

P.E. Curriculum Map

	Autumn		Spi	ring	Summer	
-	Spatial Awareness	Throwing and catching	Tagging and dodging	Hand-eye coordination	Running, jumping throwing	Working with other and in teams
Year	Ball control	Sending and receiving	Gymnastics (Basic Actions)	Gymnastics (Creating Short Sequences On low Level Apparatus)	Dance (Fairy-Tales)	Dance (Animals)
	Ball skills with feet	Ball skills with sticks	Hand-eye coordination – (Tennis)	Running jumping throwing	Athletics	Striking and fielding skills
Year 2	Ball skills with hands	Health & Fitness	Gymnastics (Developing Travelling, Rolling, Jumping And Balances)	<mark>Gymnastics</mark> (Paired Sequences On Low Level Apparatus)	Dance (Superheroes And Villains)	<mark>Dance</mark> (Circus)
~	Football	Hockey	Tennis	Handball	Athletics	Cricket
Year 3	Netball	Health & Fitness	Gymnastics (Developing Short Sequences And Movement Phrases)	Gymnastics (Small Group Work Developing A Six Element Sequence)	Dance (Creativity)	Dance (Weather)
Year 4	Tag Rugby	Basketball	Tennis/Volleyball	Gymnastics (Collaborating With A PartnerTo Create A Complex Sequence)	Athletics / <mark>Dance</mark> (All Around The World)	OAA/ <mark>Dance</mark> <mark>(Contrast)</mark>
-	Swimming	<mark>Swimming</mark>	Swimming	Swimming	Swimming	Swimming
2	Football	Hockey	Tennis	Handball	Athletics	Cricket
Year	Netball	Health & Fitness	Gymnastics (Creating Complex Sequences)	Gymnastics (Small Group Work To Create A Complex Sequence)	Dance (The Greatest Showman)	Dance (The Lion King)
9	Tag Rugby	Basketball	Tennis/Volleyball		Athletics	OAA/ <mark>Rounders</mark>
Year	Hockey	Health & Fitness	Gymnastics (Partner Relationships Applied To Sequences)	Gymnastics (Refining A Twelve Element Sequence)	Dance (Matilda)	Dance (Hairspray)



Key Skills and Knowledge

Key aims	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Invasion Games	 To become familiar with a variety of equipment 	 Develop control and be able to send and receive using both sets of limbs 	 Develop skills in using a variety of equipment and using different courts/pitches 	 To be able to attack and defend 	 To determine when and what tactics should be used 	 Develop own games/how to score and umpire
Striking And Fielding Games	Develop the ability to hit a stationary then moving ball.	 Develop the notion of running after striking a ball and retrieving It to a certain place 	 Be able to hold and hit with a cricket bat and develop underarm bowling 	• N/A	Be develop shot selection when using a cricket bat and develop an over-arm bowling technique	 To learn the rules and develop strategies when playing rounders.
Over The Net Games	 Become familiar with bats and be able to use them to strike balls with some control 	 To use a bat/racquet to hit a ball over a certain height or at a target 	 To develop hitting a ball with a Racquet into a desired space with accuracy 	 Be able to predict where a ball will go, move and continue a rally 	 Develop consistency and accuracy of shots and learn the overarm serve 	 To know the official scoring for Tennis and develop shot selection.
Gymnastics	 Become familiar with their own body and its range a movements 	 Be able to perform a variety of moving actions/ partner- work and use apparatus 	 Developing sequences a lone and in small groups 	 Developing more complex sequences with a partner and refining own movements 	 Developing complex sequences using a variety of elements 	 Plan/Perform and evaluate own complex multi-element sequences



Art Skills, Knowledge and Vocabulary Map KS1 & KS2

Dance	 Be able to move their bodies in a variety of ways 	 To create characters through movement 	 To understand the pulse/rhythm to music and move in time 	 To develop own Dance phrases and work with a partner 	 Be able to work in synchronisation when working in a small group 	 Be able to Choreograph own dances to a given soundtrack
Athletics	 To experience a variety of runs, jumps and throws 	 To develop techniques by using a scoring system 	 Develop sprint technique as well as underarm throwing and standing long jump 	 Explore the range of jumps, including jumping when running. 	 Develop stamina in longer distance running and technique of over-arm throwing 	 Be able to pace using knowledge of own fitness, develop good starting posture when sprinting and when throwing overarm
O.A.A	• N/A	• N/A	• N/A	 Be able to work as a team member developing communication skills 	• N/A	 Develop role as team leader, knowing what attributes would be most helpful
Swimming	• N/A	• N/A	• N/A	 Develop confidence in the water progressing to swimming on front and back then increase the distance and improve technique 	• N/A	• N/A



Key Vocabulary

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Dance	Dance	Dance	Dance	Dance	Dance
Travel	Travel	Space	Space	Dance style	Dance style
Stillness	Stillness	Repetition	Repetition	Technique	Technique
Direction	Direction	Action and reaction	Action and reaction	Pattern	Pattern
Space	Space	Pattern	Pattern	Rhythm	Rhythm
Body parts	Body parts			Variation	Variation
Levels	Levels			Unison	Unison
Speed	Speed			Canon	Canon
Gymnastics	Gymnastics	Gymnastics	Gymnastics	Gymnastics	Gymnastics
Forwards	Forwards	stretch	stretch	Muscles	Muscles
Backwards	Backwards	push	push	Joints	Joints
Sideways	Sideways	pull	pull	Symmetrical/asymmetrical	Symmetrical/asymmetrical
Roll	Roll	step	step	Rotation	Rotation
Slow	Slow	spring	spring	Turn	Turn
Body parts	Body parts	crawl	crawl	Shape	Shape
Shape	Shape	still	still	Landing	Landing
Jump	Jump	slowly	slowly	Take-off	Take-off
Travel	Travel	tall	tall	Flight	Flight
Stretch	Stretch	long	long	Performance/evaluation	Performance/evaluation
Wide	Wide	forwards	forwards		
Narrow	Narrow	high	high		
		low	low		
		roll	roll		
		сору	сору		
		jump	jump		



Art Skills, Knowledge and Vocabulary Map KS1 & KS2

		land	land		Games
		balance	balance		Keeping possession
Games	Games	Games	Games	Games	Passing
Striking	Striking	Keep possession	Keep possession	Keeping possession	Dribbling
Catching	Catching	Scoring goals	Scoring goals	Passing	Shooting
Own space	Own space	Keeping score	Keeping score	Dribbling	Support
Team	Team	Making space	Making space	Shooting	Marking
Speed	Speed	Pass/send/receive	Pass/send/receive	Support	Attackers/defenders
Direction	Direction	Travel with a ball	Travel with a ball	Marking	Marking
Passing	Passing	Make use of space	Make use of space	Attackers/defenders	Team play
Controlling	Controlling	Points/goals	Points/goals	Marking	Batting
Shooting	Shooting	Rules	Rules	Team play	Fielding
Scoring	Scoring	Tactics	Tactics	Batting	Bowler
		Batting	Batting	Fielding	Defending
		Fielding	Fielding	Bowler	Hitting
		Defending	Defending	Defending	Offside
		Hitting	Hitting	Hitting	Pitch
				Offside	Forehand/backhand
				Pitch	Athletics
				Forehand/backhand	Hurdle
Athletics	Athletics	Athletics	Athletics	Athletics	Discus
Run	Run	Push	Push	Hurdle	Javelin
Jump	Jump	Pull	Pull	Discus	Shot-putt
Throw	Throw	Heel	Heel	Javelin	Momentum
Land	Land	Тое	Тое	Shot-putt	Sprint
Bend	Bend	Swing	Swing	Momentum	Long Distance
		Lane	Lane	Sprint	Pace
				Long Distance	Relay
				Pace	Baton
				Relay	



O.A.ABatonTeamworkListeningWorking togetherProblem SolvingPlanEvaluate	O.A.A Leader Communication Gesture Co-operation Time limit Trust Blindfold
Swimming Backstroke Breaststroke Front Crawl Freestyle Float Kick Arms Water safety Breathing Personal survival	