

Intent:

The structure of our PE curriculum is divided between three main components.

Performance and skill shows pupils can link two actions in a sequence. Can follow simple instructions with support of visuals. Exploring a variety of movements and showing an awareness of space. Show an understanding of basic concepts by moving in a variety of ways and linking them to a simple sequence. The use of small and large apparatus with basic control.

Knowledge and analysis enables children to recognise and collect, on request, familiar pieces of equipment.

Leadership and teamwork enables turn taking with a partner or small group, possibly requiring support to follow instructions to keep on task.

Term	Week/s	Topic/Theme <i>Key vocabulary including Tier 3 subject specific words</i>	Learning Outcomes Knowledge and Skills To know, to use, to apply...	Links to: <i>Literacy, Numeracy, SMSC</i> <i>Gatsby Benchmarks</i>
Autumn 1	1 -3	Circle Games Listen Follow Join in Circle Running	<ul style="list-style-type: none"> To be able to listen to and follow a set of instructions for a circle game. To show some understanding of how to participate and co-operate in a safe manner. To be able to participate in a range of circle games with some communication. Running skilfully and negotiating with space successfully. 	Literacy Reading: look at pictures, ask and answer questions using key words. Writing: write for a purpose e.g. taking scores and peer/self-feedback. speaking and listening. GPS/Spoken Language: Make sounds to communicate, use new vocabulary and make sounds to communicate.
Autumn 2	4-7	Circle Games Imagine Copy Pushing Batting Throwing Catching Kicking	<ul style="list-style-type: none"> Using arms, legs and body parts to pretend to be something. To show some control and coordination with large and small movements. Showing some control over an object in pushing, patting, throwing, catching or kicking it. 	Numeracy Visualisation, Logical reasoning, Trial and improvement, making connections and comparisons, Sequence events/ instructions, Addition / Subtraction and using concrete resources.
	1 - 4	Small equipment Ball Bat Pushing Batting Throwing Kicking	<ul style="list-style-type: none"> To understand that equipment has to be used in a safe manner at all times. To identify and name a range of equipment. To handle equipment effectively and in a safe manner. Using a range of small equipment to show some control over an object in pushing, batting, throwing, catching or kicking it. 	
	4 -7	Small equipment Collect Bouncing Rolling Catching	<ul style="list-style-type: none"> Show some understanding of how to transport equipment in a safe manner and store equipment safely when used. To show ball familiarisation by using bouncing, rolling and catching skills. To use a range of small equipment correctly when showing ball control skills. 	
Spring 1		Agility, Balance, Co- ordination Body Shapes Body Movements Space Under Over Jumping	<ul style="list-style-type: none"> To show some control and co-ordination in large and small movements. To experiment with different ways of moving. To be able to move confidently and freely in a safely negotiating space. Travel with confidence and skill around, under and over objects. Jumping off an object and landing appropriately. 	SMSC Enjoy learning about themselves and others, Use imagination e.g. making animal movements, Recognise right and wrong with the use of skills and techniques, Cooperate with others to show fair play. Demonstrate mutual respect when working with others and participate positively in sport.

Spring 2		Hand – Eye Co-ordination Roll Throwing Target Aim	<ul style="list-style-type: none"> • To develop the ability to control a ball in a range of ways. • To develop the ability to throw accurately at a target. • To use throwing skills with a partner or towards a target. 	
Summer		Team Games Partner Team work	<ul style="list-style-type: none"> • To work together as part of a team in a range of games. • To show some emphasis for being competitive and support for your team. • Negotiates space successfully when playing racing games. 	
		Athletics / Sports day practise Running Jumping Catching Throwing Listen Follow Copy	<ul style="list-style-type: none"> • To practise and participate in a range of running races. • To learn athletic skills for running, jumping, throwing and catching. • To demonstrate a range of skills for athletic based activities e.g. Javelin, running over hurdles, running in and out of cone, throwing a bean bag in hoop / skittles. • To follow commands to start a team race correctly e.g. 'On your Marks, Set, Go'. 	

Intended impact:
 Pupils will develop their performance and skills by understanding sequencing in a range of physical movements. They will be able to show some knowledge and safety awareness when using PE equipment. They will work cooperatively with other pupils to show team work and possible leadership skills.



