

Physical Education Curriculum Map

	Autumn Term		Spring Term		Summer Term	
EYFS	Movement & Handling		Travelling		Competition	
	-Negotiating sp. -Jumping and landing ap small c -Play racing and chasing g	nt ways of moving ace successfully opropriately including off objects ames with other children, ection to avoid obstacles	-Show confidence and skill while traveling around, under, over and through various balancing/climbing equipment -Play games with simple rules learning to follow them and be fair -Basic ball manipulation, throwing and catching		-Show good control and co-ordination in large and small movements -Move confidently in a range of ways, safely negotiating space -Make games slightly more competitive and experience winning/losing	
Key Stage 1	Multi-skills and Circuits	Dance	Gymnastics	Multi-spo	ort games	Athletics / Sports Day
	-Confident and safe in space used -Describe how body feels during exercise -Explore and use skills effectively -Watch, copy and describe what others are doing	-Move confidently and safely showing changes of speed, direction and level -Copy, watch and describe dance movement	-Explore gymnastic actions, shapes and balances -Change speed, direction and level -Copy or create movement sequences with clear beginnings and ends	-Choose a range of skills game and out game and out -Decide where to positio opponents and bend -Use a variety of equip different ga	wit opponents on to make it difficult for eficial for your team oment associated with	-Take part in solo and team events -Throw objects effectively for accuracy and distance -Run at different speeds depending on the total distance, understand pacing -Take part in a relay event

Year 3	Basketball / Netball	Football	Gymnastics	Circuits	Cricket / Rounders	Athletics / Sports Day
	-Perform basic passing and catching using recognised throws -Use space efficiently to build attacking play Introduce basic rules	-Send and receive a ball using feet -Basic dribbling, tackling and shooting -Understand basic rules of play	-Copies, explores and remember a variety of movements and uses them to create own short sequences -Beginning to show	-Can take part in a simple circuit understanding the importance of a warmup and cool down -Can begin to name	-Practise feeding/bowling skills -Can hit and run to score points -Begin to play role of wicket keeper/backstop	-7 events to practice: Relay skipping race, relay running race, long jump, javelin, egg and spoon, obstacle and shuttle race
	Hockey	Tag Rugby	flexibility and develop good technique	muscle used in different exercises	-Adhere to basic rules -Play a range of striking and fielding games	-Can perform each event with confidence
	-Perform basic skills such as dribbling and	-Handle and control rugby ball	Dance	OAA	-Work in teams to field	
	push pass -Implement basic rules -Play in small games -Show safety when using the equipment	-Evade taggers using body control and footwork -Play small games with simple rules	-Use simple dance vocabulary to compare and improve work -Translate ideas into movement with support -Copy and remember simple dance routines on own	-Can complete an orienteering course		
Year 4	Basketball / Netball	Football	Gymnastics	Circuits	Cricket / Rounders	Athletics / Sports Day
	-Introduce High 5 positions in Netball -Acquire and apply basic shooting technique -Demonstrate basic rules -Develop marking, pivoting and footwork Hockey	-Send the ball with some accuracy and maintain possession of the ball showing control -Implement and show basic rules of the game -Passing for distance -Dribbling with different parts of the foot Tag Rugby	-Develops strength, flexibility and technique throughout performances -Creates sequences using various body shapes and equipment -Beginning to link skills with fluency and co- ordination Dance	-Know the muscles used at each station -Can lead basic warmups and cool downs -Understands the strengths and weaknesses of circuit training OAA -Can complete an	-Use basic skills with more consistency, bowling to the opposition and striking a bowled ball -Adhere to basic rules on the game -Can assign roles and positions to best ensure success as a fielding team	-Show greater confidence and proficiency in events -Can comment on how to improve performance
	-Increase power and strength of passes over longer distances -Combine skills such as	-Increase speed and build endurance of play -Implement rules and	-Beginning to remember and create longer dance	orienteering course looking for optimum paths to save time		
	dribbling and passing -Start to tackle safely and effectively	develop tactics in games	sequences on own and with group -Demonstrate rhythm and spatial awareness			

			-Can modify part of a dance sequence			
Year 5	Basketball / Netball	Football	Gymnastics	Circuits	Cricket / Rounders	Athletics / Sports Day
			-Analyse and comment		,	, ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
	-Use specific skills in	-Play effectively in a	on skills and techniques	-Can begin to pick	-Recognise how some	-Can coach lower KS2 on
	games: pivoting, faking,	range of positions	and how they are used	exercises to work	aspects of fitness apply	events
	bounce pass and other	-Confidence and	in their own and others	certain muscle groups	e.g power, flexibility and	-Are effective role
	previously learnt skills	knowledge of rules to	work	-Can lead warmups and	cardio-vascular	models to other children
	-Begin to play efficiently	referee games in lower	-Film and analyse	cool downs	endurance	representing their house
	in both attack and	KS2	performances	-Begins to understand	-Can begin to umpire	-Shows good attitude
	defence	-Employ a greater	-Practise Key Step 3	how our bodies change	and score games for	and sportsmanship
	-Increase power and	number of attacking and	Gymnastics Assessment	through training	upper and lower KS2	
	strength of passes,	defensive tactics			-Can identify what make	
	moving the ball over		Dance	OAA	a team successful or not	
	longer distances	Tag Rugby		-Can efficiently		
			-Beginning to	complete an		
	Hockey	-Increase the power of	exaggerate movements	orienteering course,		
		passes so ball can be	using expression	finding optimum paths,		
	-Play effectively in	moved over greater	-Demonstrate strong	delegating tasks and		
	different positions	distances	movements through	working effectively in a		
	-Recognise and describe	-Suggest, plan and lead	dance performances	small team		
	good individual and	warm up in small group	-Beginning to show			
	team performances	-Observe and recognise	change of pace and			
	-Suggest, plan and lead	good individual and	timing in movement			
	warm up as a small	team performances				
	group					
	-Confidence and					
	knowledge to referee					
	mini hockey for lower					
	KS2					
Year 6	Basketball / Netball	Football	Gymnastics	Circuits	Cricket / Rounders	Athletics / Sports Day
	-Work as a team to	-Confidence and	-Performs with an	-With little guidance,	-Can start to adapt	-Sports Leaders assist
	improve group tactics	knowledge of rules to	emphasis on extension	can create own circuit	bowling to different	and help setup
	and gameplay	referee games in lower	and clear body shape	training session in small	styles	-Can coach and officiate
	-Analyse performance of	and upper KS2	-Adapt sequences to	groups, picking	-Can attempt a range of	events with accuracy
	self and others and see	-Perform a wider range	include a partner or	appropriate and	recognised shots in	-Strong role models to
	where improvement can	of more complex skills	small group	effective exercises	isolation and sometimes	all children representing
	be made	-Recognise and describe	-Complete Key Step 3	-Session evaluated by	in competitive scenarios	their house
	-Use specific skills in	good individual and	Gymnastics Assessment	rest of the class	-Can confidently umpire	-Shows good attitude
	games	team performances			and score games for	and sportsmanship and
			Dance	OAA	upper and lower KS2	

Hockey	-Suggest, plan and lead		-Can efficiently	can show maturity in
	simple drills	-Exaggerate dance	complete an	victory or defeat
-Combine and perform		movements using	orienteering course,	
more complex skills at	Tag Rugby	expression when moving	finding optimum paths,	
greater speed	-Select and implement	-Moves appropriately	delegating tasks and	
-Analyse own and others	appropriate skills in	with the required style	working effectively in a	
performances and give	game situations	-Demonstrate consistent	small team	
suggestions on how to	-Confidence to referee	precision	-Can start to design own	
improve	games in lower KS2		course	
-Confidence and	-Combine basic skills			
knowledge to referee	such as catching then			
mini hockey for lower	passing quickly			
and upper KS2				