

<u>PE</u>

Our narrative...

In St Mary Magdalen's School, we want our PE curriculum to allow all pupils to develop a secure knowledge about how to lead healthy lives. Our varied curriculum aims to build stamina, suppleness, strength and resilience to allow all pupils to compete and reach their individual goals. We want our pupils to have fun, develop leadership skills, experience different sports and develop a love of sport and activity that continues throughout their lives.

	EYFS	Year 1 / Year 2	Year 3 / Year 4	Year 5 / Year 6
Games	Physical skills	Physical skills	Physical skills	Physical skills
Games	 Play on their own and with others, keeping themselves safe by finding free space Become a competent mover so that they can avoid others by controlling their body so they don't fall over i.e. move forward, sideways and backwards at different speeds with increasing control Control balls of various sizes & shapes; carry and release into a target, roll, throw underarm into a target, bounce & catch on the spot and on the move, throw a ball in the air and catch, strike the ball with a foot, hit a ball 	 Play co-operatively and competitively with a partner/team of 3 Use space well e.g. move into a space or jump to stop catch or strike a ball Be a competent mover so that they can avoid others by controlling their body so they don't fall over i.e. move forward, sideways and backwards at different speeds with control Control and make decisions when playing with balls of various sizes & shapes; roll & throw underarm/overarm to a partner, receive balls of various sizes and shapes from a partner, bounce & catch on the spot and on the move, strike & receive the ball with a 	Keep games going because they have the skill and control to do so e.g. throw and catch in different ways, choosing the right time to pass, selecting the best place to pass to a team mate or to outwit an opponent, join actions together like move, receive, shoot Send and receive a ball with hands, feet, racquet and bat with increasing accuracy to a target, space or team mate Use space well by finding and moving into a free space/passing to team mates when they are in a good space Develop a range of defence	Physical skills Pass, control, dribble and shoot with accuracy and fluency while on the move Send and receive a ball with hands, feet, racquet and bat with accuracy to a target, space or team mate in traditional NGB's mini versions of invasion, net/wall, striking/fielding games e.g. Tag Rugby, High 5 Netball, Football, Basketball, Qwik Cricket, Mini Tennis, Rounders Demonstrate the confidence and competence to successfully take part in the range of games as described above Demonstrate the perseverance to improve
	with a bat into a target Move into a space or	foot & hit a ball with a bat when playing with a partner	and attacking skills in invasion, net/wall,	Thinking Skills
	• Wove into a space of	when playing with a partiler	ilivasion, nedwan,	THIRING JAIIIS



 jump to stop a ball
 Begin to join actions together e.g. throw then

Thinking Skills

move

- Watch and copy others who are doing well
- Choose the best equipment to enable them to play or move well
- Make simple decisions of where and when to move to receive or defend a ball
- Choose how to make it difficult for others to beat them
 - Understand that practise is needed in order to improve

Team Skills

- Join in games with others
- Take turns
- Stay within boundaries of games
- Understand that if they don't play fairly others won't enjoy the activity
- Understand that joining in activities gives them a good feeling.

Thinking Skills

- Adapt activities using their own ideas of how to to make the game easier /harder/more enjoyable by using STEP i.e. changing the space/task/equipment/people
- Make up simple rules with others to make the game enjoyable and challenging
- Understand simple tactics to outwit a partner/small team when attacking or defending i.e. selecting an appropriate pass, looking one way passing the other, keeping on the move to mark a goal/target, moving into the pathway of a ball to intercept
- Change their intended action in response to their opponent
- Have the determination to practise to improve own skills

Team Skills

- Include others in their games
- Begin to recognise what they and others can do well
- Keep to rules so that they and others enjoy an activity
- Begin to recognise how they and others feel when they find activities easy/difficult, when they win/loose

striking/fielding type games e.g. those described in core tasks and TOPs activities to prepare them to play mini versions of traditional NGB's mini versions as described in Upper Key Stage 2

Have the confidence Thinking Skills

- With others, decide and try out different ideas/tactics to outwit an opponent in defence and attack
- understand own and others' strengths and weaknesses and have the confidence to practise to improve
- understand how to take responsibility for their own and others' safety when playing games

adapt and make up rules to suit the equipment/space/targets used

Team Skills

- Keep possession of the ball
- select different positions in the team based on strengths of players
- agree on their own rules to suit the equipment
- keep to the rules so that they and others enjoy and are challenged
- encourage team mates to do well accept winning and losing as part of games.

- Understand own and others' strengths and weaknesses and how to choose the most competent person for a specific role within the team
- make decisions quickly in a game
- change tactics/roles as necessary for the success of the whole team
- understand the transference of skills from one type of game to another and apply appropriately
- reflect on own and others' performance to help improve personal and team skills and performance

Team Skills

- understand and keep to the rules of the games described above to enable the game to flow and keep players safe
- select different positions in the team based on strengths of players
- challenge and encourage each other to perform to the best of their ability
- control the feelings experienced e.g. nervousness /excitement /



				disappointment to help themselves and others enjoy the games.
Gymnastics	Sequence Together we are going to make a	Sequence Your gymnastic sequence should	Sequence Work with a partner to create a	Sequence Work in α group of 4 to 6 people to
	gymnastic story using our	have: a balance, a travelling action, a	sequence. From your starting	create a longer more complex
	gymnastic friends. Try out some	jump and a roll. Choose your best 2	shape move together by e.g.	sequence of up to 10 elements.
	of the actions first.	actions and teach them to a partner.	travelling on hands and feet,	Your sequence may include: e.g. a
	Balance	Now perform your sequence together.	rolling, jumping. Then you must	combination of counter
	Stand "like a gymnast": extend	Balance	move apart to finish. Your sequence	balance/counter tension,
	core, legs, hold extended arms	Continue to develop the balances	should contain 4 elements and you	twisting/turning, travelling on
	above shoulder height in front, up	described in EYFS with greater	must travel in an "L" shaped	hands and feet, as well as jumping
	high, out to side, stress the	strength control. Encourage the	pathway.	and rolling. Your sequence should
	extension of hands and fingers.	children to hold their balance for a	'	demonstrate different ways of
	Sit like a gymnast in "long sit":	count of 5.	Balance	working with a partner or within
	long body - extend core, head up,	Develop balance on front and back so	Challenge balance and use of core	your group e.g. starting
	long legs - show extension and	that extended arms and legs are held	strength by exploring and	together/apart, moving
	tension in legs, stretch ankles,	off the floor (arch and dish shapes	developing use of upper body	apart/together,
	feet and toes. Rest hands on	respectively).	strength taking weight on hands and	matching/mirroring, contrasting
	knees.	Challenge balance and use of core	feet – front support (press up	shape, speed, level or timing.
	Explore the 5 basic shapes:	strength by exploring and developing	position) and back support	<u>Balance</u>
	straight/tucked/star/straddle/pike.	use of upper body strength taking	(opposite). NB: ensure hands are	Perform balances with control,
	Try balancing in these shapes on	weight on hands and feet – front	always FLAT on floor and fingers	showing good body tension.
	large body parts: back, front, side,	support (press up position) and back	point the same way as toes).	Mirror and match partner's balance
	bottom.	support (opposite). NB: ensure hands	Explore balancing on combinations	i.e. making same shape on a
	Explore balance on front and back	are always FLAT on floor and fingers	of 1/2/3/4 "points" e.g. 2 hands and 1	different level or in a different
	so that extended arms and legs	point the same way as toes).	foot, head and 2 hands in a tucked	place.
	are held off the floor (arch and	<u>Travel</u>	head stand.	Explore symmetrical and
	dish shapes respectively).	Begin to travel on hands and feet. In all	Balance on floor and apparatus	asymmetrical balances on own and
	Develop balance by showing good	travelling actions place hands FLAT on	exploring which body parts are the	with a partner.
	tension in the core and tension	floor and fully extend arms.	safest to use.	Explore and develop control in
	and extension in the arms and	Monkey walk - take some weight on	Explore balancing with a partner:	taking some/all of a partner's
	legs, hands and feet.	hands as you travel with bent legs and	facing, beside, behind and on	weight using counter balance
	<u>Travel</u>	extended arms.	different levels.	(pushing against) and counter
	Explore walking "like a gymnast:	Caterpillar walk – hips raised so legs a	Move in and out of balance fluently.	tension (pulling away from).



extend core, legs, hold extended arms above shoulder height in front, up high, out to side, stress the extension of hands and fingers.

Explore skipping (step forward and hop on that foot, repeat with other foot).

Explore side stepping, bringing feet together after each side step.

See jumping below.

Explore sliding along a bench pulling body forward with both

hands.

Explore crawling along a bench.

swell as arms can be fully extended. Keep hands still while walking feet towards hands, keep feet still while walking hands away from feet until in front support position (see above). Bunny hop – begin by exploring transferring weight to hands, crouch down so bottom touches heels, with fully extended arms drop forwards until some weight transfers to hands and push back to transfer all weight back to feet. Next, transfer weight to hands and jump feet off floor keeping knees tucked into chest. Next, reach extended arms forward followed by knees tucked into chest then land on feet.. Explore bunny hop along a bench.

Travel

Bunny hop – transfer weight to hands and jump feet off floor keeping knees tucked into chest.

Next, reach extended arms forward followed by knees tucked into chest then land on feet. Explore bunny hop along and over a bench.

Use a variety of rolling actions to travel on the floor and along apparatus.

Travel with a partner; move away from and together on the floor and on apparatus.

Travel at different speeds e.g. move slowly into a balance, travel quickly before jumping.

Travel in different pathways on the floor and using apparatus, explore different entry and exit points other than travelling in a straight line on apparatus.

Perform a range of acrobatic balances with a partner on the floor and on different levels on apparatus.

Perform group balances at the beginning, middle or end of a sequence. Consider how to move in and out of these balances with fluency and control.

Begin to take more weight on hands when progressing bunny hop into hand stand

Travel

Travel sideways in a bunny hop and develop into cartwheeling action keeping knees tucked in and by placing one hand then the other on the floor. Next extend legs further into cartwheeling action i.e. right hand followed by left hand, followed by left foot, followed by right foot. Always keep arms and legs fully extended and tense to support weight. Increase the variety of pathways, levels and speeds at which you

levels and speeds at which you travel.

Travel in time with a partner, move

away from and back to a partner.

Dance

Compose

- Spontaneously respond to a variety of stimuli through movement
- Move with appropriate actions and timing in response to a stimuli

Compose

- Respond appropriately to a variety of stimuli through movement
- Move with appropriate actions and timing in response to a stimuli

Compose

- Respond to a variety of stimuli
- Explore and experiment with movement ideas and possibilities
- Create dance phrases and dances
- Select appropriate movement material showing an

Compose

- Respond to a variety of stimuli
- Explore and experiment with movement ideas and possibilities
- Create longer and challenging dance phrases and dances



 Explore and develop control of movement using:

Actions (WHAT) – walk, jump, land, hop, skip, stretch, twist, turn

Space (WHERE) – forwards, backwards, sideways, high, low, safely showing an awareness of others

Relationships (WHO) – copy teacher/performer, on own and beginning to interact with a partner

Dynamics (HOW) – slowly, quickly, smoothly, jerkily

- Begin to use own ideas to sequence dance
- Begin to sequence and remember a short dance.

Perform

- Show interest by observing or participating in dance activities
- Display high levels of involvement in exploring and performing dance movements
- Maintain attention and concentration when exploring and performing in dance activities
- Demonstrate a rhythmical response which shows increasing

• Develop control of movement using:

Actions (WHAT) – travel, stretch, twist, turn, jump

Space (WHERE) – forwards, backwards, sideways, high, low, safely showing an awareness of others

Relationships (WHO) – on own and with a partner by teaching each other 2 movements to create a dance with 4 actions Dynamics (HOW) – slowly, quickly, with appropriate expression

- Use own ideas to sequence dance
- Sequence and remember a short dance
- Show the spatial awareness to make the transition from whole group/solo dance to duet and back to whole group/solo

Perform

- Move spontaneously showing some control and coordination
- Move with confidence when e.g. walking, hopping, jumping, landing
- Move with rhythm in the above actions
- Demonstrate good balance, which comes from an increasing awareness, control

idea/thought/feeling

- Develop movement using;
 Actions (WHAT); travel, turn,
 gesture, jump, & stillness
 Space (WHERE); formation,
 direction & levels
 Relationships (WHO); whole
 group/duo/solo, unison/canon
 Dynamics (HOW); explore speed,
 energy(e.g. heavy/light)
 Choreographic devices; motif,
 motif development & repetition
- Structure a dance phrase, connecting different ideas showing a clear beginning, middle and end
 - Musicality

Perform

- Perform their dance to an audience showing confidence
- Show co-ordination, control and strength (Technical Skills)
- Show focus, projection and musicality (Expressive Skills)
- Demonstrate different dance actions – travel, turn, gesture, jump, & stillness
- Demonstrate dynamic qualities speed, energy & continuity
- Demonstrate use of space levels, directions, pathways & body shape
- Demonstrate different relationships – mirroring, unison, canon, complementary & contrasting
- Copy, repeat and remember

- Select appropriate movement material to express ideas/thoughts/feelings
- Develop movement using;
 Actions (WHAT); travel, turn,
 gesture, jump, & stillness
 Space (WHERE); formation,
 direction, level & pathways
 Relationships (WHO);,
 solo/duo/trio,
 unison/canon/contrast
 Dynamics (HOW) explore
 speed, energy(e.g. heavy/light,
 flowing/sudden)
 Choreographic devices; motif,
 motif development, repetition,
 retrograde (performing motifs in
 reverse)
- Musicality

Perform

- Perform their dance to an audience showing confidence and clarity of actions
- Show co-ordination, control, alignment, flow of energy and strength (Technical Skills)
- Show focus, projection, sense of style and musicality (Expressive Skills)
- Demonstrate a wide range of dance actions – travel, turn, gesture, jump, & stillness
- Demonstrate dynamic qualities

 speed, energy, continuity,
 rhythm
- Demonstrate use of space –



familiar environments e.g. in

• Mark control points in

others to follow



Athletics	• Experiment with running,	relation to position of desk in plan of classroom • Use simple maps and diagrams to follow a trail Communication • Begin to work and behave safely when working cooperatively with others • Work with friends to plan and share ideas • Comment on how they went about tackling a task Problem solving • Discuss how to follow trails and solve problems • Work with friends to select appropriate equipment for the task	correct position on their map or plan (e.g. where they find an object when following a photo trail) Find their way back to a base point Communication Co-operate to share roles within a group Listen to each other's ideas when planning a task Change your ideas if they are not working Take responsibility for a role within the group Recognise that some outdoor adventurous activities can be dangerous Follow rules to keep self and others safe Problem solving Select appropriate equipment/route/people to solve a problem successfully Choose effective strategies and change ideas if not working	 Use the eight points of the compass to orientate themselves Plan before starting an orienteering challenge Communication Together, plan and share roles within the group based on each other's strengths Work increasingly well in groups where roles and responsibilities are understood Change roles or ideas if they are not working Recognise own and others' feelings Recognise and talk about the dangers of tasks Recognise how to keep themselves and others safe Problem solving Plan strategies to solve problems/plan routes/follow trails/build shelters etc. Implement and refine strategies Recognise what went well and why, what you would do differently next time Sustain pace over longer
AUTICUCS		- KONTOLIMINOLE	· ·	
	jumping, hopping and	 Show differences in running 	speeds	distance – 2 minutes



- Change dynamics walk slowly/quickly
- Experience practicing actions to improve
- Move with control and co-ordination
- Combine basic actions with more advanced spatial awareness.
- Explore the 5 basic jumps with increasing control (2-2. 2-1, 1-2, 1-1 same foot, 1 to 1 landing on other foot)
- Jump over low barriers
- Challenge themselves to jump further/higher
- Apply restrictions e.g. throwing into a specific target
- Handle equipment safely
- Perform basic actions using equipment e.g. rolling, underarm

- Use different techniques to meet challenges
- Describe different ways of running

Explain what is successful or how to improve.

- Perform the 5 basic jumps with control (2-2. 2-1, 1-2, 1-1 same foot, 1 to 1 landing on other foot)
- Perform combinations of the above
- Show control at take-off and landing
- Describe different ways of jumping
- Explain what is successful or how to improve
- Throw into targets
- Perform a range of throwing actions e.g. rolling, underarm, overarm
- Describe different ways of throwing
- Explain what is successful or how to improve

- running of different distances
- Pace and sustain their effort over longer distances
- Watch and describe specific aspects of running e.g. what arms and legs are doing
- Recognise and record how the body works in different types of challenges over different distances
- Carry out stretching and warm-up safely
- With guidance, set realistic targets of times to achieve over a short and longer distance.
- Perform combinations of jumps e.g. hop, step, jump showing control and consistency
- Choose different styles of jumping
- Watch and describe specific aspects of jumping e.g. what arms and legs are doing
- With guidance, set realistic targets when jumping for distance for or height.
- Explore different styles of throwing e.g. pulling, pushing and slinging (to prepare for javelin, shot and discus)

- Set realistic targets for self, of times to achieve over a short and longer distance
- Identify the main strengths of a performance of self and others
- Identify parts of the performance that need to be improved
- Perform a range of warmup exercises specific to running for short and longer distances
- Explain how warming up affects performance
- Explain why athletics can help stamina and strength.
- Demonstrate a range of jumps showing power and control and consistency at both take-off and landing
- Set realistic targets for self, when jumping for distance for or height.
- Throw with greater accuracy, control and efficiency of movement using pulling, pushing and slinging action with foam javelin, shot and discus
- Organise small groups to SAFELY take turns when throwing and retrieving



 Throw with green consistently hit with a range of Watch and descent aspects of throw what arms and doing With guidance, targets when the an increasing dient understand that implements will further than other than other consistent with the consistent of the consistent will be a consistent with the consistent with the consistent will be a consistent with the consistent with the consistent will be a consistent with the consistent with a consistent with the consistent will be a consistent with a consistent with a consistent with a consistent with the consistent will be a consistent will be a consistent with the consistent will be a consistent will be a consistent with the consistent will be a consistent with the consistent will be a consistent will	 Set realistic targets for self, when throwing over an increasing distance and understand that some implements will travel , set realistic throwing over distance and at some ill travel
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Key Concepts to be highlighted in bold.

Links to our school and community:

- Easington School Sports Partnership.
- Links with Sunderland A.F.C
- Extra curricular provision from Beautibeats.
- Grass Roots.

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