PE Medium Term Plan

Autumn 1	character development and instil Autumn 2	Spring 1	Spring 2	Summer 1
Vear	Body Management	<u>Dance</u>	<u>Gymnastics</u>	Speed and Agility
	 Explore balance and managing own body. Able to stretch, reach, and extend in a variety of ways and positions. Able to control the body and perform specific movements on command. 1. to balance beanbags. 2. to move through hoops in different ways. 3. to reach and stretch to get equipment. 4. to make bridges and tunnels with our bodies. 5. to travel over and under apparatus. 6. to make shapes with our bodies. 	 Recognise actions can be performed to music. Copy, repeat and perform some basic actions to music 1. to use colours and feelings in dance. 2. to perform as animals using different levels and directions. 3. to work with a partner. 4. to show expression in our sequence. 5. to perform transport movements in our dance. 6. to use leading and following movements. 	 Develop confidence in fundamental movements. Learn and refine a variety of shapes, jumps, balances and rolls. Link simple balance, jump and travel actions. 1. to link different shapes and ways of moving. 2. to egg roll and log roll. 3. to follow different pathways. 4. to balance on points and patches. 5. to perform our story to music. 6. to use a start and finish position. 	 Change direction at speed through both choice and instructions. Perform actions demonstrating changes in speed. Stop, start, pause, prepare. 1. to move in different directions. 2. to keep our bodies safe in running games. 3. to jump in different directions. 4. to stop safely. 5. to move at slow and fast speeds. 6. to stop safely in different ways.

Intent At Wellington Community we understand the importance of physical education for the lifelong impact on pupils' health. The PE curriculum will be supportive of their health and fitness and promote physical verse physical activities (including competitive . Through the provision of various sports and Additional Summer 2 units/ sessions Manipulation and <u>coordination</u> Coordinate similar objects in a variety of ways. Differentiate ways to manoeuvre objects. Skip in isolation and with rope. 1. to play parachute games. 2. to use equipment to in perform actions. 3. to use a baton to push beanbags and balls. 4. to use a baton to dribble. 5. to perform different jumps. 6. to handle a hoop



PE Medium Term Plan

/ear 1	<u>Run, Jump, Throw 1</u>	Run, Jump, Throw 2	<u>Send & Return 1</u>	<u>Send & Return 2</u>	Dance (Teacher led)	
	Begin to link running and jumping. Learn and refine a range of running. Develop throwing techniques to throw over longer distances.	Begin to link running_and jumping. Learn and refine a range of running. Develop throwing techniques to throw over longer distances.	Able to send an object with increased confidence using hand or bat. Move towards a moving ball to return. Sending and returning a variety of balls.	(In Hall) Able to send an object with increased confidence using hand or bat. Move towards a moving ball to return. Sending and returning a variety of balls.	Respond to a range of stimuli and types of music. Explore space, direction, levels and speeds and perform with different body parts.	
	 to start and stop moving at speed. 	 to start and stop moving at speed. 	 to slide a beanbag to a target. 	 to slide a beanbag to a target. 	1. to show moods and feelings we would experience in the jungle.	
	 to use our arms when running at different speeds. 	 to use our arms when running at different speeds. 	 to hit a ball in different ways with our hands. 	 to hit a ball in different ways with our hands. 	 to move as if we were living in the jungle. 	
	 to take off on two feet to jump at 	 to take off on two feet to jump at 	 to move towards a ball to return it. 	 to move towards a ball to return it. 	3. to create and perform movements which show friendship.	
	distance. 4. to use the correct technique to throw	distance. 4. to use the correct technique to throw	 to work with a partner to stop and return a beanbag. 	 to work with a partner to stop and return a beanbag. 	4. to perform leading and following movements.	
	different objects for distance.	different objects for distance.	5. what a rally is and rallying with a partner.	5. what a rally is and rallying with a partner.	5. to perform a short dance with a clear start, middle	
	5. to show improvement in our throwing.	5. to show improvement in our throwing.	 to send a ball into space to make it harder for our opponent. 	to send a ball into space to make it harder for our opponent	and end. 6. to use repeated actions in	
	 to take part in a competition using running, jumping and throwing skills. 	to take part in a competition using running, jumping and throwing skills.			our dance	
	<u>Gymnastics 1</u> Use simple gymnastics	<u>Gymnastics 2</u>	<u>Hit, Catch, Run 1</u>	<u>Hit, Catch, Run 2</u>	<u>Attack, Defend, Shoot 1</u>	4
	actions and shapes. Apply basic strength to gymnastic actions. Begin to carry apparatus. Recognise like actions and link them.	To show a range of recognised point balances. To introduce turn, twist, rock, and roll and to link these. To perform unison simple	Able to hit objects with hand or bat. Track and retrieve a rolling ball. Throw and catch a variety of balls and objects.	Develop sending and receiving skills to benefit fielding as a team. Distinguish between the roles of batters and	Practice basic movements, including running, jumping, etc. and begin to engage in competitive activities. Experience opportunities to improve ABCs.	- - - - -

Objective - black Specific skills - blue

	Dance (outside agency)
	Able to build simple movement patterns from given actions. Compose and link actions to make simple movement phrases.
	1. to perform actions to well- known nursery rhymes.
	2. to march in time to the beat and turn while marching.
	3. to march in time as a group.
	4. to perform actions in canon (one after the other).
	5. to perform a short dance using canon.
ce	6. to perform in rounds in different groups
in	
-	<u>Attack, Defend, Shoot 2</u>
, 1	To recognise rules and apply them. Use and apply simple strategies for invasion games. Preparing for and explaining
to	the reasons why we enjoy exercise.



PE Medium Term Plan

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	 to perform 'like' actions in a sequence. to carry and set up apparatus safely. to perform shapes on large and small body parts. to take off and land and use shape in our jumps. to travel on our feet, showing good body tension. how we can create different levels in our performance. 	 canon and unison techniques. 1. to move on, off and over apparatus and use the 'Magic Chair' landing. 2. to rock on different parts of our body and rock using shape. 3. to perform specific point balances such as 'h' and 'y' balance. 4. to perform actions at the same time as others (unison) 5. to perform actions one person after the other (canon). 6. to turn and jump and quarter and half turn. 	 to select a space to throw or roll a ball into. to track and collect a rolling ball. to catch a ball to stop an opponent from scoring. to use our hands to hit a ball. to run between bases to score points. to work as a team to score points. 	 fielders. Introduce the concept of simple tactics. 1. to catch a ball 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 teams from scoring points. 	 to hit a target. to defend a target. to roll and slide balls and beanbags. to shoot in a game to get points. to work with a partner to score points. to use our attacking and defending skills in a game.
Year 2	 Run, Jump, Throw 1 Throw and handle a variety of objects. Develop power, agility, coordination and balance. Negotiate obstacles showing increased control. 1. to move quickly whilst being aware of others around. 	 <u>Run, Jump, Throw 2</u> Throw and handle a variety of objects. Develop power, agility, coordination and balance. Negotiate obstacles showing increased control. 1. to move quickly whilst being aware of others around. 	 <u>Send & Return 1</u> Be able to track the path of a ball over a net and move towards it. Begin to hit and return a ball with some consistency. Play modified net/wall games throwing, catching and sending over a net. 1. to stay on our toes to move quickly to the ball. 	 <u>Send & Return 2</u> Improve running and jumping movements over sustained periods. Reflect on activities and make connections to healthy, active lifestyles. Jump for distance and height. 1. to work individually to run over a longer distance. 	 Dance (outside agency) Describe and explain how performers can transition from shapes and balances. Challenge themselves to move imaginatively, responding to music. Work as part of a group to create and perform. 7. to use penguin images to inspire our dance.

1.	to find our pulse on our wrists.					
2.	to move side to side to defend a goal.					
3.	to bounce a ball 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.					
Da	Dance (Teacher led)					
soj we sti cre	rform using more phisticated formations as II as an individual. Use the muli to copy, repeat and eate dance actions and otifs.					
	1. to develop a dance that shows different emotions,					
	to dance with rhythm llowing a clockwork pattern.					



PE Medium Term Plan

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 to create power with our legs to turn at speed. 	2. to create power with our legs to turn at speed.	 to identify which hand is dominant in a game. the basic rules of serving 	2. to improve strength to increase our jumping distance.	8. to show feelings of abandonment through dance.	3 cr pl
 to move through an obstacle course with speed and control. to choose the best throw for different situations. to use quick feet whilst sprinting. to perform static an dynamic balances. 	 speed and control. 4. to choose the best throw for different situations. 5. to use quick feet whilst sprinting. 	 The basic rules of serving to our partner. to develop agility and use it in a game. to use the correct grip to hit a self-fed ball. to use the ready position in a rally. 	 to create power when throwing for distance. to use breathing techniques to be able to run more. to cooperate with our partners to complete a task well. to listen to others and work as a team to achieve the highest score possible 	 9. to create movements that show friendship between two characters. 10. to create a solo dance with changes of direction and speed. 11. to match our movements to music. 12. to choose a formation for our dance and explain our choi 	4. 5. di 6.
Gymnastics 1	<u>Gymnastics 2</u>	<u>Hit, Catch, Run 1</u>	<u>Hit, Catch, Run 2</u>		<u>A</u>
 Describe and explain has performers can transition and link elements. Perform basic actions with control at different speeds and levels. Develop flexibilition in a range of shapes and balances. 1. to combine 4 element into a floor sequence 2. to create power in a variety of different jumps. 3. to take weight on our hands and move in 	 management through a range of floor exercises. Use core strength to link recognised gymnastics elements. Attempt to use rhythm while performing a sequence. 1. to use a relevé walk in a sequence. 2. to perform a dish and arch shape moving smoothly from one to the other. r a. to develop our strength in back 	 To develop hitting skills with a variety of bats/rackets. Practice feeding/bowling skills. Hit and run to score points in a game. 1. to hit a ball and score points running to cones. 2. to defend a target by kicking. 3. to bowl underarm with control. 4. To hit a ball using different bats 5. To throw accurately to a base 	 Work on a variety of ways to score runs in the different hit, catch, run games. Work in teams to field. Begin to play the role of wicketkeeper or backstop. 1. to time our run around the bases to stay safe, 2. to kick a ball into space using different parts of the foot. 3. to respond to how a ball is being bowled when hitting. 4. learn about the role of 	 <u>Attack, Defend, Shoot 1</u> Send a ball using feet and can receive a ball using feet. Refine ways to control bodies and a range of equipment. Recall and link combinations of skills, e.g., dribbling and passing. 1. to kick the ball over long and short distances. 2. to stop a ball with control using the foot. 3. to work as a team to keep the ball. 	5 rc R sc o' a' 1. 2 3 4 5
different ways.	support and crab.	Dase	the wicketkeeper.		

Objective - black Specific skills - blue

	cre	to work on our own to eate a short movement rase.
		to watch, copy and repeat tions to create a 'motif'.
		to perform our motif in ferent formations.
5		to use different movement thways in our dance.
	<u>At</u>	<u>tack, Defend, Shoot 2</u>
1	ra Re sel otl	lect and apply a small nge of simple tactics. cognise good qualities in f and others. Work with ners to build basic
		tacking play.
	1.	tacking play. to throw different types of equipment.
7		to throw different types
9		to throw different types of equipment. to move to space after
9	2. 3.	to throw different types of equipment. to move to space after passing the ball. to pass and move forward

	 to use our flexibility in a bridge and japana gymnastic shape. to perform the point balance arabesque. to perform a teddy roll. 	 to frog jump and leapfrog. to hold an L-sit with a straight back. to bring rhythm and flow to our sequence. 	6. To hit the ball into space away from fielders.	 Iearn about the role of the backstop and its likeness to the wicketkeeper. to bowl underarm in a game with accuracy. 	 to bounce a ball with my partner. to bounce the ball while we are moving (dribbling). to pass the ball forward in a game. 	6
Year 3	<u>Gymnastics 1</u>	<u>Gymnastics 2</u>	Dance (Teacher led)	Dance (Outside Agency)	<u>Cricket</u>	<u> </u>
	Modify actions	Identify similarities and	Practise and put together a	Building stylistic qualities	Adhere to some of the	1
	independently using	differences in sequences.	performance. Perform using	through repetition and	basic rules of cricket.	r
	different pathways,	Develop body	facial expressions. Perform	applying movement to own	Develop a range of skills to	r
	directions and shapes.	management over a range	with a prop.	bodies. Building basic	use in isolation and a	0
	Consolidate and improve	of floor exercises.	1 to popform a jost dayona	creative choreography skills	competitive context. Strike a bowled ball.	S
	movements and	Attempt to bring	1. to perform a jazz square and use it in our dance.	in travelling, dynamics and		t
	gymnastics actions. Relate strength and	explosive moves into floor work.	and use it in our dance.	partner work.	Incorporate learning based on respect and fairness.	1
	flexibility to actions. To	Show increasing	2. to perform a dance	F	on respect and fairness.	7
	use basic compositional	flexibility in shapes and	showing two contrasting	1. to perform a dance	1. to hit a stationary ball	'
	ideas.	balances.	characters.	phrase inspired by the ocean's depths.	into space using the straight drive.	8
	1. to show full extension	1. to perform Japana	3. to develop movements			
	during a balance.		using improvisation.	2. to use improvisation to	2. to bowl underarm to a	
		2. to use bounces and		create a longer movement	batter with some	9
	2. to move in and out of	broad jumps in a	4. to use props in our dance	phrase.	consistency.	
	contrasting shapes with	sequence.	sequence.	2 to use dynamics in a short		
	fluency.			3. to use dynamics in a short group dance to show	3. to use the correct	1
		3. to attempt a half-	5. to use facial expressions	travelling on the ocean.	footwork to strike a bowled	
	3. to perform a sequence	lever.	to bring life and emotion to	n avening on the ocean.	ball.	
	using different types of	A the transmittion for a	our dance.	4. to perform as a class to	4. to stop a moving ball	
	rolls.	4. to transition from a	6 to take on the role of	show the damage that can	using the long barrier	1
	4. to perform powerful	Japana to another shape with control.	6. to take on the role of director to help others	be caused to the ocean.	technique.	
			I OUCECTOC TO DEID OTHERS		1	1
	jumps from low		improve their dance.		5. to throw longer distances	

hile vard	6. to use the skills we have developed in a competition.
	Rounders
s to rike sed	To be able to play simple rounders games. Apply some rules to games and develop and use simple rounders skills. Incorporate learning based on respect and fairness.
II	 to get into the best body position to field a ball.
a	8. to bowl with some consistency in a game.
	9. to hit a moving ball with one hand.
wled	10. to stop a moving ball with the long barrier technique.
nces	11. to throw longer distances using the overarm technique.
	12. to select and apply new skills in a competition



PE Medium Term Plan

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_	5. to perform in unison	5. stretches while moving		5. to work as a group to	6. to perform as a
	with a partner.	and when we are still to		develop a dance	wicketkeeper
		increase our flexibility.		representing the ocean.	
	6. to create a group				
	performance using	6. to show strength,		7. to prepare our group	
	contrasting actions.	flexibility and control in		dance for the final	
	-	our sequence.		performance.	
	Outdoor Adventurous	Teo Duchy	Netball	Tennis	Football
		<u>Tag Rugby</u>	<u>INEIDAII</u>	Tennis	Football
	<u>Activities (OAA)</u>	Handla a nuchu hall with	Perform basic netball skills	To identify and dependence	Able to show basic control
	Taking part in and	Handle a rugby ball with confidence. Evade		To identify and describe some rules of tennis. Serve	
	Taking part in and		such as passing and catching		skills. Send the ball with
	completing a variety of	attackers using footwork	using recognised throws.	to begin a game and explore	some accuracy to maintain
	activities that develop	and body control. Link	Implement the basic rules of	forehand hitting.	possession and build
	orienteering, teamwork	skills to perform as a	netball. Incorporate learning	Incorporate learning based	attacking play. Implement
	and communication.	team in attack. Use basic	based on respect and	on respect and fairness.	the basic rules of football.
	1 Telescher und mit der	game principles of tag	fairness.		Incorporate learning based
	1. To Locate and record	rugby and play within			on respect and fairness.
	a control point	simpler rules.		1. to use the ready position	
		Incorporate learning	1. to perform quick, accurate	to return a ball.	
	2. To cooperate with	based on respect and	chest passes.		1. to use the inside of the
	others	fairness.		2. to hit the ball to	foot to pass the ball.
			2. to use dodging to get free	different parts of the	
	3. To strategically		from our opponent.	court using a forehand hit.	2. to trap a ball that is
	transfer objects in	1. to use speed to run			moving along the ground
	groups	past defenders.	3. to catch a netball.	3. to perform an underarm	with control.
				serve to start a rally.	
	4. To reflect and	2. how to use a short	4. to use a bounce pass to		3. to pass the ball
	feedback to my team	pass in a game.	feed a goal shooter.	4. to move towards a ball to	accurately into space over
				return it over the net.	short distances.
	5. To find alternative	3. to use agility to evade	5. to throw for distance		
	ways of	being tagged	using a shoulder pass.	5. to play cooperatively with	4. to identify and move into
	communicating within			a partner to keep the ball	space to receive the ball.
	a team	4. to understand and	6. to collect a loose ball.	moving over the net.	
		apply the tag protocol in			5. to use the outside of the
	6. To locate and record	game situations.		6. to perform forehand hits	foot to control the ball and
	a control point			to score points in a	dribble.
		5. to close down an		competition.	
		attacker's space as a			6. to cushion the ball when
		defender.			receiving.

<u>Athletics</u>

Control movement in response to instructions. Demonstrate agility and speed. Jump for height and distance. Throw with speed and power and apply appropriate force. Incorporate learning based on respect and fairness.

1. jumping and hopping sequences.

2. to run at different speeds.

3. to approach and jump hurdles.

4. to throw a javelin using the pull-throw technique.

5. a variety of skipping techniques.

6. to keep score accurately over a range of events



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PE Medium Term Plan

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		6. to perform a backward pass to continue an attack				
'ear 4	Netball	<u>Tag Rugby</u>	Dance (Outiside Agency)	Dance (Teacher led)	<u>Tennis</u>	Rounders
	Introduce high-five netball positions. Acquire and apply basic shooting techniques. Demonstrate and implement some basic rules of high five. Develop netball skills such as marking and footwork. Introduce the concept of preliminary moves. Incorporate learning based on respect and fairness.	Consistently perform basic tag rugby skills. Implement rules and develop tactics in competitive situations. Increase speed and build endurance during gameplay. Incorporate learning based on respect and fairness. 1. to use accurate passes to create an attack as a team.	 Work to include freeze frames in routines. Practise and perform a variety of different formations in dance. 1. to use freeze frame in our dances. 2. to perform a slide and roll confidently. 3. to use a variety of formations when performing. 	Concentrating on one simple theme throughout and linking all activities to communicate this to an audience. 1. to communicate the theme of a snake through our dance actions. 2. to use dynamics and formations in our dance to help us tell a story. 3. to use space, travel and	Explore some forehand and backhand shots. Work to return the serve. Explore positions in gameplay. Incorporate learning based on respect and fairness. 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.	To develop a range of skills in a competitive context. Choose and use a range of simple tactics in isolation and a game context. Identify different roles in rounders. Incorporate learning based on respect and fairness. 1. to hit the ball in different directions. 2. to run between the posts and avoid getting stumped
	1. to protect the ball once we have caught it.	2. to pick the ball up from the floor & run with	4. to extend our 'mission dance' phrases using canon.	floor patterns to enhance the dance.	3. to play a backhand shot with some control.	out. 3. to intercept the ball using
	2. to use basic shooting techniques in a game.	it to start an attack.	5. to sequence our dance actions to show good flow.	4. to develop our choreography skills.	4. to combine ready position	one hand.
	3. one-to-one marking.	3. to keep possession of the ball and build an attack.	6. To create a 5 action dance routine showing good 'stage'	5. to work in a small group to create contact	and court movement to consistently return the serve.	4. to underarm bowl abiding by the rules of bowling.
	4. to pivot once we have caught the ball.	4. to evade being tagged.	entry.	movements. 6. to use peer evaluation to	5. to work with a partner to score points in a game.	5. to play the role of backstop in a small game.
	5. to use quick feet.	5. to use changes of speed to create gaps to		improve each other's work	6. to use forehand and	6. the rounders scoring system and using it in a game.
	6. to use preliminary moves.	run into. 6. to create attacking opportunities in competitive games.			backhand shots to score points in a competitive situation.	



PE Medium Term Plan

		<u>Football</u>			
	<u>Outdoor Adventurous</u> <u>Activities (OAA)</u> Taking part in and completing a variety of activities that develop orienteering, teamwork and communication.	Introduce some defensive skills. Dribble in different directions using different parts of their feet. Passing for distance. Evaluating skills to aid improvement. Incorporate learning based on respect and	<u>Gymnastics 1</u> Become increasingly competent and confident to perform skills more consistently. Perform in time with a partner and group. Use compositional ideas in	Gymnastics 2 Develop an increased range of body actions and shapes to include in a sequence. Define muscle groups needed to support the core of the body. Refine taking	<u>Cricket</u> To begin to link a range of skills and use in combination. To make in game decisions to score or limit points. To develop new techniques as a batter, fielder and bowler.
	 To Locate and record a control point 	fairness. 1. to run onto the ball to	sequences. 1. to perform a 6-element	weight on small and large body parts.	1. to use a batting stance and hit the ball in different
	2. To cooperate with others	 To run onto the ball to receive it. to explore front and 	sequence that uses changes in speed and direction. 2. to use the STEP principle	1. to perform a weighted bunny hop showing control and balance.	directions. 2. to anticipate when to run to score singles.
	 To strategically transfer objects in groups 	goal-side marking techniques.	to create and perform a partner sequence.	2. an arabesque balance and over-the-shoulder roll.	3. to intercept a moving ball with one hand.
	4. To reflect and feedback to my team	3. to perform a standing tackle to dispossess an attacker.	3. to take weight on our hands, showing control.	3. to identify and engage core muscles for stability.	4. to bowl overarm.
	5. To find alternative ways of	4. to dribble, showing good control to progress	4. to develop a sequence using compositional ideas, e.g. changing speed.	4. to smoothly transition from a front support to side support.	5. to use the pull shot and attempting it in a game.
	communicating within a team	forward. 5. to pass and receive the	5. to co-operate as a group to refine a short sequence.	5. to perform a shoulder stand with control.	6. to field a bouncing ball effectively.
	6. To locate and record a control point	ball over longer distances. 6. to perform passing and moving with a teammate.	6. to compare and judge sequences	6. to combine all elements of this unit, showing smooth transitions	
Year 5	Dance (Teacher led)	Dance (Outiside Agency)	<u>Gymnastics 1</u>	<u>Gymnastics 2</u>	<u>Athletics</u>
Objective	Perform different styles of dance fluently and clearly. Refine and	Using professional examples to inspire ideas for explosive action.	Create longer and more complex sequences and adapt performances. Take the lead	Take responsibility for your own warm-up. Perform more complex actions, shapes and	Sustain pace over short and longer distances. Run as part of a relay team.

Objective - black Specific skills - blue

<u>Athletics</u>

Investigate ways of performing running, jumping and throwing activities. Use a variety of equipment to measure, time and compare different styles of runs, jumps and throws. Incorporate learning based on respect and fairness.

1. to challenge ourselves in running, jumping and throwing tasks

2. to accelerate over short distances.

3. to run and jump using onefooted 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

<u>Cricket</u>

Link a range of skills and use	
in combination. Collaborate	
with a team to choose, use	



PE Medium Term Plan

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	improve dances, adapting them to include the use of space, rhythm and expression.	Owning and exploring new movement possibilities. 1. to communicate the	in a group. Develop symmetry. Compare performances and judge strengths and areas for	balances with consistency. Use information given by others to improve performance. Remember	Perform a range of jumps and throws. Incorporate learning based on respect and fairness.	
	1. what a non-locomotor movement is and using it in our dance.	theme of heroes through our dance.2. to manipulate and	improvement. Select a component for improvement. 1. the key steps to perform a	and repeat longer sequences with more difficult actions. 1. to use space creatively	1. to run for speed & distance on our own and as part of a team.	
	2. to perform both non- locomotor and locomotor movements together.	develop actions using a range of devices. 3. to create interesting	round-off. 2. to create and perform a partner sequence using	along an L-shaped pathway. 2. to refine our round-off technique.	2. pacing our run over longer distances.	
	 to create new and exciting group patterns. a simple Line Dance 	and varied dance actions as a group using levels. 4. to use jumps to bring	symmetry. 3. to create and perform a partner sequence using	3. to refine over-the- shoulder roll and attempt a handstand finish.	3. different jumping styles and exploring which ones we can jump further with	
	routine. 5. to create our own 3- step line dance with a partner.	power and energy to our dance phrase. 5. to show the theme of an attack, performing at	asymmetry. 4. to perform a counter- balance with a partner.	4. to smoothly link two cartwheels to perform a double cartwheel.	 4. to use the push-throw technique. 5. to exchange a baton within a restricted area. 	
	6. to work collaboratively within our group to improve our performance.	a low level.6. to work effectively with others to improve	5. to perform smooth transitions between counterbalances using different levels.	5. to transition into a bridge with control.6. to develop a 6-element	 6. to design a running, jumping or throwing activity for others using the STEP 	
		movement quality and performance.	6. to evaluate each other's work and suggest improvements.	partner sequence incorporating asymmetry.	principle	
	<u>Netball</u>	<u>Outdoor Adventurous</u> <u>Activities (OAA)</u>	<u>Swimming (Outside Agency)</u>	<u>Swimming (Outside Agency)</u>	<u>Tag Rugby</u>	
	Make choices about which pass to use and where to shoot from.	Taking part in and completing a variety of	<u>Beginners</u> Swim short distances	<u>Beginners</u> Swim short distances	Combine basic tag rugby skills such as catching and quickly passing in one	
	Implement some tactics to get free. Move quickly around the court. Incorporate learning	activities that develop orienteering, teamwork and communication.	unaided between 5 & 20 metres using one consistent stroke. Propel themselves over longer distances with	unaided between 5 & 20 metres using one consistent stroke. Propel themselves over longer distances with	movement. Select and implement appropriate skills in a game situation. Begin to play effectively when	
	- black Cracific duille blue		the assistance of swimming	the assistance of swimming	attacking and defending.	

	and adapt rules in games. Recognise how some aspects of fitness apply to cricket, e.g., power, flexibility and cardiovascular endurance. Incorporate learning based on respect and fairness.	
r	1. to work with a partner to score runs.	
e	2. to throw accurately over short distances to get batters out.	
	3. to follow the path of the ball to catch as a wicketkeeper.	
	4. to overarm bowl with accuracy whilst using a run- up.	
y	5. to play a forward defensive shot.	
	6. to set a field in a game to limit the runs scored by a batter.	
	<u>Football</u>	
S	Play effectively in a variety of positions and formations. Relate a greater number of attacking and defensive tactics. Become more skilful when performing movements at speed. Incorporate	



PE Medium Term Plan

 based on respect and fairness.	1.	To Locate and record a control point	aids. Move with more confidence in the water,	aids. Move with more confidence in the water,	Increase the power of passes so the ball can be
		·	including submerging	including submerging	moved quickly over a
1. to choose the	2.	To cooperate with	themselves fully. Enter and	themselves fully. Enter and	greater distance.
appropriate pass for		others	exit the water	exit the water	Incorporate learning based
different scenarios.	2	To strategically	independently.	independently.	on respect and fairness.
2. to find space to	5.	transfer objects in	1. to keep our balance by	1. to keep our balance by	
receive in a game.		groups	pushing and pulling against the water.	pushing and pulling against the water.	1. to use defensive positions to mark and tag an attacker.
3. to use different	4.	To reflect and			
dodging techniques to		feedback to my team	2. to lift our feet off the	2. to lift our feet off the	2. to pass a ball accurately
outwit a defender and	F	To Conduct succession	ground and make shapes in	ground and make shapes in	and consistently while on
get free.	ס.	To find alternative ways of	the water.	the water.	the move.
4. to practice and		communicating within	3. to use our hands to move	3. to use our hands to move	3. to defend as part of a
perform pivoting and		a team	forward.	forward.	team to deny space to the
quick turns.					attacking team.
	6.	To locate and record	4. to put our faces in the	4. to put our faces in the	
5. to get into closer shooting positions.		a control point	water.	water.	4. to use a pop pass over short distances to create an
			5. to stand again after	5. to stand again after	explosive run.
6. to react and move			floating on our front.	floating on our front.	
quickly in isolation and in			Contractional section of the sec	Charles I and the Charl	5. to move the ball quickly
games.			6. to stand again after floating on our backs.	6. to stand again after floating on our backs.	using the 'magic diamond' formation.
			Touring on our backs.	Touring on our backs.	formation.
			7. to swim a short distance on our backs with a float.	7. to swim a short distance on our backs with a float.	6. to use the 3 step and pass rule with some confidence.
			8. to push and glide from the side of the pool.	8. to push and glide from the side of the pool.	
			9. to use the 'sculling'	9. to use the 'sculling'	
			technique to swim on our	technique to swim on our	
			backs.	backs.	
			10. to use 'doggy paddle' to	10. to use 'doggy paddle' to	
			swim a short distance on our	swim a short distance on our	
			front.	front.	

	learning based on respect and fairness.	
	1. to turn with the ball.	
S	2. to travel quickly and effectively when running with the ball.	
r.	3. to combine running with the ball and sending it into space.	
	4. to maintain position when attacking to create space.	
	5. to perform a stepover to beat a defender.	
เท	6. to control a bouncing ball, keeping it close to the body.	



My Prima				
		11. to move from a glide into a doggy paddle.	11. to move from a glide into a doggy paddle.	
		12. to swim as far as we are able on our front and back.	12. to swim as far as we are able on our front and back.	
		<u>Intermediate</u>	<u>Intermediate</u>	
		Swim over greater distances, between 10 & 20 meters, with confidence in shallow water. Begin to use basic swimming techniques. Explore and use basic breathing patterns. Enter and exit the water in a variety of ways. Take part in problem-solving activities such as group floats and team challenges.	Swim over greater distances, between 10 & 20 meters, with confidence in shallow water. Begin to use basic swimming techniques. Explore and use basic breathing patterns. Enter and exit the water in a variety of ways. Take part in problem-solving activities such as group floats and team challenges.	
		1. to jump in and submerge in deeper water.	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.	
		3. to use front crawl leg action to swim longer distances.	3. to use front crawl leg action to swim longer distances.	
		4. to tuck, float and collect objects from the bottom of the pool.	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.	5. to transition from one floating shape to another without putting our feet down.	



III

Wally Primary			
		6. to use breaststroke leg action to swim on my front and back.	6. to use breaststroke leg action to swim on my front and back.
		7. to handstand on the bottom of the pool.	7. to handstand on the bottom of the pool.
		8. to somersault underwater.	8. to somersault underwater.
		9. to move forward with our faces in the water using the sculling action.	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.	10. to move smoothly through the water transitioning from front to back.
		11. to propel ourselves underwater while using breaststroke.	11. to propel ourselves underwater while using breaststroke.
		12. to swim over longer distances without floats or armbands.	12. to swim over longer distances without floats or armbands.
		Advanced	Advanced
		 Bring control and fluency to at least two recognised strokes. Implement good breathing techniques. Attempt personal survival techniques as an individual and group with success. Link lengths together with turns and attempt tumble turns in isolation and during a stroke. 1. to swim as part of a team in a relay. 	Advanced Bring control and fluency to at least two recognised strokes. Implement good breathing techniques. Attempt personal survival techniques as an individual and group with success. Link lengths together with turns and attempt tumble turns in isolation and during a stroke.



2. to perform a mushroom float for a sustained period of time.1. to swim as part of a team in a relay.3. to get into the correct position for efficient backstroke swimming.2. to perform a mushroom float for a sustained period of time.4. to perform and perfect a crouching dive to enter the water.3. to get into the correct position for efficient backstroke swimming.5. to swim, surface dive, and move objects without stopping.3. to perform and perfect a crouching dive to enter the water.5. to tread water and use a rescue aid4. to perform and perfect a crouching dive to enter the water.6. to tread water and use a rescue aid5. to swim, surface dive, and move objects without stopping.7. to tumble turn.6. to tread water and use a rescue aid7. to tumble turn.8. to use breaststroke arms and swim with fluency.9. to use our skills of observation to improve our technique.8. to use our skills of abservation to improve our technique.10. to link lengths together using a tumble turn.9. to use our skills of abservation to improve our technique.11. to enter the water, keeping our head out (head up entry).11. to enter the water, keeping our head out (head up entry).	Kally Primari			
3. to get into the correct position for efficient backstroke swinning.float for a sustained period of time.4. to perform and perfect a crouching dive to enter the water.3. to get into the correct position for efficient backstroke swinning.5. to swim, surface dive, and move objects without stopping.4. to perform and perfect a crouching dive to enter the water.6. to tread water and use a rescue aid5. to swim, surface dive, and move objects without stopping.7. to tumble turn and link a swim stroke with a tumble turn.6. to tread water and use a rescue aid7. to tumble turn and link a swim stroke with a tumble turn.6. to tread water and use a rescue aid7. to tumble turn.8. to use breaststroke arms and swim with fluency.9. to use our skills of observation to improve our technique.8. to use breaststroke arms and swim with fluency.10. to link lengths together using a tumble turn.9. to use our skills of observation to improve our technique.11. to enter the water, keeping our head out10. to link lengths together using a tumble turn.12. competition finish to finish well in a race.11. to enter the water, keeping our head out			float for a sustained	
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 5. to swim, surface dive, and move objects without stopping. 7. 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. 5. to swim, surface dive, and move objects without stopping. 6. to tread water and use a rescue aid 7. 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 11. to enter the water, keeping our head out 			move objects without	a crouching dive to enter
swim stroke with a tumble turn.rescue aid8. to use breaststroke arms and swim with fluency.7. to tumble turn and link a swim stroke with a tumble turn.9. to use our skills of observation to improve our technique.8. to use breaststroke arms and swim with fluency.10. to link lengths together using a tumble turn.9. to use our skills of observation to improve our technique.11. to enter the water, keeping our head out (head up entry).10. to link lengths together using a tumble turn.12. competition finish to finish well in a race.11. to enter the water, keeping our head out			6. to tread water and use a	and move objects
8. to use breaststroke arms and swim with fluency.swim stroke with a tumble turn.9. to use our skills of observation to improve our technique.8. to use breaststroke arms and swim with fluency.10. to link lengths together using a tumble turn.9. to use our skills of observation to improve our technique.11. to enter the water, keeping our head out (head up entry).10. to link lengths together using a tumble turn.12. competition finish to finish well in a race.11. to enter the water, keeping our head out			swim stroke with a	rescue aid
observation to improve our technique.arms and swim with fluency.10. to link lengths together using a tumble turn.9. to use our skills of observation to improve our technique.11. to enter the water, keeping our head out (head up entry).10. to link lengths together using a tumble turn.12. competition finish to finish well in a race.11. to enter the water, keeping our head out				swim stroke with a
using a tumble turn.observation to improve our technique.11. to enter the water, keeping our head out (head up entry).10. to link lengths together using a tumble turn.12. competition finish to finish well in a race.11. to enter the water, keeping our head out			observation to improve	arms and swim with
keeping our head out (head up entry).10. to link lengths together using a tumble turn.12. competition finish to finish well in a race.11. to enter the water, keeping our head out				observation to improve
finish well in a race. keeping our head out			keeping our head out	
				keeping our head out



PE Medium Term Plan

				12. competition finish to finish well in a race.		
Year 6	Dance (Outside Agency)	Dance (Teacher Led)	<u>Gymnastics 1</u>	<u>Gymnastics 2</u>	Athletics	
year o	Work collaboratively to include more complex compositional ideas. Talk about different dance styles with understanding, using appropriate language & terminology. 1. to explore the technique of the stag leap and rebound jump. 2. to explore relationships through dance and perform partner lifts.	Dance (Teacher Led)To plan and link complex moves with a group. To demonstrate understanding of a motif in a performance.1. to practise basic samba dance moves.2. to practise basic and advanced samba dance moves.3. to create a samba dance routine.4. to perform dance steps.	 Demonstrate accuracy, consistency, and clarity of movement. Arrange own apparatus to enhance work and vary compositional ideas. Experience flight on and off high apparatus. 1. to use controlled flight onto high apparatus. 2. to dismount from high apparatus. 3. to develop a short sequence using flight in canon formation. 	Perform increasingly complex sequences. Combine own ideas with others to build sequences. Compose and practise actions and relate to music. Show a desire to improve competency across a broad range of gymnastics actions. 1. to perform a 10-element sequence using both floor and apparatus. 2. to perform with equipment and respond creatively to music.	Apply strength and flexibility to throwing, running and jumping. Accurately and confidently judge across a variety of activities. Work in collaboration to demonstrate improvement. Incorporate learning based on respect and fairness. 1. sprint start technique to increase our running speed. 2. the three phrases of triple jump.	
	3. to compose a dance phrase based on the Hakka.	5. to perform more complex movements, neatly linked, with	4. to incorporate equipment such as hoops and balls into a group sequence.	3. to create judging criteria and assess performances against it.	3. the heave throw technique and what it is used for.	
	4. to choose and use suitable dynamics for the Hakka.	interesting use of shapes, speed, directions and effort.	5. to create a paired flight sequence using both canon and unison.	4. to create and perform interesting patterns as part of a group.	4. to assess our own ability to play our role in parlauff.5. the scissor jump	9
	5. to link freeze frames to street dance style to create a short movement phrase.	6. to link interesting movements within a dance.	6. to create and perform a 6-element sequence to music.	5. to select and apply the appropriate walk and presentation to start a sequence.	technique and when it would be used in athletics.6. to record and relay results over a range of	v e r f
	6. to perform a Top Rock and Slide Step and perform confidently with a partner.			6. to perform a 10-element sequence with a 1-minute time limit.	track and field events.	

Tennis	
Develop backhand shots. Introduce the lob shot. Begin to use full tennis scoring systems. Continue developing doubles play and tactics to improve. Incorporate learning based on respect and fairness.	
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.	



<u>Netball</u> Choose and implement a	<u>Outdoor Adventurous</u> <u>Activities (OAA)</u> Taking part in and completing a variety of	<u>Cricket</u> Apply cricket rules in a	<u>Tag Rugby</u> Choose and implement a	<u>Rounders</u> Apply rounders rules
range of strategies to	activities that develop	variety of styles of games.	range of strategies and	consistently. Play small-
attack and defend.	orienteering, teamwork	Attempt a small range of	tactics to attack and	sided games using standard
Perform a wider range of more complex skills.	and communication.	recognised shots. Use a range of tactics for	defend. Combine and perform more complex skills	rounders pitch layout. Use a range of tactics for
Recognise and describe	1. To Locate and record	attacking and defending in	at speed. Observe, analyse	attacking and defending in
good performances.	a control point	the role of bowler, batter	and recognise good	the role of bowler, batter
Incorporate learning		and fielder. Incorporate	individual and team	and fielder. Incorporate
based on respect and fairness.	2. To cooperate with others	learning based on respect and fairness.	performances. Suggest, plan and lead a warm-up as a small group. Incorporate	learning based on respect and fairness.
	3. To strategically		learning based on respect	
1. ways to improve coordination.	transfer objects in groups	1. to create pressure on a batter by using a ring field.	and fairness.	1. attacking tactical bowling to make it more difficult for the batter to hit.
2. to mark the pass or	4. To reflect and	2. to track and catch a high	1. to create attacking	
the shot.	feedback to my team	ball consistently.	continuity by supporting the player with the ball.	2. to track and catch a high ball.
3. organisation in and	5. To find alternative	3. to perform a short-		
around the semi-circle.	ways of communicating within	pitched bowl to get a batter to hit the ball in the air.	2. to use set plays in attack to create space for the ball	3. to use fast bowling to deceive your opponent.
4. to compete to win the	a team	To hit the ball in the air.	carrier.	
rebounding ball.		4. to work in a pair to		4. to work in a pair in the
5. to stay active to	 To locate and record a control point 	restrict runs scored when fielding.	3. to develop the 3-step rule, compare and	field to restrict scoring.
intercept a pass.			contrasting to the 3-second	5. to apply tactics when
6. to stay onside in games		5. to play an on-drive.	pass option	running around bases to avoid overtakes.
depending on the position		6. to set an attacking field.	4. to attack the space as a	avoid over lakes.
being played			ball carrier to create	6. to apply attacking and
			scoring opportunities.	defensive tactics in a competitive situation.
			5. to change from an	
			attacking to a defensive	
			formation when your team loses possession.	
ctive - black Specific skills - blu				

<u>Football</u>

Choose and implement a range of strategies to attack and defend. Perform a wider range of more complex skills. Recognise and describe good performances. Suggest, plan and lead simple drills for given skills. Incorporate learning based on respect and fairness.

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 cover defender to stop the opposition's attack.

6. to use close control to keep possession of the ball under pressure



PE Medium Term Plan

		6. to observe and anaylse	
		our classmate's	
		performance.	