

St Saviour's C.E. Primary School Curriculum Map - PE

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Term 1	Attack, defend, shoot Sending to target Catch and intercept Roll a ball Defend and attack	Attack, defend, shoot Inside of foot kicking Stopping the ball with foot Control on the ball Bounce the ball to shoot Basketball dribbling	Athletics Take off Combination Jumps Recognising the differences between fast, slow and medium pace Approaching hurdles Javelin throw Skipping Working as a group to record points	Athletics Aiming for Targets Accelerating over short distances Take off from one foot when running Sling throw Baton Exchange	Athletics Preparing to run individual leg Developing appropriate pace over longer times Jumping for distance Push throw Baton exchange within a restricted area Teaching STEP principle	Dance Use tension and extension to control body Develop a simple sequence using actions and dynamics Recognise the difference between actions and dynamics Develop a movement phrase that incorporates at least two relationships and a spatial element
Term 2	Run, jump, throw Start and stop at speed Arm movement in running Taking off from two feet Use leading arm to direct throw	Run, jump, throw Awareness of others Creating power with legs to turn Burpee Choosing appropriate throws for different games Quick feet Recognising the difference between static and dynamic balances	Tennis Backhand Forehand Placement of the balls How to return the ball Developing a rally. Adjusting sides of swing Learning the follow through, diagonal line Working with a partner Working solo Competitive nature.	Tennis Being in a position to return the ball from around the court Forehand to targets Introduction to backhand shots Moving to return the serve Working with a partner Scoring points against opponents	Cricket Calling for runs as partners Throwing for accuracy over short distances Following the path of the ball, keeping wicket Overarm bowling with a run-up Forward defensive shot Setting a field Tennis course offered to school by Active Westminster. Being in a position to return the ball	 Tag Rugby Support player with the ball Set plays for attacking Taking the distance not the time Spaces not faces principle Transition from attack to defence Observe and analyse



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Term 3	Gymnastics Refine shapes and jumps Coordination Muscle tension to hold shapes Take off and land Body tension and control in travel	Gymnastics Start and finish shapes The use of power in jumping Linking movements How levels can be created in gymnastics Appropriate speeds for movements Judging system	Gymnastics Extend into full range in balance/shape Moving in and out of contrasting shapes with fluency Body control and strength when rolling Jumping for height and distance Basic partner unison Starting and finishing patterns as a group	Handball Passing the ball using different throws; overhead, underarm, chest, bounce Throwing at a direction Marking with distance Positions and formation Footwork, learning how to be static whilst holding the ball Moving in a direction to receive	 Forehand to targets Introduction to backhand shots Moving to return the serve Working with a partner Hockey Block tackle Passing into the D Marking Sweep (open stick) Dragging the ball from RIGHT to LEFT One-handed dribble (open side) 	Tennis Communicating with each other in doubles games Backhand Shot Lob Shot Rules and Scoring Positioning in doubles play Tactics
Term 4	 Hit catch run Underarm/overarm throw Track and return ball Catching Feeding movement and body position Moving to score 	 Hit catch run Hitting with bats Preparing to score points by defending a target Underarm bowling Hitting to targets Throwing to bases/wickets 	Football Sending the ball using inside of the foot Trapping a ball travelling along the ground Passing over short distances; moving to receive the ball.	 Gymnastics Changes in speeds of actions, e.g. roll Use STEP model Cartwheel progressions Developing four compositional ideas 	Gymnastics • 'Round Off' stationary or running • Exploring symmetry in balance and travel • Over shoulder roll and asymmetry • Counter Balances • Smooth transitions • Performance	Follow and orient a map Select a correct travelling pace, e.g. running, jogging or brisk walking pace Run as fast as possible under control Balance safely and with control



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		Making simple choices about where to hit	 finding space to receive the ball Use outside of the foot to control the ball and dribble working as a team: communication; signalling space to receive the ball 	Cooperation Judging system		 Work efficiently as part of a team to eliminate opposition Problem solve as part of a team Refine and adapt ideas
Term 5	 Send and return Slide and receive a ball/bean bag Hitting Moving towards and hitting balls Basic rally 	Send and return On toes to move towards the path of the ball Identifying dominant and non-dominant side Basic service rules Push off feet to change direction Holding a racquet and self-feed Basic ready position	OAA Work as a team Design obstacle course Develop and refine their work Identify safety features	Netball Protecting the ball Basic shooting technique Playing within thirds Marking Footwork Gameplay and England Netball high 5 rotations	Netball Protecting and passing the ball Mastering shooting technique Playing within thirds of Different formation and playstyles. Marking in pairs and trios. Footwork against opposition Gameplay and England Netball high 5 rotations	Gymnastics Flight on to high apparatus (preparation for vaulting) Dismount from high apparatus Cannon Including Equipment in sequence Unison Perform to music ready for Unit 2
Term 6	Athletics	Athletics	Cricket	OAA	OAA	Athletics
	 Use both arms to direct a throw towards a target using different equipment. Body tension and control in movement: balancing, running, jumping, skipping and hopping. Arm and leg movement in running 	 Creating power with legs to turn; agility. Choosing appropriate throws for different games Quick feet (Ladders and hurdles). Appropriate speeds for movements; acceleration and deceleration. 	 Straight drive Underarm bowling Foot placement to strike the ball Long Barrier Overarm throw for distance Introducing the role of the wicketkeeper 	 Develop strength Work cooperatively as part of a team Working collaboratively to perform under pressure 	 Working with others Cooperate to solve challenges Work as an individual Take part in OAA as part of a team 	 Sprint Start Run up for long jump Recording data for different throws STEP Principle Judging

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	Start, jog, sprint and stop at different speeds	•	Identifying dominant and non-dominant side and throwing to target.						

In addition, all classes receive dance tuition – see separate dance curriculum map for focus and skills