	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6
	Year 1 - Physical Education	Year 1 - Physical Education	Physical Education Year 1 - Physical Education	on Progression Map Year 1 - Physical Education	Year 1 - Physical Education	Year 1 - Physical Education
	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6
Focus	Run Jump Throw - Year 1 - Unit 1 Attack Defend Shoot - Year 1 - Unit 1 Run Jump Throw - Year 1 - Unit 1 - Know the quickest way to move an object from one place to another - Know how to change speed when running - Know how the drams can increase the speed of running	Send & Return - Unit 1 Gymnastics - Unit 1 Send & Return - Unit 1 * Know how to hit a ball accurately in different ways * Know how to track, stop and return a beanbag or ball	OAA - Year 1 Dance - Unit 1	Attack Defend Shoot - Unit 2 Send & Return - Unit 2 Attack Defend Shoot - Unit 2 **Know why heart rate increases during exercise **Know have nowes sideways to defend a goal	Run Jump Throw - Unit 2 Hit Catch Run - Unit 1 Run Jump Throw - Unit 2 Know why agillty is important when changing direction at speed *Know and recognise different ways of starting and stopping an activity *Know what a lap is	Hit Catch Run - Unit 2 Send & Return - Unit 2
Knowledge	Know how to perform a two-footed jump	Know how to work with a partner to collect a ball Know techniques to send a ball or object to a partner accurately Gymnostics - Unit 1 Know some of the fundamental gymnostics shapes Know the risks of working on low apparatus Know difference between large and small body parts Know how to take off jump and land with a run-up Know ow a variety of ways to travel on their feet Know own that can be performed at different levels Know how to create a short gymnostics sequence	OAA - Year 1 Dance - Unit 1	- Know techniques to bounce a ball both to yourself and to a partner - Know techniques to send a boll locarurely to a target - Know how to adapt to rule changes in a game - Know how to work with a partner in both attack and defence - Send & Return - Unit 2 - Know what it means to feed a ball - Know what it means to rack a moving object - Be able to show where the core muscles of the body are - Know and man some net/wall games - Know that people with disabilities have their own class of sports e.g. goalball, sitting volleyball.	- Understand the importance of stamina when running - Know how to bound or stride to improve jumping height - Know the best position to start a running activity in - Know why it is important to stay in your lane - Hit Carch Run - Unit 1 - Know why tire important to stay in your lane - Know what tracking a ball is and how to stop the ball - Know and use a range of different throws for different situations - Know the principles of catching a ball - Know how to score points in a striking and fielding game - Understand the role of teamwork when fielding	Hit Carch Run - Unit 2 Know where to hit a ball to maximise the chance of scoring Be able to decide where to stand when fielding to intercept a ball Know how to positing a group of fielders to restrict run-scoring Understand the importance of collaboration and teamwork when fielding Know how to play a game with basic rules
Skills	Run Jump Throw - Year 1 - Unit 1 1. To start and stop moving at speed. 2. To use our arms when running at different speeds. 3. To take off on two feet to jump for distance. 4. To use the correct technique to throw different objects for distance 5. To show improvement in our throwing. 6. To take part in a competition using running, jumping and throwing skills. Attack Defend Shoot - Year 1 - Unit 1 1. To hir a target. 2. To defend a target. 3. To roll and slide balls and beanbags. 4. To shoot in a game to get points. 5. To work with a partner to score points. 6. To use our attacking and defending skills in a game.	Send & Return - Unit 1 1 to slide a beenhag to a target. 2 To hir a ball in different ways with our hands. 3. To move towards a ball to return it. 4. To work with a partner to stop and return a beanbag. 5. What a rall'y is and rallying with a partner. 6. To send a ball into space to make it harder for our opponent. 6. To send a ball into space to make it harder for our opponent. 6. To send a ball into space to make it harder for our opponent. 7. To perform like' actions in a sequence 2. To carry and set up apparatus safely. 3. To perform happes on large and small body parts 4. To take off and land and use shape in our jumps 5. To travel on our feet, showing good body tension 6. How we can create different levels in our performance	OAA - Year 1 1. To follow simple instructions to complete a trail. 2. To find matching symbols. 3. To capy and create a hoop dance. 4. To work with a partner to complete a hoop challenge. 5. To recognise a ordern symbol as a real object, e.g. square = ball. 6. To use decision-making skills to hide equipment. 1. To show moods and feelings we would experience in the jungle 2. To move as if we were living in the jungle 3. To create and perform movements which show friendship 4. To perform leading and following movements 5. To perform a short dance with a clear start, middle and end 6. To use repeated actions in our dance	Attack Defend Shoot - Unit 2 1. To find our pulse on our wrists. 2. To move side to side to defend a goal. 3. To bounce a boll with control to ourselves. 4. To aim at different targets. 5. To adapt to a game with changing rules. 6. To play in the best defensive position in a game. 5 end 6. Return - Unit 2 1. To send the ball over a net to our partner. 2. To track and stop a moving object using both hands. 3. Why different muscles are important when playing games. 4. To send balls accurately from different positions, e.g. kneeling or sitting. 5. To spot spose in the playing gare and hit the ball there 6. To play a game with a partner.	Run Jump Throw - Unit 2 1. To use agile movements in different activities. 2. Different ways to recognise the start and end of an activity e.g. whistle. 3. To develop stamina when running. 4. To develop core strength to improve throwing. 5. To stride and jump for height, 6. To choose the best starting position for running quickly. Hit Catch Run - Unit 1 1. To select a space to throw or roll a ball into. 2. To track and collect a rolling ball. 5. To catch to ball to stop an opponent from scoring. 4. To use our hands to hit a ball. 5. To run between bases to score points. 6. To work as a team to score points.	Hit Catch Run - Unit 2 1. To catch a boll over a short distance 2. To begin to hit a ball with power 3. To position ourselves in the path of the ball 4. To field a ball to a base 5. To catch a high ball 6. To stop other reams from scoring points
	Year 2 - Physical Education	Year 2 - Physical Education	Year 2 - Physical Education	Year 2 - Physical Education	Year 2 - Physical Education	Year 2 - Physical Education
	Module 1 Gymnastics - Unit 1	Module 2 Dance - Unit 1	Module 3 Gymnastics - Unit 2	Module 4 Attack Defend Shoot - Unit 2	Module 5 Swimming - Beginners	Module 6 Hit Catch Run - Unit 2
Focus	Attack Defend Shoot - Unit 1	Dance - Unit 1 Run Jump Throw - Unit 1	Send & Return - Unit 1	Send & Return - Unit 2	Swimming - Beginners Hit Catch Run - Unit 1	OAA - Year 2
Knowledge	Gymnastics - Unit 1 Know and can name several point and patch balances/shapes Know how to inject power into a range of jumps Know why taking weight on hands is a fundamental skill for gymnastics Know why taking weight on hands is a fundamental skill for gymnastics Know that they can do 'scaled' versions of a skill e.g glute bridge instead of full bridge Knowing what to straddle means Attack Defend Shoot - Unit 1 Know how to kick a ball using the inside of the foot Know sports that use feet to control the ball Know what I'm means to dribble with control and a range of sports in which dribbling is used Know how to use a bounce throw to send a ball Know how to use a bounce throw to send a ball Know thouse to dribble the ball with their hands Know why sending the ball forward to a teammate increases the team's chances of scoring	Dance - Unit 1 Run Jump Throw - Unit 1 - Know Why It is important to be aware of other people when running at speed - Know how to generate power to start a running or jumping action - Know how to generate mays to overcome obstacles - Know when to use different types of throws - Know hom quick feet helps syrinting - Know the difference between static and dynamic balances	Gymnastics - Unit 2 Know when orelevé walk might be used and how to do it Know win orelevé walk might be used and how to do it Know the areas of the body that make up the core Know that creas of the body that make up the core Know why some actions require more strength than others Know what is meant by explosive power in a jump Know the key elements for a good long-sit technique Know bow thythan and flow improve a performance Send & Return - Unit 1 Know which is their dominant and non-dominant side Send and receive the ball consistently Know why and when you would need to change direction quickly in a game Explain principle of court boundaries Know why improving your agility would improve your tennis game	Attack Defend Shoot - Unit 2 * Know techniques to throw an object and knock over a target * Knowing why a player moving into space is important in a game * Know ways to collaborate with a teammate to move the ball forwards * Know how to collaborate with a teammate to move the ball forwards * Know how to use position their body when goalkeeping * Know how to lintercept a pass * Know how to play a game using rules * Smad & Return - Unit 2 * Know where a long, high ball might go an a court * Know where a short, low ball might go an a court * Know what an attacking shot is in net/wall games * Know some keys personal skills to manage themselves in a competition (listening, self-control, pl * Know what a 'zone' on a court is	Swimming - Beginners Hit Catch Run - Unit 1 * Make choices about where to hit the ball to maximise the chances of scoring *Know the reason to defend a target when battling *Know how to hit the ball to different areas when battling *Know how to work as a team to score points in a striking and fielding game *Know who to work as a team to score points in a striking and fielding game *Know which bat they would choose when playing	Hit Catch Run - Unit 2 *Know how to send a ball using different parts of the foot *Judge and change pace to score runs *Know how to be a wicketkeeper/backstop *Know how to be a wicketkeeper/backstop *Know different hitting techniques to increase scoring opportunities *Know how to play a game using some basic rules OAA - Year 2
Skills	Gymnastics - Unit 1 1. To combine 4 elements into a floor sequence. 2. To create power in a variety of different jumps. 3. To take weight on our hands and move in different ways. 4. To use our flexibility in a bridge and japona gymnastic shape. 5. To perform the point balance arabesque. 6. To perform a teddy roll. Attack Defend Short - Unit 1 1. To kick the ball over long and short distances. 2. To stop a ball with control using the foot. 4. To bounce a ball with major radiu. 5. To bounce the ball while we are moving (dribbling). 6. To pass the ball forward in a game.	Dance - Unit 1 1. To use penguin images to inspire our dance 2. To show feelings of abandonment through dance 3. To create movements that show friendship between two characters 4. To create a gools dance with changes of direction and speed 5. To match our movements to music 6. To choose a formation for our dance and explain our choice Run Jump Throw - Unit 1 1. To move quickly whilst being aware of others around. 2. To create power with our legs to turn at speed. 3. To choose the best throw of redifferent is should be control. 4. To choose the best throw of redifferent situations. 5. To use quick feet whilst sprinting. 6. To perform static and dynamic balances.	Gymnastics - Unit 2 1. To use a relevé walk in a sequence. 2. To perform a dish and arch shape moving smoothly from one to the other. 3. To develop our strength in back support and crab. 4. To frag jump and leap frag. 5. To hold an L-sit with a straight back. 6. To bring rhythm and flow to our sequence. Send & Return - Unit 1 1. To stay on anot reas to move quickly to the ball. 2. To deethly which hand is dominant in a game. 2. To deethly which hand is dominant in a game. 5. To use the correct grip to hit a self-fed ball. 6. To use the ready position in a rally.	Attack Defend Shoot - Unit 2 1. To throw different types of equipment. 2. To move to spore ofter passing the ball. 3. To pass and move forwards to a target with a partner. 4. To position ourselves as a goalkeeper. 5. To intercept a ball from a person on the other team. 6. To use the skills we have developed in a competition. Send & Return - Unit 2 1. To feed a bot to our partner with consistency. 2. To send the ball to different parts of the court. 2. To send the ball to different parts of the court. 4. To accurately serve the ball to different parts of the court. 5. To use overarm attacking shots in a game. 6. To manage what we should be doing within the competition.	Swimming - Beginners 1. To keep our bolance by pushing and pulling against the water. 2. To lift our feet off the ground and make shapes in the water. 3. To use our hands to move forward. 4. To put our faces in the water. 5. To stand again after floating on our front. 6. To stand again after floating on our backs. 7. To swim a short distance on our backs with a float. 8. To push and glide from the side of the pool. 9. To use the "sculling' technique to swim on our backs. 10. To use 'daggy paddle' to swim a short distance on our front. 11. To move from a glide into a doggy paddle. 12. To swim as for as we are able on our front and backs. 11. To move from a glide into a doggy paddle. 12. To swim as for as we are able on our front and backs. 11. To move from a glide into a doggy paddle. 12. To defend a target by kicking 13. To bowl underarm with control 14. To hit a ball using different bats and techniques 5. To throw accurretly to a base 6. To hot a ball into space, away from fielders	Hit Catch Run - Unit 2 1. To time our run around the bases to stay safe 2. To kick a built into space using different parts of the foot 3. To respond to how a built is being bowled when hitting 4. About the role of the wicketkeeper 5. About the role of the backstop and its likeness to the wicketkeeper 6. To bowl underarm in a game with accuracy OAA - Year 2 1. To work as a cam to complete a task. 2. To use problem-solving skills to complete a simple treasure hunt. 2. To use ground the same problem of the same problems of the same problems. 4. To give clust to guide a blindfolded person safely. 5. To improve performance through repetition. 6. To use a key on a map to re-create a map with accuracy.
	Year 3 - Physical Education	Year 3 - Physical Education	Year 3 - Physical Education	Year 3 - Physical Education	Year 3 - Physical Education	Year 3 - Physical Education
	Module 1 Tennis - Year 3	Module 2 Tag Rugby - Year 3	Module 3 Swimming - Intermediate	Module 4 Netball - Year 3	Module 5 Athletics - Year 3	Module 6 Cricket - Year 3
Focus	Tennis - Year 3 Tennis - Year 3 • Know how to keep score in a game of tennis • Know how to describe different styles of shots in tennis • Know what the Ready Position is in tennis • Know what the Ready Position is in tennis • Know how to play over a net • Know how to start a point in tennis OAA - Year 3	Tag Rugby - Year 3 • Know how to use speed to run past defenders • Know why we use a short pass • Know tehniques to evade defenders • Know the tag protocol • Know the tag protocol • Know the tight of the tag	Handball - Year 3 Swimming - Intermediate Handball - Year 3 Know how to show they are ready to receive the ball Know how to show they are ready to receive the ball Know when and how to use different passes in different situations Know to use the 3 step rule in a game Know what it means to bild on a drack Know what it means to bild on artack Know what it means to bild on artack	Gymnastics - Year 3 - Unit 1 Netball - Year 3 Nethoul - Year 3 Nethoul - Year 3 Nethoul - Year 3 Nethoul - Year 3 Nethous dodging can be used in nerball and other invasion games Nethous have to show that you are ready to carbt he ball Nethous when to use a bounce pass Nethous her los of the goal shooter Nethous have the shoulder pass Nethous have the shoulder pass have the shoulder pass Nethous have the shoulder pass have the shoulder pass have the should be shou	Rounders - Year 3 *Know what a good approach and taking off for a jump is *Know the importance of changing pace when running *Know key techniques to hurdle obstacles while maintaining pace *Know how to use the pull-throw technique to throw a jovelin *Toraw links between arthetics and real-life skills (javelin/hunting) *Know different skipping techniques *Know how to compete in arthetic activities *Rounders - Year 3 *Know different methods to stop a moving ball *Explain how to hit a ball consistently *Know how to play using basic rounders rules *Know how to play using basic rounders rules *Know how to vork with teammates when fielding	Hockey - Year 3 - Know how to hit a straight drive that travels along the floor - Know how to bail a straight drive that travels along the floor - Know how to bowl accurately underarm - Know how to move towards a delivered ball to hit it consistently - Know how to move towards a delivered ball to hit it consistently - Know how to use a long barrier to stop a moving ball - Know how and when to use an overam throw - Know how the wicket keeper supports the fielding team - Hockey - Year - Same - Worker - Same -
Skills	Tennis - Year 3 1. To use the ready position to return a ball. 2. To hit the ball to different parts of the court using a forehand hit. 3. To perform an underarm serve to start a rally. 4. To move towards a ball to return it over the net. 5. To play cooperatively with a partner to keep the ball moving over the net. 6. To perform and that to score points in a competition. OAA - Year or 2. To use clear communication, strength and flexibility to complete a task. 2. To work with others to complete map-reading tasks. 3. To draw and create a clear route on a map for others to follow. 4. To work with others and ladentify what went well and what we could do to improve. 5. To use the outside of the foot to control the ball and dribble. 6. To safely take part in trust-based activities.	Tag Rugby - Year 3 1. To use speed to run past defenders. 2. How to use a short pass in a game. 3. To use agility to evode being tagged. 4. To understand and apply the tag protocol in game situations. 5. To close down an attacker's space as a defender. 6. To perform a backward pass to continue an attack. Dance - Year 3 - Unit 1 1. To perform a jazz square and use it in our dance 2. To perform a dance showing two contrasting characters 3. To develop movements using improvisation of the contrasting characters 5. To use props in our dance sequence 5. To use facial expressions to bring life and emotion to our dance 6. To take on the role of director to help others improve their dance	Swimming - Intermediate 1. To jump in and submerge in deeper water. 2. To sink and then roll under the water. 2. To sink and then roll under the water. 4. To tuck, float and collect objects from the bottom of the pool. 5. To trussificant from one floating shape to another without parting our feet down. 6. To use breaststroke leg action to swim on my front and back. 7. To handstand on the bottom of the pool. 8. To somersault underwater. 9. To move forward with our faces in the water using the sculling action. 10. To move smoothly through the water transitioning from front to back. 11. To propel ourselves underwater while using breaststroke. 12. To swim over longer distances without floats or armbands. 11. To use the ready position to actic effectively. 12. To see the roady position to actic effectively. 13. To now the boil using the three step rule. 14. To prevent the boil from being passed by blocking and intercepting. 15. To use eye de-effective passes to altack as a team. 16. To develop accurate passing and move into space in a game	Netball - Year 3 1. To perform quick, accurate chest passes 2. To use dodging to get free from our opponent 3. To catch a netball 4. To use a bounce pass to feed a goal shooter 5. To throw for distance using a shoulder pass 6. To collect a loose ball Organistics - Year 3 - Unit 1 1. To show full extension during a balance 2. To move in and out of contrasting shapes with fluency 3. To perform a sequence using different types of rolls 4. To perform powerful jumps from low apparatus 5. To perform in unison with a partner 6. To create a group performance using contrasting actions	Athletics - Year 3 1. Jumping and hopping sequences. 2. To run at different speeds. 5. To approach and jump hurdles. 4. To throw a javelin using the pull-throw technique. 5. A variety of skipping techniques 6. To keep scare accurately over a range of events Reunders - Year 3 1. To get into the best body position to field a ball 2. To bod with some consistency in a game 5. To hit a moving ball with one hand 4. To stop a moving ball with one hand 5. To throw longer distances using the overarm technique 5. To throw longer distances using the overarm technique 6. To select and apply new skills in a competition	Cricket - Year 3 1. To hit a stationary ball into space using the straight drive 2. To bowl underarm to a batter with some consistency 3. To use the correct footwork to strike a bowled ball 4. To stop a moving ball using the long barrier technique 5. To though ball using the long barrier technique 6. To perform as a wicketkeeper **Hockey Year 5 1. To keep close control of the ball using the flat side of the stick. 2. To control the ball and pass it into space. 3. To use a defensive body position. 4. To consistently stop a moving ball ready to pass or shoot. 5. To improve our agility and apply if in a game situation. 6. To avoid our feet contacting the ball and apply basic rules to the game.
	Year 4 - Physical Education	Year 4 - Physical Education	Year 4 - Physical Education	Year 4 - Physical Education	Year 4 - Physical Education	Year 4 - Physical Education
	Module 1 Football - Year 4	Module 2 Gymnastics - Year 4 - Unit 1	Module 3 Tag Rugby - Year 4	Module 4 Swimming - Intermidiate	Module 5 Athletics - Year 4	Module 6 Tennis - Year 4
Focus	Football - Year 4 * Know what to means to 'run onto the ball'. * Know how to use both front-side and goal-side marking * Know how to use beth standing tackle technique * Know how to use the standing tackle technique * Know why to lose control is essential for forward dribbling * Know how to pass accurately over a longer distance * Know why passing on the move is important in football OAA - Year 4	Cymnostics - Year 4 - Unit 1 Symnostics - Year 4 - Unit 1 * Know what the word composition means in relation to gymnostics * Know what the STEP principle is * Know several actions that require gymnosts to take their weight on their hands * Know what cooperation is in a PE context * Know what cooperation is in a PE context * Know what cooperation is in a PE context * Know hot or judge a basic gymnostic sequence Dance - Year 4 - Unit 1	Tag Rugby - Year 4 * Know why consistency in passing is needed to build an attack * Know whey own out a pick up a ball from the floor and how * Know why it is important to keep possession as a team * Know how to identify space in a game * Know how to identify space in a game * Name some elements of firess needed for tag rugby Distanced PE Fitness - KS2 - Unit 1	Hockey - Year 4 Swimming - Intermidiate Hockey - Year 4 *Know how to perform a push pass *Know why players use a straight dribble *Know the benefits of using reverse stick *Know the benefits of using reverse stick *Know why a slop pass is used in Hockey *Know how to turn with the ball in Hockey *Know why alog pass is used in Hockey *Know why playing with rules is important	Cricket - Year 4 *Know how to select the most appropriate technique for the best performance when running, jumping or throwing *Know who to select the most appropriate technique for the best performance when running, jumping or throwing *Know who to use a run-up to increase the distance when jumping *Know what a sling throw is used for *Know how to measure a throw accurately *Know when and how to perform a really batin exchange *Know when and how to perform a really batin exchange *Know when the the perform a really batin exchange *Know how to score single runs *Know when the crease is and its purpose in a game *Know when the crease is and its purpose in a game *Know who to play a pull show when batting *Know how to stop a bouncing ball when fielding *Know how to stop a bouncing ball when fielding *Know how to stop a bouncing ball when fielding	Rounders - Year 4 Tennis - Year 4 - Know how to play a backhand shot - Know how to play a backhand shot - Know how to force an opponent into a mistake - Know whow to force an opponent into a mistake - Know how to hir a ball in different directions - Know and play the role of the backstop - Make decisions when running between posts - Know and use a scoring system - Know and use a scoring system - Know and describe successful play in a game - Know how to play using basic rounders rules

	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6
				Swimming - Intermidiate 1. To jump in and submerge in deeper water. 2. To sink and then roll under the water.		
	2. To explore front and goal-side marking techniques. 3. To perform a standing tackle to disposses an attacker. 4. To dribble showing good control to progress forward. 5. To pass and receive the ball over longer distances. 6. To perform passing and moving with a teammate. OAA - Year 4 1. To work collaboratively to complete a problem-solvina task.	Gymnostics - Yeor 4 - Unit 1 1. To perform a 6-element sequence that uses changes in speed and direction 2. To use the STEP principle to create and perform a partner sequence 3. To take weight on our hands, showing control 4. To develop a sequence using compositional ideas, e.g. changing speed 5. To co-operate as a group to refine a short sequence 6. To compare and judge sequences Dance - Yeor 4 - Unit 1 1. To use freeze frame in our dances	Tag Rugby - Year 4 1. To use accurate passes to create an attack as a team 2. To pick the ball up from the floor & run with lit to start an attack 5. To keep possession of the ball and build and attack 4. To evade being tagged 5. To use changes of speed to create gaps to run into 6. To create attacking apportunities in competitive games Distanced PE Fitness - KSZ - Unit 1 1. To use coordination in our exercise	3. To use front crawl leg action to swim longer distances. 4. To tuck, float and collect objects from the bottom of the pool. 5. To transition from one floating shape to another without putting our feet down. 6. To use breaststroke leg action to swim on my front and back. 7. To handstand on the bottom of the pool. 8. To somersoult underwater. 9. To move forward with our faces in the water using the sculling action. 10. To move smoothly through the water transitioning from front to back. 11. To propel ourselves underwater while using breaststroke.	Athletics - Year 4 1. To challenge ourselves in running, jumping and throwing tasks 2. To accelerate over short distances. 3. To run and jump using one-footed take-off. 4. To use a sling action to throw a discus. 5. To run on a curve and exchange a baton in our team 6. To apply the skills we have developed in a competitive way. Circker - Year 4 1. To hit the ball in different directions	Tennis - Year 4 1. To return to the middle of the court after playing a shot. 2. To accurately use the forehand in game situations to score points. 3. To play a backband shot with some control. 4. To combine ready position and court movement to consistently return the serve. 5. To work with a partner to score points in a game. 6. To use forehand and backhand shorts to score points in a competitive situation. Rounders - Year 4 1. To hit the ball in different directions
Skills	To name and recognise the cardinal points of the compass. To complete an orienteering task calmly under time pressure.	2. To perform a slide and roll confidently 3. To use a variety of formations when performing 4. To extend our 'mission dance' phrases using canon 5. To sequence our dance actions to show good flow 6. To create a 5 action dance routine showing good 'stage' entry	2. To keep moving even when we are tired 3. What an AMRAP stands for and participate in it 4. To identify what we find challenging and why 5. To work under time pressure 6. To beat our previous score and work out the difference in scores	12. To swim over longer distances without floats or armbands. Nackey * Year 4 1. To perform a push pass with accuracy, 2. To perform a straight dribble to maintain possession. 3. To use reverse-stick to control a ball on the far side of our body, 4. To use a slap pass to send the ball over longer distances. 5. To turn to keep the ball under control and move into space. 6. To develop new skills in competitive situations and look to improve.	2. To anticipate when to run to score singles 3. To intercept a moving ball with one hand 4. To bowl overarm 5. The pull shot and attempting it in a game 6. To field a bouncing ball effectively	2. To run between the posts and avoid getting stumped out 3. To intercept the ball using one hand 4. To underarm bowl abiding by the rules of bowling 5. To play the role of backstop in a small game 6. The rounders scoring system and using it in a game
	Year 5 - Physical Education Module 1	Year 5 - Physical Education Module 2	Year 5 - Physical Education Module 3	Year 5 - Physical Education Module 4	Year 5 - Physical Education Module 5	Year 5 - Physical Education Module 6
	Tag Rugby - Year 5	Swimming - Advanced	Basketball - Year 5	Netball - Year 5	Tennis - Year 5	Athletics - Year 5
Focus	OAA - Year 5	Gymnastics - Year 5 - Unit 1	Dance - Year 5 - Unit 1	Gymnastics - Year 5 - Unit 2 Netball - Year 5	Cricket - Year 5	Rounders - Year 5
Knowledge	Tag Rugby - Year 5 • Know what a defensive line is • Know who accurate passing is important in invasion games and give examples • Know when you would use a pop pass • Know when you would use a pop pass • Know what a formation is invasion games • Know how the magic diamond formation works OAA - Year 5	Swimming - Advanced Gymnostics - Year 5 - Unit 1 - Know with a round-off is a more complex skill to perform - Know a range of ways to bring symmetry to partner work - Know a range of ways to bring asymmetry to individual work - Know what counterbalance means in the correct of gymnostics - Know how to use existing knowledge of compositional ideas with balance work - Know how to give thoughtful and constructive feedback	Basketball - Year 5 • Know why blocking is used in a game • Know what the term ball carrier' means • Know what the 'wing' refers to an a basketball court • Know what it means to be under pressure in a game • Know wh	Netrolii - Year : Know why is if important to find space in a game Know how to get free of a defender in a game Know how to get free of a defender in a game Know how to da quick turns help to build an artack Know why to do quick turns help to build an artack Know why reaction time is important in netball Symnastics - Year 5 - Unit 2 Know what a pathway is in a gymnastics context Know what refining a skill means and be able to give a range of examples Know why progressions are necessary in gymnastics Know why progressions are necessary in gymnastics Know the key steps to link two cartwheels together Know why strength and flexibility is essential to perform a bridge Know by to confidently select and apply skills for the best performance	Tennis - Year 5 * Know when to use a volley * Know different doubles formations and when to use them * Know the rules of how to serve in Tennis * Cricker - Year 5 * Know what a run out is * Know how to judge and call for a run when batting with a partner * Know how to judge and call for beautiful to bowl overarm * Know which is the off-stump when keeping wicker * Know how to grip the ball correctly to bowl overarm * Know how to glip to forward defensive shot when batting * Know what the on and off side of the field refers to	Athletics - Year 5 - Know what a leg of a relay race is - Know how to pace a run over longer distances - Know how to pace a run over long lump - Know what verwet(s) a push throw is used in - Know where to perform a baton exchange in a relay race - Know how to use the STEP principle to adapt a task Rounders - Year 5 - List the rules of rounders learned so far - Know how to maximise the chance of scoring as a batter - Know how to be effective as a fielder to reduce scoring apportunities - Know how to work with other fielders to restrict runscoring
Skills	Tag Rugby - Year 5 1. To use defensive positions to mark and tag an attacker. 2. To pass a ball accurately and consistently while on the move. 3. To defend as part of a team to deny space to the attacking team. 4. To use a pop pass over short distances to create an explosive run. 5. To move the ball quickly using the "magic diamond" formation. 6. To use the 3 step and pass rule with some confidence. OAA - Year 5 1. To explore different ways of communicating with a blindfolded partner. 2. To follow a designated route at maximum speed and complete a task safely. 3. To use memory methods to recall different objects whilst navigating 4. To use clear communication to recreate a shape from memory. 5. To use imagination and creative thinking to create the tallest marshmallow tower. 6. To send and interpret messages using Morse code.	Swimming - Advanced 1. To swim as part of a learn in a relay. 2. To perform a mushroom float for a sustained period of time. 2. To perform a mushroom float for a sustained period of time. 3. To get into the correct position for efficient backstroke swimming. 4. To perform and perfect a crouching dive to enter the water. 5. To swim, surface dive, and more objects without stopping. 6. To surback the mod link a swim stroke with a tumble turn. 8. To use breastsroke arms and swim with fluency. 9. To use breastsroke arms and swim with fluency. 10. To link lengths together using a tumble turn. 11. To enter the water, keeping our head out (head up entry). 12. Competition finish to finish well in a race. 6. Ormostics - Year S - Unit 1 1. The key steps to perform a round-off 2. To create and perform a portner sequence using symmetry 5. To create and perform a portner sequence using symmetry 6. To perform a counter-balance with a partner 7. To perform a ceuth or the side of the sid	Basketball - Year 5 1. To use blacking to stop an opponent from shooting. 2. The front pily and trying to use it in a game. 2. The front pily and trying to use it in a game. 4. To perform an one-handed pulse play to build an attack as a team. 4. To perform a one-handed pulse play to build an attack as a team. 4. To perform a one-handed pulse play the surface pressure. 5. To create space using the bax-out technique to recover rebounds. 6. To carb the ball under pressure into the triple-threat position. Dance - Year 5 - Unit 1 1. What a non-locomotor movement is and using it in our dance 2. To perform both non-locomotor and locomotor movements together 5. To create sew and exciting group patterns 4. A simple Line Dance routine 5. To create our own 3-step line dance with a partner 6. To work collaboratively within our group to improve our performance	Netball - Year 5 1. To choose the appropriate pass for different scenarios 2. To find appace to receive in a game 3. To find appace to receive in a game 4. To practice and perform pivoting and quick turns 5. To get into closer shooting positions 6. To react and move quickly in isolation and in games 9 mansatics - Year 5 - Unit 2 1. To use space creatively olong an L-shaped pathway 2. To refine our round-off technique 5. To refine our round-off technique 6. To remost over-the-shoulder roil and attempt a handstand finish 6. To smoothly link two cartwheels to perform a double cartwheel 6. To develop a 6-element partner sequence incorporating asymmetry	Tennis - Year 5 1. To recap and perform a range of different shots with accuracy and control. 2. To more quickly to the ball to perform a valley. 2. To more quickly to the ball to perform a valley. 3. To use different cour formations during doubles play. 5. To refine court movement to hir the ball before the second bounce. 6. To perform a diagonal serve to begin a game in competitive situations. Cricker - Year 5 1. To work with a partner to score runs 2. To throw accurately over short distances to get batters out 3. To follow the path of the ball to catch as a wickerkceper 4. To overarm bowl with accuracy whilst using a run-up 5. To play a forward defensive shot 6. To set a field in a game to limit the runs scored by a batter	Athletics - Yeer 5 1. To run for speed 6. distance on our own and as part of a team. 2. Pacing our year nover longer distances. 3. Different jumping styles and exploring which ones we can jump further with. 4. To use the push-throw technique. 5. To exchange a baton within a restricted area. 6. To design a running, jumping or throwing activity for others using the STEP principle. Rounders - Yeer 5 1. To judge how far you can run based on the distance of a hit 2. To throw over short distances with power and accuracy to get batters out 3. To follow the path of the ball to make sure it is fielded consistently 4. The backwards hit rule and using it tractically as the backstop 5. To hit the ball into gaps to maximise the chance of scoring 6. To set a field in a game to limit the scoring of a batter
	Year 6 - Physical Education	Year 6 - Physical Education	Year 6 - Physical Education	Year 6 - Physical Education	Year 6 - Physical Education	Year 6 - Physical Education
	Module 1 Swimming - Advanced	Module 2 Tag Rugby - Year 6	Module 3 Netball - Year 6	Module 4 Football - Year 6	Module 5 Cricket - Year 6	Module 6 Athletics - Year 6
Focus	OAA - Year 6 Swimming - Advanced OAA - Year 6	Gynnastics - Year 6 - Unit 1 Tag Rugby - Year 6 * Know how to support a ball carrier to create continuity * Know some set plays and how they benefit the attacking team * Explain why taking the distance, not the time, is, best once tagged * Know what it means to attack 'spaces not faces' * Know what it means to attack 'spaces not faces' * Know what it means to attack 'spaces not faces' * Know what it means to transition quickly from attack to defence and vice versa * Gymnastics - Year 6 - Unit 1 * Know what the word dismount means in a gymnastics context * Know how to adapt knowledge and understanding of canon to a more complex flight sequence * Know how to identify better work and use this knowledge to improve * Know how to confidently select and apply their strongest skills for the best performance	Netball - Year 6 *Know why coordination is important in Netball *Know how to mark a ball when defending *Know how positions are important when attacking around the semi-circle *Know how to rebound a missed shot *Know how to rebound a missed shot *Know how to be active as a defender to intercept a pass *Know how to stay onside in Netball Dance - Year 6 - Unit 1	Hockey - Year 6 Know how to identify which player is in the best position to shoot Know what it means to restrict your opponent's space and ways to do this Know when a penalty kick is awarded Know how to work with a tearmate to create scoring chances Know how to control the ball under pressure Hockey - Year 6 Know how to shoot from close range Know where to play a long corner from Know what the benefits of goal side marking are and in what other sports it's used Know who to perform a bonanar un to force the attacker wide Know who to perform a bonanar un to force the attacker wide Know who to perform a Indian dribbie	Cricket - Year 6 Rounders - Rounder	Athletics - Year 6 - Know why a crouch start to a sprint creates power - Know why a crouch start to a sprint creates power - Know how to combine the phases correctly for a triple jump - Know whon you would use a heave throw - Know what a parlauft is and how to run in one - Know what have the throwing event they perform best at Tennis - Year 6 - Know how to hit a ball with more power - Know how to work collaboratively with a doubles partner - Know how to vork collaboratively with a doubles partner - Know how to score a game
Skille	2. To tumble turn and link a swim stroke with a tumble turn. 8. To use breaststroke arms and swim with fluency. 9. To use our skills of observation to improve our technique. 10. To link lengths together using a tumble turn. 11. To enter the water, keeping our head out (head up entry). 12. Competition finish to finish well in a race. OAA - Yaar 6 1. To work with a partner to successfully orient and follow a map. 2. To identify objects for a scavenger hunt quickly from a written description.	Tag Rugby - Year 6 1. To create attacking continuity by supporting the player with the ball 2. To use set plays in attack to create space for the ball carrier 3. To develop the 3-step rule, comparing and contrasting to the 3-second pass option 4. To attack the space as a ball carrier to create scoring opportunities 5. To change from an attacking to a defensive formation when your team loses possession 6. To observe and analyse our classmate's performance Cymnostics - Year 6 - Unit 1 1. To use controlled flight not ho high apparatus 2. To dismount from high apparatus 3. To develop a short sequence using flight in canon formation 4. To incorporate equipment such as hoops and balls into a group sequence 5. To create a pointed flight sequence using both canon and unison 6. To create and perform a 6-element sequence to music	Netball - Year 6 1. Ways to improve our coordination. 2. To mark the pass or the shot. 3. Organisation in and around the semi-circle. 4. To compete to win the rebounding ball. 5. To stay active to intercept a pass. 6. To stay onside in games depending on the position being played. Dance - Year 6 - Unit 1 1. The technique of the stag leap and rebound jump 2. To explore relationships through dance and perform partner lifts 3. To compose a dance phrose based on the Hakka 4. To choose and use suitable dynamics for the Hakka 5. To link freeze frames to street dance style to create a short movement phrose 6. To perform a Top Rock and Slide Step and perform confidently with a partner	Football - Year 6 1. To set up a shooting opportunity for a teammate. 2. To restrict an opponent's space by defending with my partner. 3. To perform a penalty kick with power and accuracy. 4. To attack and shoot as a pair. 5. To perform the role of a cover defender to stop the opposition's attack. 6. To use close control to keep possession of the ball under pressure. Hockey - Year 6 1. To shoot under pressure from close range. 2. To perform long corner routines as part of a team. 3. To use good-side marking to prevent an attacker from getting closer to the goal. 4. To use a banana run to force an oncoming attacker out wide. 5. To use a hit-out to successfully restort a game. 6. Indian dribble and to play competitively using new skills.	Cricket - Year 6 1. To create pressure on a batter by using a ring field 2. To track and cotch a high ball consistently 3. To perform a short-pitched bowl to get a batter to hit the ball in the air 4. To work in a pair to restrict runs scored when fielding 5. To play an on-drive 6. To set an attacking field Rounders - Year 6 1. Attacking tactical bowling to make it more difficult for the batter to hit. 2. To track and cotch a high ball. 3. To use fast bowling to deceive your opponent. 4. To work in a pair in the field to restrict scoring. 5. To apply tactics when running around bases to avoid overtakes. 6. To apply attacking and defensive tactics in a competitive situation.	Athletics - Year 6 1. Sprint start technique to increase our running speed. 2. The three phroses of triple jump. 3. To heave throw technique and what it is used for. 4. To assess our own oblilly to play our role in parlauff. 5. The scissor jump technique and when it would be used in athletics 6. To record and relay results over a range of track and field events. Tennis - Year 6 1. To communicate clearly with a partner to score points in doubles play. 2. To attempt a two-handed backhand shot with control. 3. To perform a lob shot to hit the ball over our opponent's head. 4. To apply the correct rules and scoring system in games. 5. To play in different doubles formations and work with our partner to improve. 6. To discuss and apply a range of tactics in doubles play to achieve success