns to change	with control over a variety
	dribble a ball.	dribble a ball.	begin to control the ball.	2. To develop students	direction and beat defenders.	of different distances.
	3. Short Passing:	3. Short Passing:	4. To learn different	dribbling skills whilst	4. To learn how to pass the	4. To learn how to strike a
	Pupils learn how to	Pupils learn how to	passing techniques and	encouraging students to	ball over a variety of	ball with accuracy.
	pass a ball over a	pass a ball over a	begin to be able to pass	change direction.	distances.	5. To use tactics to attack
	short distance using	short distance using	over a long distance.	3. Students learn to	5. To learn the correct	and defend in different
	the inside of their	the inside of their	5. To learn different	perform a short distance	technique to strike a ball.	situations.
	foot.	foot.	shooting techniques and	pass in Football using the	6. To use all the skills learnt	6. To use all skills learnt
	4. Long Passing:	4. Long Passing:	be able to strike a ball	correct technique: the	and put them into a game	and put them into a game
	Pupils learn how	Pupils learn how	using laces.	non-striking foot comes	situation.	situation.
	much power is	much power is	6. To use all the skills	beside the ball and the		
	needed to pass a ball	needed to pass a ball	learnt and put them into	striking foot comes		
	over a long distance	over a long distance	a game situation.	through with the side of		
	and why a long pass is	and why a long pass is		the foot connecting with		
	used.	used.		the ball.		
	5. Shooting: Pupils	5. Shooting: Pupils		4. To continue to develop		
	will learn how to	will learn how to		student's ability to		
	strike a ball and also	strike a ball and also		perform a short distance		
	the difference	the difference		pass whilst thinking about		
	between passing and	between passing and		accuracy and power.		
	shooting.	shooting.		Students are also		
	6. Game Situations:	6. Game Situations:		encouraged to pass the		
	Pupils link all of the	Pupils link all of the		ball over a variety of		
	skills learnt over the	skills learnt over the		different distances.		
	past 5 weeks and put	past 5 weeks and put		5. Students are taught to		
				shoot using their laces.		





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	them into a game	them into a game		They use this technique in		
	situation.	situation.		a number of game		
				situations during the		
				lesson.		
				6. Students are put into a		
				number of game		
				situations where they are		
				encouraged to perform		
				the skills learnt over the		
				course of a term. This		
				includes; dribbling,		
				passing and shooting.		
Gymnastics	1 To learn how to	1. To learn how to use	1. To learn a variety of	1. To explore ways of	1. To learn how to perform	1. To be able to perform
Gymmastics	create a variety of	their hands and feet	different ways to travel	travelling across a bench	point and group balances.	shapes and balances with
	different shapes using	to travel around an	across a small area using	using different levels,	2. To learn the difference	partner and incorporate
	parts of the body.	area.	different levels and body	body parts and speeds.	between symmetric and	them into a short
	2 Begin to put shapes	2. To learn how to	parts.	2. To explore matching	asymmetric shapes.	sequence.
	together and be able	create a variety of	2. To explore and link	and mirroring when	3. To be able link balances	2. To be able to perform
	to perform a small	different shapes with	different shapes to create	performing shapes with a	and shapes to create a short	counterbalances.
	· ·	their body.	a small sequence.	partner.	routine.	3. To understand the
	sequence.	,	•	'		
	3 To learn how to	3. To learn how to	3. To learn how to jump	3. To develop pupils	4. To be able to incorporate a	principles behind effective
	move around an area	jump effectively and	effectively and safely and	jumping technique by	piece of equipment into a	jumping and build
	when bodies are at	safely and apply this	apply this in a sequence.	learning how to turn in	short routine.	sequences that include
	high and low levels.	in a routine.	4. To learn point and	mid-flight.	5. To understand the	this skill.
	4 To explore different	4. To learn how to	patch balances and how	4. To attempt a variety of	principles behind effective	4. To be able to perform
	ways of using hands	perform a variety of	to link them together	partner balances	jumping.	inversion through a
	and feet to travel	different balances.	within their sequences.	exploring counter tension	6. To be able to create and	headstand.
	around an area.	5. To learn how to use	5. To learn the	and counter balance	perform a routine which	5. To learn how to
	5 To learn how to	small apparatus safely	fundamental skills of	techniques.	involves all skills learnt from	perform basic vaults.
	perform a variety of	within a routine.	rolling and link them	5. To introduce the	previous weeks.	6. To be able to create and
	different balances.	6. To learn how to	together within a	fundamental skills		perform a routine which
	6 I To use apparatus	develop a gymnastics	controlled way.	required to perform the		involves all skills learnt
	safely and to create a	sequence, using	6. To perform a full	forward roll.		from previous weeks.
	small routine with all	shapes, balancing,	routine that involves	6. To perform a full		
	skills learnt in	jumping and travel.	shapes, travelling,	routine that involves		
	previous weeks.		balances, jumping, rolling	shapes, travelling,		
	,		and small apparatus.	balances, jumping, rolling		
				and small apparatus.		
Infant Agility	1 Learn and	1. To learn the correct				
mant Aginty	understand how to	running technique for				
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	perform the correct running technique in a range of fun games. 2 Learn the correct technique to perform the Chest push. 3 Students take part in a number of	short distance running. 2. Learn the correct technique to perform the chest push pass. 3. Learn and understand different ways to balance.				
	activities encouraging them to balance and hold a balance. 4 Students learn how	4. To learn how to jump and land correctly. 5. To develop hand -				
	to jump effectively moving their arms and bending their legs to land. 5 Students will recap on all the skills learnt when running, throwing, balancing and jumping. 6 Students will be tested on their ability	eye coordination. 6. Continue to develop hand – eye coordination.				
	to run, throw, balance and jump.					
Handball	and jumps		1. Ball familiarisation and movement. 2. Learning how to throw overarm with a handball. 3. How to get into the correct position to catch a handball. 4. Introduce movement focussing on throwing and catching. 5. Introduce shooting and goal keeping. 6. To learn how to travel before shooting or passing.	1. Ball control and body positions. 2. Learning different types of passes and knowing when to use them. 3. Learning when to use the different passes in a game. 4. To develop the variety of passes in a game. 5. Different types of shooting in handball. 6. Decide when to use certain passing and	1. Different types of passing and shooting available in handball. 2. Basic dribbling in handball. 3. To be able to link dribbling and passing together. 4. To be able to link dribbling and shooting together. 5. Decision making focusing on when to pass, take 3 steps or dribble. 6. To use all of the learnt skills in a game situation.	1. Recap the various Handball passing and shooting techniques. 2. To learn how to dribble and pass the ball in Handball. 3. To learn how to dribble and deceive an opponent in Handball. 4. To learn how to create a shooting opportunity in Handball. 5. To learn how to create a shooting opportunity in Handball.





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		shooting techniques in a		6. To learn how to play
		game.		Handball.
Hockey	1. To understand the	1. To understand basic	1. To explore the shake hands	1. To develop different
	basic rules of Hockey and	rules of hockey and	grip and the reverse grip	grips depending on the
	explore ways of using the	explore ways of using the	when travelling with the ball.	action needed.
	stick to move the ball.	stick to move the ball.	2. To dribble with direction	2. To dribble in all
	2. To develop dribbling	2. To learn how to have	and explore the reverse stick.	directions including
	skills with control in a	control and turn quickly	3. To explore passing over	reverse dribble.
	small area.	under pressure.	distance whilst on the move	3. Passing on the move
	3. To understand	3. To understand	and learn how to stop the	over different distances
	different passing	different passing	ball.	focusing on the different
	techniques and develop	techniques and focus on	4. To explore how to attack.	grips available.
	passing skills.	ball control.	5. To explore how to defend	4. To try and outwit
	4. To understand how to	4. To understand what	and tackle.	defenders using various
	control passes and	type of pass to use in	6. To implement skills and	dribbling and passing
	understand when to use	different situations and	technique learnt in	techniques in attack.
	power in different	be able to make a long	competitive matches.	5. To explore how to
	situations.	pass.		defend and not be
	5. To understand the	5. To be able to strike a		outwitted.
	difference between	ball on the move.		6. To show how to use the
	passing and shooting.	6. To play a hockey game		learnt skills in a game
	6. Develop dribbling,	and be able to use skills		environment.
	passing and shooting into	learnt to beat opponents.		
	a game situation.			
Multi Skills	1.To become familiar	1. Students explore	1. Students explore different	1. Students learn to
	with different movement	different ways to move	running speeds required in	understand what the term
	patterns and techniques.	on their own.	different situations.	agility means. They also
	2. To understand how to	2. Students explore	2. To explore a number of	learn to test their agility
	land in an effective	different ways to test	different ways to jump in a	using a number of
	balanced position.	their agility.	number of situations	different tests.
	3. Students learn to react	3. To understand the	3. Explore different ways to	2. Students continue to
	to a stimulus.	importance of	hop in a number of activities.	develop their
	4. Students to understand	concentration when	4. Students learn to dribble a	understanding of agility.
	what is meant by the	balancing.	football in a number of	3. Students take part in a
	term agility.	4. To understand how to	different situations.	number of agility drills
	5. Students learn the	incorporate fielding	5. Students discover a	which require them to
	dribbling technique in a	techniques with	number of different ways	move at speed. They
	number of different	movement.	they can dribble a basketball.	understand that speed,
	sporting situations.			coordination





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			6. Demonstrate the skills learnt in a number of	5. To understand how to link movement patterns	6. Demonstrate all the skills students have learnt over the	and balance are all required to perform well
			game situations.	and dodging.	course of the term.	at agility exercises.
			G	6. Combine skills learnt		4. Students understand
				throughout the previous		what is meant by the term
				weeks.		co-ordination and how
						they can test their co-
						ordination in a number of
						tests.
						5. Students take part in a
						number of balance drills
						and learn to test their
						balance using a number of
						tests.
						6. Students combine and
						link all the skills they have
						learnt over the course of
						the term.
Netball			1. To develop an	1. To develop an	1. To learn how to control	1. To learn how to turn in
rectball			understanding of the	understanding of the	their footwork when moving	the air when landing using
			footwork rule. To attempt	one-two (sticky steppy)	at speed.	the correct footwork
			the two footed landing	footwork rule and pivot	2. To develop short distance	technique.
			and the pivot action.	action.	passing skills on the move.	2. To develop and refine
			2. Passing short distance:	2. To understand the	3. To develop long distance	short distance passing
			To attempt the chest	importance of short	passing on the move using	skills in a game situation.
			throw and bounce pass	distance passing and	signalling and	3. To develop long
			within a game situation.	moving into space.	communication.	distance passing on the
			3. Passing long distance:	3. To attempt the	4. To develop basic attacking	move and to be able to
			To attempt the shoulder	shoulder pass and	skills, by understanding the	perform the correct
			pass and overhead pass	overhead pass on the	principle of creating and	passes in a game situation.
			and use them within a	move using signalling and	moving forward into space to	4. Pupils are to learn how
			game situation.	communication,	receive	to apply their knowledge
			4. Introduce basic	within a game situation.	the ball.	of the dodging technique
			attacking skills, creating	4. Introducing basic	5. To develop basic defending	and moving forward into
			space with the straight	attacking skills, creating	skills when marking the ball,	space to develop
			dodge technique.	space with the feint	demonstrating good control	the centre pass.
			5. Introduce basic	dodge technique.	and quick reactions within a	5. Pupils are to learn how
			defending skills, learning	5. Introducing basic	game situation.	to select the correct type
			man to man marking	defending skills learning	6. To develop the shooting	of defending technique in
			technique.	to intercept the ball	technique and to develop	various game situations.





			Subject Filys	icai Luucatioii		1 K U 3 I
			6. To attempt the	whilst man to man	pupils understanding of rules	6. To develop pupils
			shooting technique and	marking.	and game play.	knowledge of rules in
			basic positions in a game	6. To learn how to		regards to the shooting
			situation.	support a team member		technique.
				in their shooting		
				technique and to learn		
				the basic starting		
				positions.		
Rounders	1 Pupils learn how to	1. Pupils learn how to	1. Pupils learn how to	1. Pupils learn how to	1. Pupils learn how to	1. Pupils learn how to
	perform a two	perform a two	perform a two handed	perform a two handed	perform a two handed and	perform a two handed and
	handed catch with	handed and one	and one handed catch	and one handed catch	one handed catch when a	one handed catch when a
	the correct technique	handed catch with	when a partner feeds	when a partner feeds	partner feeds them the ball.	partner feeds them the
	for striking and	the correct technique	them the ball.	them the ball.	A competitive element adds	ball.
	fielding games.	for striking	2. Pupils learn to	A competitive game adds	pressure to challenge the	2. Pupils learn to
	2 Pupils learn to link	and fielding games.	consistently throw and	pressure to challenge	pupil's ability.	consistently throw and
	both throwing and	2. Pupils learn to link	catch with a partner at	pupil's ability.	2. Pupils learn to consistently	catch with a partner at
	catching as an	both throwing and	different distances.	2. Pupils learn to over	throw and catch with a	long distances under
	introduction to a	catching as an	3. Pupils learn to strike a	arm throw and catch	partner at long distances.	pressure.
	bowling technique.	introduction to a	bowled ball. They focus	consistently with a	3. Pupils learn to strike a	3. Pupils learn to strike a
	3 Pupils learn to make	bowling technique.	on using power and	partner at long distances.	bowled ball. Focus on using	bowled ball.
	a striking action and	Focus is on pupils	strength.	3. Pupils learn to strike a	power and strength. Batting	4. Pupils learn running
	to make contact with	aiming and accuracy	4. Pupils learn running	bowled ball focussing on	tactics are also introduced	skills and experiment with
	a stationary and/or	skills.	skills and experiment	using power and	aiming into	the speed in which they
	moving object.	3. Pupils learn to	with the speed in which	strength. Batting tactics	zone areas.	run using fun modified
	4 Pupils learn running	make a striking action	they run using fun	are also introduced.	4. Pupils learn running skills	games.
	skills and experiment	and to make contact	modified games.	4. Pupils learn running	and experiment with the	5. Pupils explore the
	with the speed in	with a moving ball.	5. Pupils learn to overarm	skills and experiment	speed in which they run using	bowling technique using a
	which they run using	4. Pupils learn	throw long distance to	with the speed in which	fun modified games.	spin and target throwing.
	fun modified games.	running skills and	develop fielding	they run using fun	5. Pupils explore the bowling	6. Pupils learn basic rules
	5 Pupils learn to	experiment with the	techniques.	modified games.	technique and target	and positions and play
	chase the ball and	speed and	6. Pupils learn basic rules	5. Pupils explore fielding	throwing.	enjoyable modified
	how to pick the ball	acceleration within	and positions and play	techniques, and test	6. Pupils learn basic rules and	games.
	up whilst on the	fun modified games.	enjoyable modified	running and throwing	positions and play enjoyable	
	move.	5. Pupils learn to	games with a competitive	skills.	modified games with a	
	Combining skills	chase the ball and	element to encourage the	6. Pupils learn basic rules	competitive element to	
	together to gain good	how to pick the ball	use of their skills in a	and positions and play	encourage the	
	fielding knowledge.	up whilst on the	game situation.	enjoyable modified	use of their skills in a game	
	6 Pupils learn basic	move.		games with a competitive	situation.	
	rules and positions			element to encourage the		
	and play enjoyable					





	modified games with	Combining skills		use of their skills in a		
	a competitive	together to gain good		game situation.		
	element	fielding knowledge.				
	to encourage the use	6. Pupils learn basic				
	of their skills in a	rules and positions				
	game situation.	and play enjoyable				
		modified games with				
		a competitive				
		element to encourage				
		the				
		use of their skills in a				
		game situation.				
Swimming	1. To learn breathing,	1. To learn breathing,	1. To develop the skills of	1. To develop the skills of	1. To focus on swimming 25	1. To focus on swimming
	floating, body	floating, body	the front crawl, focusing	the front crawl, focusing	meters' front crawl using	25 meters' front crawl
	position and water	position and water	on kicking and arms.	on kicking and arms.	different breathing	using different breathing
	safety.	safety.	2. To further develop	2. To further develop	techniques.	techniques.
	2. To develop body	2. To develop body	breathing time in the	breathing time in the	2. To develop breathing	2. To develop breathing
	position and the push	position and the push	front crawl.	front crawl.	techniques relating to	techniques relating to
	and glide whilst	and glide whilst	3. To focus on breathing	3. To focus on breathing	swimming speeds in front	swimming speeds in front
	kicking.	kicking.	time and introduce	time and introduce	crawl.	crawl.
	3. To learn kicking	3. To learn kicking	different breathing	different breathing	3. To use sculling to assist in	3. To use sculling to assist
	and body position.	and body position.	techniques.	techniques.	floatation and movement in	in floatation and
	4. To develop kicking	4. To develop kicking	4. To introduce the	4. To introduce the	self-safety.	movement in self-safety.
	and learn breathing	and learn breathing	backstroke.	backstroke.	4. To introduce the basics of	4. To introduce the basics
	techniques.	techniques.	5. To develop breathing	5. To develop breathing	breaststroke.	of breaststroke.
	5. To learn the Front	5. To learn the Front	techniques relating to	techniques relating to	5. To develop back and breast	5. To develop back and
	Crawl, focusing on	Crawl, focusing on	swimming speeds and to	swimming speeds and to	stroke.	breast stroke.
	kicking and arms.	kicking and arms.	discover sculling.	discover sculling.	6. To look at different self-	6. To look at different self-
	6. To develop Front	6. To develop Front	6. To prepare for	6. To prepare for	rescue techniques and	rescue techniques and
	Crawl, focusing on	Crawl, focusing on	assessment and learn	assessment and learn	complete assessment.	complete assessment.
	kicking and arms.	kicking and arms.	basic swimming 'self-	basic swimming 'self-	·	•
	Ü		safety rescue'.	safety rescue'.		
Tag Rugby	1. Pupils learn how to	1. Pupils learn how to	1. Pupils learn how to	1. To learn the	1. Pupils learn how to dodge	1. Pupils learn how to
0 0 ,	dodge and weave an	dodge and weave an	dodge and weave using	importance of agility	and weave an object using	dodge and weave using
	object using speed	object using speed	speed and direction.	when dodging in tag	speed and direction. Pupils	speed and direction.
	and direction.	and direction.	Pupils learn what agility is	rugby.	learn what agility is and why	2. Pupils learn how to
	2. Pupils learn how to	Pupils learn what	and why we use it in Tag	2. To become familiar	we use it	become familiar with a
	become familiar with	agility is and why we	Rugby.	with catching a rugby	in Tag Rugby.	rugby ball. How to hold it
	a rugby ball. How to	use it in Tag Rugby.	2. Pupils learn how to	ball.	2. Pupils learn how to	and how to catch it with
	hold it and how to		become familiar with a		become familiar with a rugby	two hands.
Tag Rugby	dodge and weave an object using speed and direction. 2. Pupils learn how to become familiar with a rugby ball. How to	dodge and weave an object using speed and direction. Pupils learn what agility is and why we	1. Pupils learn how to dodge and weave using speed and direction. Pupils learn what agility is and why we use it in Tag Rugby. 2. Pupils learn how to	1. To learn the importance of agility when dodging in tag rugby. 2. To become familiar with catching a rugby	and weave an object using speed and direction. Pupils learn what agility is and why we use it in Tag Rugby. 2. Pupils learn how to	dodge and weave using speed and direction. 2. Pupils learn how to become familiar with a rugby ball. How to hold it and how to catch it with





			<u> </u>			
	catch it with two hands. 3. Pupils learn how to use the correct technique to throw the rugby ball in a straight line. They focus on aiming at a target. 4. Pupils learn how to mark/shadow another person and why we do this. They also have an introduction to tagging. 5. Pupils learn how to pass and move towards a goal area. Combining passing and running skills. 6. Pupils learn how to score in rugby by placing the ball down in target areas. They learn how to work as a team communicating ideas and rules.	2. Pupils learn how to become familiar with a rugby ball. How to hold it and how to catch it with two hands. 3. Pupils learn how to use the correct technique to throw the rugby ball in a straight line. They focus on aiming at a target. 4. Pupils learn how to mark/shadow another person and why we do this. They also have an introduction to tagging. 5. Pupils learn how to pass and move towards a goal area. Combining passing and running skills. 6. Pupils learn how to score in rugby by placing the ball down in target areas. They learn how to work as a team communicating ideas	rugby ball. How to hold it and how to catch it with two hands. Pupils also learn to move their feet towards the ball for a successful catch and to avoid a knock on. 3. Pupils learn how to use the correct technique to throw the rugby ball backwards. They focus on aiming at a target. 4. Pupils learn to tag a player and the rules associated with tagging. 5. Pupils learn how to pass and move towards a goal area. Combining passing and running skills using the magic diamond tactic. 6. Pupils learn how to score in rugby by placing the ball down in target areas. They learn how to work as a team communicating ideas and rules.	3. To learn how to pass the all backwards down a line. 4. Learning to develop the tagging technique using the correct rules. 5. To develop basic tactics using the magic diamond. 6. To develop pupils knowledge of how to score a 'try' and to learn basic game rules.	ball. How to hold it and catch it with two hands. Pupils also learn to move their feet towards the ball for a successful catch and how to turn in the air away from their defenders to avoid a knock on. 3. Pupils learn how to use the correct technique to throw the rugby ball backwards down a line and whilst moving. Passing is made more challenging by adding defenders to create pressure on the attackers. 4. Learning to tag a player and learn the rules associated with tagging. 5. Pupils learn how to pass and move towards a goal area. Combining passing and running skills using and developing tactics. Players learn to use spaces. 6. Pupils learn how to score in rugby by placing the ball down in target areas. They learn how to work as a team communicating ideas and	3. Pupils learn how to use the correct technique to throw the rugby ball backwards down a line and whilst moving. 4. Pupils learn to tag a player and learn the rules associated with tagging. 5. Pupils learn how to pass and move towards a goal area, combining passing and running skills using and developing tactics. 6. Pupils learn how to work as a team communicating ideas and rules.
		communicating ideas and rules.			communicating ideas and rules.	
Tennis	1. Practice rolling and throwing the ball underarm gradually linking that technique to the forehand shot. 2. Continue to develop the forehand	1. Students learn to understand the similarities between throwing and rolling the ball underarm to the forehand shot.	Students take part in exercises to develop their ability to play a Forehand shot in Tennis. The pupils take part in a number of exercises to learn the correct	1. Students take part in a number of exercises which help to develop their ability to play a forehand return shot in tennis.	1. Students learn the correct technique to perform the forehand shot and linking the similarities between the rolling of the ball and the forehand shot itself.	1. Students learn the correct technique to perform the forehand shot whilst thinking about their court position following the shot.





shot in tennis linking
similarities between
throwing a ball and
playing the forehand
shot.
3. Understand what a

- 3. Understand what a volley shot is and when this shot can be used in tennis.
- 4. Understand how to perform the volley shot. Students start to move their feet, ensure their bodies are in the correct position and make contact with the ball before it bounces to perform a volley.
- 5. Understand how to start a game using a underarm serve. Students learn how to start a rally in tennis and the correct techniques required to perform an underarm serve. 6. Students are asked to demonstrate all the skills they have learnt over the previous weeks to enable the teacher to assess.

- 2. Students take part in exercises which continue to develop their ability to play a forehand shot in Tennis.
- 3. The teacher introduces the volley shot. The students understand what is meant by the term 'Volley'.
- 4. The pupils take part in activities to improve their ability to volley the ball. The teacher ensures their stance is correct and when they make contact with the ball the racket is facing up.
- 5. The students are introduced to how they start a rally in Tennis using a Serve. Students practice serving to targets to increase their ability the perform the serve whilst thinking about accuracy. 6. Students take part in a number of activities which enable them to showcase all the skills they have learnt over the

course of the term.

technique to perform the Backhand shot.

- 3. Students learn to understand what a Volley shot is and how it could be used in a game of Tennis.
- 4. Students learn how to perform an underarm serve and also learn when a serve is used in a game of Tennis.
- 5. Students recap on the skills they have learnt over the previous four weeks.
- 6. The students use all the skills they have learnt over the term to compete in competitive games with their peers.

2. Students develop their understanding of a backhand return shot. They also learn how to perform the shot focusing on

developing their technique.

- 3. Students understand what a serve in tennis is and they also learn how to perform the underarm serve to begin a game of tennis.
- 4. Students learn to use a volley shot and use it at the correct time in a game of tennis.
- 5. Students get given the opportunity to combine all the skills they have learnt over the past weeks and take part in a number of different tennis exercises.
- 6. Students use the skills they have learnt over the past lessons to play and officiate a competitive game of tennis with their partner.

- 2. Students are to learn the correct technique to perform the backhand shot.
- 3. Students will be taught to perform the volley shot using the correct technique.
- 4. The students learn how a competitive game of tennis is started with a serve and the correct technique to perform
- serve. Year 5/6's are encouraged to perform the overarm serve in tennis.
 5.
- Students are taught the correct terminology for the court markings and will be able to highlight the different court
- markings used in both single and double Tennis. Students will also be taught and learn to play a competitive game using the correct tennis scoring. 6. During week six students
- 6. During week six students furthermore show their knowledge and ability to play competitive tennis.

- 2. To perform the backhand return shot whilst continuing to think about their position on the court.
- 3. To understand where and how to perform the volley shot using the correct technique.
- 4. To discover how to serve underarm and overarm in tennis.
- 5. Continue to develop the serve and develop this into a rally.
- 6. To perform the backhand, forehand, volley and serve into a tennis game.





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Tri-Golf	1. To learn the	1. To familiarise	1. Learning to accurately	1. To focus on power and	1. To explore how to use the	1. To focus on power and
	fundamental skills of	pupils with the golf	roll and putt the ball with	accuracy in putting and	use the putter.	accuracy in putting.
	rolling a ball	course: holes, tees,	a partner.	underarm throwing.	2. Further develop accuracy	2. To continue to develop
	underarm and the	water and the sand	2. To discover when and	2. To explore when and	in putting.	the skills to putt
	areas of a golf course.	bunker.	why a putter is used in	how to use the putter in a	3. To focus on using the	accurately.
	2. Learning how to	To learn underarm	golf.	controlled manner.	chipper concentrating on the	3. To focus on power and
	play golf without	throwing and how	3. To develop using the	3. To develop using the	elevation of the ball.	accuracy when using the
	equipment.	this relates to tri golf.	chipper focusing on	chipper focusing on	4. To explore how to sue the	chipper.
	3. Learn how to use a	2. To learn how to	technique.	elevation of the ball.	chipper to cover long	4. To continue to develop
	putter.	play golf without	4. To continue using a	4. To explore how to use	distances with accuracy.	the skills learnt with the
	4. Progressing skills	equipment.	chipper on a tri golf	the chipper to cover long	5. To learn how to choose	putter and chipper.
	with a putter.	3. To learn the basic	course.	distances.	shot selection to overcome	5. To learn how to choose
	5. To learn the	putting technique.	5. To learn how to use	5. To learn how to choose	obstacles.	shot selection to
	fundamental skills to	The focus being on	tactics to avoid obstacles,	shot selection to	6. To be able to put all the	overcome obstacles.
	chip a golf ball.	power and body	focus of shot and club	overcome obstacles.	skills together to play a whole	6. To be able to put all
	6. To be able to put	positioning.	selection.	6. To be able to put all	round of golf against other	skills together to play a
	all skills together to	4. To learn how to use	6. To be able to put all	the skills together to play	pupils.	whole round of golf.
	play a whole round of	a putter in a game	the skills together to play	a whole round of golf		
	golf.	situation using a	a round of golf.	against other pupils.		
		score card.				
		5. To develop the				
		fundamental skills of				
		chipping a golf ball.				
		6. To be able to use				
		their knowledge and				
		skills within a full				
		round of golf.				