		R	1	2	3	4	5	6
	Autumn 1		Key Driver: History The Adventures of Bear and the Queen	Key Driver: History Great Fire of London	Key Driver: History Ancient Greeks	Key Driver: Geography Europe	Key Driver: Geography Our planet	Key Driver: History World War Two
ث	Autumn 2		Key Driver: Geography The Adventures of Bear (United Kingdom)	Key Driver: History Our Heroes (NHS)	Key Driver: Geography Journey or Endurance	Key Driver: History Romans	Key Driver: Geography Natural disasters	Key Driver: History Post war Britain
t Drive	Spring 1		Key Driver: Geography Under the Sea	Key Driver: History Mary Anning Meets the Dinosaurs	Key Driver: History Ancient Egyptians	Key Driver: History Anglo Saxons	Key Driver: History Victorian Childhood	Key Driver: Geography Darwin and South America
Projec	Spring 2		Key Driver: Geography Sustainability	Key Driver: Geography Garden Diversity	Key Driver: Geography The River Nile	Key Driver: Geography Rainforests	Key Driver: History Industrial Revolution	Key Driver: History Mayans
	Summer 1		Key Driver: History Highway Rat	Key Driver: Geography Explorers	Key Driver: History Stone Age	Key Driver: History Vikings	Key Driver: History Elizabethans	Key Driver: Geography Coastal Geography of Devon
	Summer 2		Key Driver: History and Geography My world, Their world.	Key Driver: Geography Where we live.	Key Driver: Geography Counties	Key Driver: Geography Canals	Key Driver: Geography Rivers	Key Driver: Geography Coastal Geography of Devon

	PE	Indoor/outdoor	R	1	2	3	4	5	6
		Indoor	Gym – Fireman Sam	Gym Lego superheroes	Gym Lego superheroes	Gym	Swimming once a week.  Gym	Gym	Gym
	Autumn 1	Outdoor	Forest School	Exploring the outside environment/cross country	Dodgeball	Hockey	Korfball	Tri – Golf	Football
		ndoor	Dance – flash	Dance – toys	Dance – Superheroes	Dance – Flintstones	Dance – Gladiator	Dance – Space	Dance – Survival
	Autumn 2	Outdoor	Net Wall	Net Wall	Net Wall	Net Wall – Generic	Net Wall – Short Tennis	Net Wall – Badminton	Net Wall -Tennis
		Indoor	Indoor fitness	Indoor fitness	Indoor fitness	Indoor fitness	Indoor fitness	Indoor fitness	Indoor fitness
Subject Coverage (focus/unit names)	Spring 1	Outdoor	Captain Flynn and pirate dinosaur (physical literacy)	Jake and the Netherlands pirates (physical literacy)	Peter Pan	Netball	Football	Hockey	Captain Flynn and pirate dinosaur (physical literacy)
erage (focus		Indoor	Dance – Flash	Dance – Walk on the wild side	Dance – Mini Beasts	Dance – Rainforest	Dance – Electricity	Dance – Sports	Dance – West Side Story
Subject Cov	Spring 2	Outdoor	Athletics (physical Literacy)	Athletics (physical Literacy)	Athletics (physical Literacy)	Athletics	Athletics	Athletics	Athletics
		Indoor/ou tdoor when applicable	Starter unit	Farmyard fun	Fun at the zoo	Handy ball	Basketball	Netball	Basketball
	Summer 1	Outdoor	Outdoor fitness	Outdoor fitness	Outdoor fitness	Outdoor fitness	Outdoor fitness	Outdoor fitness	Outdoor fitness
		ndoor	OAA	OAA	OAA	OAA	OAA	OAA	OAA
	Summer 2	Outdoor/ outdoor when applicable	Strikers (Physical Literacy)	Strikers (Physical Literacy)	Strikers (Physical Literacy)	Striking and fielding – generic	Striking and fielding – cricket	Striking and fielding – rounders	Striking and fielding – Cricket

Early Learning Goals	Negotiate space and obstacles safely, with consideration for themselves and others; demonstrate strength, balance and coordination when playing;
	move energetically, such as running, jumping, dancing, hopping, skipping and climbing. show an ability to follow instructions involving several ideas or actions.
	Be confident to try new activities and show independence, resilience and perseverance in the face of challenge;
	Work and play cooperatively and take turns with others; when appropriate try to move in time with music.

KS1 National Curriculum Statements	R units	Y1 units	Y2 units	Y3 units	Y4 units	Y5 units	Y6 units
<ul> <li>master basic movements including running, jumping,</li> </ul>		Invasion (FUNS Movement Skills)	Invasion (FUNS Movement Skills)				
throwing and catching		Athletics	Athletics				
		Net Wall	Net Wall				
		Striking and Fielding	Striking and Fielding				
<ul> <li>developing balance, agility and co-ordination, and</li> </ul>		Gym	Gym				
begin to apply these in a range of		Dance	Dance				
activities							
participate in team games, developing simple tactics		Net Wall	Net Wall				
for attacking and defending		Striking and Fielding	Striking and Fielding				
		Invasion (FUNS Movement Skills)	Invasion (FUNS Movement Skills)				
<ul> <li>perform dances using simple movement patterns.</li> </ul>		Gym	Gym				
		Dance	Dance				

KS2 National Curriculum Statements	R units	Y1 units	Y2 units	Y3 units	Y4 units	Y5 units	Y6 units
use running, jumping, throwing and catching in				Invasion	Invasion	Invasion	Invasion
isolation and in combination				Athletics	Athletics	Athletics	Athletics
				Net Wall	Net Wall	Net Wall	Net Wall
				Striking and Fielding	Striking and Fielding	Striking and Fielding	Striking and Fielding
play competitive games, modified where appropriate,				Invasion	Invasion	Invasion	Invasion
and apply basic principles suitable for attacking and				Athletics	Athletics	Athletics	Athletics
defending				Net Wall	Net Wall	Net Wall	Net Wall
				Striking and Fielding	Striking and Fielding	Striking and Fielding	Striking and Fielding
develop flexibility, strength, technique, control and				Dance	Dance	Dance	Dance
balance				Gym	Gym	Gym	Gym
perform dances using a range of movement patterns				Dance	Dance	Dance	Dance
take part in outdoor and adventurous activity				OAA	OAA	OAA	OAA
challenges both individually and within a team				Outdoor fitness	Outdoor fitness	Outdoor fitness	Outdoor fitness
chancinges south marriadally and within a ceam				Invasion	Invasion	Invasion	Invasion
				Athletics	Athletics	Athletics	Athletics
				Net Wall	Net Wall	Net Wall	Net Wall
				Striking and Fielding	Striking and Fielding	Striking and Fielding	Striking and Fielding
compare their performances with previous ones and				Dance	Dance	Dance	Dance
demonstrate improvement to achieve their personal				Gym	Gym	Gym	Gym
best				Invasion	Invasion	Invasion	Invasion
				Athletics	Athletics	Athletics	Athletics
				Net Wall	Net Wall	Net Wall	Net Wall
				Striking and Fielding	Striking and Fielding	Striking and Fielding	Striking and Fielding
				OAA	OAA	OAA	OAA
				Indoor and Outdoor Fitness	Indoor and Outdoor Fitness	Indoor and Outdoor Fitness	Indoor and Outdoor Fitness
swim competently, confidently and proficiently over a					Swimming		
distance of at least 25 metres							
use a range of strokes effectively					Swimming		
					Swimming		
perform safe self-rescue in different water-based					, and the second		

	Threads	R	1	2	3	4	5	6
	Swimming					See planning and resources from		
						pool.		
Disciplinary knowledge (skills) Assessment	Invasion	FUNs Movement Skills  To be able to run in different directions with control  To be able to jump forwards from 2 feet to 2 feet  To be able to hop on either foot with control  To gallop using preferred leg  To be able to skip over a rope  To gain height when jumping	FUNs Movement Skills  To be able to run and change directions quickly with control  To be able to jump for distance with control  To be able to hop in different directions with control  To gallop with rhythm & control in different directions  To skip in different directions with control  To gain power to get height in jump	FUNs Movement Skills  To be able to run and change directions quickly with control  To be able to jump for distance with control  To be able to hop in different directions with control  To gallop in different directions at speed  To skip with a rope  To gain power to get height in jump	Handy Ball  To retrieve and carry a ball one handed, travelling in a variety of different ways  To demonstrate correct catching technique  To perform a one handed over arm throw  To pass and move into a space  To know the 3 step rule  To pass the ball then move into a space to receive the ball  To develop correct shooting technique by throwing accurately at a target  Netball  To demonstrate correct 2 footed landing  To perform a chest pass to a partner  To pass the ball using a bounce or overhead pass  To demonstrate the correct technique for shooting  To show a change in speed to lose an opponent  To perform a dodge to receive a pass  To mark a player without a ball to stop the attacker receiving a pass  Hockey  To dribble a ball with control  To pass the ball over a short distance to stationary player  To pass and move with a partner unopposed	Football  To control the ball when travelling  To pass the ball with control  To pass and receive the ball with control  To shoot the ball at a target from varying distances to score a point  To pass the ball to a partner avoiding a defender  To make a decision on when to successfully intercept the ball  To mark a player with the ball  To make a decision on when to successfully intercept the ball	Hockey  To dribble the ball at speed and change direction  To demonstrate dribbling and passing the ball on the move  To perform reverse stick to change direction  To dribble the ball around a defender and tackle the ball from another player  To shoot at goal from a crossed ball  To demonstrate dodging to lose your opponent  To mark another player without the ball	Football  To perform dribbling and turning skills to keep possession of the ball  To pass the ball accurately over both long and short distances  To choose when and where to pass the ball to another player  To shoot from different angles in front of the goal  To close down play to perform a block tackle  To perform basic goalkeeping skills  To control the ball with different parts of the body  To demonstrate the correct technique for a throw in.
	OAA	<ul> <li>To understand directions</li> <li>To be able to copy/model partner</li> <li>To recognise colours and collect matching items</li> <li>To recognise symbols and collect objects</li> <li>To follow a partner and use different ways to communicate</li> <li>To follow instructions and recognise similarities</li> </ul>	To listen to a partner an To describe a pathway u To understand basic syn To discuss with group to To lead a partner safely To listen carefully and re	using at least 3 directions. Inbols Inbols work out where to go Ithrough an obstacle course	<ul> <li>To shoot the ball accurately at a target</li> <li>To recognise &amp; find 4 directions</li> <li>To use NSEW to lead and direct</li> <li>To orientate a map and find a st</li> <li>To use a key to find symbols</li> <li>To be able to listen &amp; follow inst</li> <li>To be able to remember and rep</li> </ul>	others carting point tructions	<ul> <li>To use clear instructions to sar obstacles</li> <li>To be able to recognise landm</li> </ul>	arks on a map as a group to complete challenges partner by showing trust
	Gym	<ul> <li>To follow instructions safely</li> <li>To be able to perform 5 basic shape with control</li> <li>To hold large and small shapes whilst balancing</li> </ul>	To be able to preform  8 basic shapes with control  To be still whilst holding	<ul> <li>To be able to link 4 shapes smoothly</li> <li>To demonstrate a change in speed smoothly linking 3 balances</li> </ul>	<ul> <li>To demonstrate and hold the 10 basic shapes with control</li> <li>To perform contrasting balances with a change of speed and level</li> </ul>	<ul> <li>To perform 3 shapes in unison with a partner to include twisted shape</li> <li>To move into a balance from different starting positions</li> </ul>	<ul> <li>To be able to perform 5 symmetrical shapes in unison with a partner</li> <li>To work with a partner to perform matching and mirroring balances</li> </ul>	To work with a partner to perform weight bearing partner balances safely To move from a balance into a roll with control

	To demonstrate a safe (chair)	balances on different	To jump for height and perform	To be able to land a variety of	To perform a shoulder roll in	To hold a counter balance	To be able to turn during
Dance	<ul> <li>To demonstrate a sare (chair) landing from a jump</li> <li>To perform a straight jump with control from a bench</li> <li>To travel sideways using a roll</li> <li>To transfer weight from hands to feet (bunny hop)</li> <li>To show movements that</li> </ul>	body parts  To perform 2 jumps with control  To describe a partner's jumps  To develop skills for a forward roll  To transfer weight from hands to feet using the bench  To be able to perform	<ul> <li>To jump for neight and perform a shape in the air</li> <li>To perform a tuck jump with control</li> <li>To perform rolls that move in a circular motion</li> <li>To transfer weight from hands to feet using the bench</li> </ul>	<ul> <li>To be able to land a variety of jumps with control</li> <li>To perform matching actions with a partner using contrasting shapes</li> <li>To perform rolls that move in a circular way</li> <li>To be able to transfer weight from hands to feet with rhythm and control</li> <li>To move into and out of held</li> </ul>	To perform a shoulder foll in opposite directions     To explore ways of turning on the spot and off a bench     To take weight on hands when moving over a bench     To practise and remember the sequence needed for take-off when vaulting     To learn a set sequence and add a change of height  To demonstrate stillness	<ul> <li>To hold a counter balance with a partner at different heights</li> <li>To perform 3 symmetrical jumps with a partner</li> <li>To show a change in speed when performing rolls</li> <li>To move into balances from different actions e.g. roll into balance, shape into balance</li> <li>To land with control after flight</li> <li>To use gesture to show a</li> </ul>	To be able to turn during flight and land safely  To travel on, over and around apparatus taking weight on hands and feet  To perform a group balance  To use gesture to develop
	represent animals  To show both scared and strong expressions and actions  To move with control at different speeds showing a change of direction  To cooperate with a partner when moving  To be able to remember and repeat a pattern  To use actions to express feelings in a dance	<ul> <li>To be able to perform controlled movement actions</li> <li>To be able to turn and move in time with a tambourine</li> <li>To move from high to low with control</li> <li>To be able to take off and land with control</li> <li>To link 3 similar moves together</li> <li>To be able to start and stop, with control, in time to the tambourine</li> <li>To be able to perform controlled animal movements</li> <li>To move together with your colour group</li> <li>To move from high to low when changing animal</li> <li>To use hand and arm gesture in dance movement</li> <li>To mirror a partners moves</li> </ul>	<ul> <li>To remember and repeat a short motif</li> <li>To move confidently around the space demonstrating superhero actions</li> <li>To move from low to high and high to low with control</li> <li>To gain height in the air and land on either foot</li> <li>To turn with a partner at different speeds</li> <li>To show emotion through facial and whole-body gestures</li> <li>To use gesture to show caterpillar and butterfly movement actions using different parts of the body</li> <li>To remember and repeat a short motif of 4 actions</li> <li>To be able to describe a partners movement and say which mini beast they are moving as</li> <li>To copy a partner to create a sequence of 4 mini beast movement actions</li> <li>To use different speeds to travel and turn confidently around the space</li> <li>To co-operate with a partner and whole class to create the final pose of the dance</li> </ul>	<ul> <li>To thicke this and out of field positions with control</li> <li>To travel using different pathways</li> <li>To move together as a small group in the same direction staying connected at all times</li> <li>To move from high to low in a variety of different ways</li> <li>To use a turning movement to travel in different directions</li> <li>To tell a story through movement –Building a stone age house</li> <li>To use rolling movement to travel from side to side across the floor</li> <li>To move in a variety of ways using different pathways</li> <li>To move into and out of held positions with control</li> <li>To show a variety of ways of moving from high to low</li> <li>To tell a story through movement using gesture</li> </ul>	<ul> <li>To definitistrate stiffless holding a position with control at different levels</li> <li>To march in time to the music and in unison with your group</li> <li>To create a motif for the chorus to show the Gladiator attacking and defending</li> <li>To use gesture and facial expression to show the crowd's reaction to a gladiator fight</li> <li>To analyse and describe the differences between the Gladiators</li> <li>To stay in character throughout the whole dance even when transitioning between phrases</li> <li>To copy and follow your partner changing dynamics when moving e.g. height and speed</li> <li>To create a motif to show the theme of the dance</li> <li>To use gesture to express the feeling of receiving an electric shock</li> <li>To perform a variety of different shapes in the air and hold a pose on a controlled landing</li> </ul>	<ul> <li>To use gesture to show a farewell/goodbye action</li> <li>To work as a group to create a rocket pose</li> <li>To create a movement that reflects the feeling of weightlessness</li> <li>To create a dance motif for the chorus to perform in unison as a whole class</li> <li>To respond to a stimulus to create 3 group poses</li> <li>To show smooth transitions from one phrase of dance to another</li> <li>To use gesture to show a sporting action</li> <li>To be able to analyse performance and give feedback.</li> <li>To explore different ways of moving showing changes in level or speed</li> <li>To perform a sequence in unison &amp; canon</li> <li>To work cooperatively in a small group to produce a sequence using different formations</li> </ul>	<ul> <li>To use gesture to develop a phrase to demonstrate waking</li> <li>To explore different ways of turning at different levels</li> <li>To mirror a partner with fluidity and in time to the music</li> <li>To create a group phrase using opposing action words e.g. stretch and curl</li> <li>To be able to dance in unison as a whole class</li> <li>To create a sequence to perform in time with a group and to the music</li> <li>To create a motif of movements that show strength</li> <li>To be able to perform a variety of linked moves that reflect intimidation</li> <li>To develop a short motif to include action/reaction moves with a partner</li> <li>To be able to trust your partner to take/hold/move your body within a dance</li> <li>To move into/out of held positions with fluidity and in time to music</li> </ul>
Athletics Not Wall	<ul> <li>To be able to run with control</li> <li>To be able to change speed when running</li> <li>To be able to jump forwards from 2 feet to 2 feet</li> <li>To be able to jump in different ways</li> <li>To be able to throw objects forwards</li> <li>To throw underarm towards a target</li> </ul>	<ul> <li>To be able to move with control at speed</li> <li>To be able to vary the speed of running</li> <li>To be able to land with control when jumping</li> <li>To demonstrate how to jump over objects</li> <li>To be able to throw objects to gain distance</li> <li>To be able to throw objects towards a target</li> </ul>	<ul> <li>To be able to run quickly towards a target</li> <li>To demonstrate a controlled change of speed when running</li> <li>To perform a combination of jumps with control</li> <li>To demonstrate different ways of leaving floor to gain height</li> <li>To be able to throw objects using different styles to gain distance</li> <li>To demonstrate ability to throw an object to a target</li> </ul>	To run at speed over short distances  To sustain a suitable pace when running for a longer time  To investigate throwing styles from different start positions  To investigate the correct technique to improve distance when throwing over arm  To perform a balanced landing on 2 feet when jumping forwards  To combine hopping and jumping with control	To describe 3 tips for sprinting To demonstrate changes in running style between sprinting and distance events To describe best the stance for a one handed push and pull throw To throw using a straight arm technique similar to discus To identify 3 tips when for jumping for distance and height To practice and improve technique for race walking	To sprint over short distances with a correct running style To run at a sustained and consistent pace To demonstrate a controlled shot put throwing action To demonstrate the discus throwing technique To describe the triple jump combination correctly To jump for distance taking off on one foot and landing on 2 To use rhythm when running over obstacles	<ul> <li>To pass a relay baton using a downward sweep</li> <li>To throw a javelin using a pull action</li> <li>To demonstrate a dynamic heave throw</li> <li>To perform a scissor jump from a short run up</li> <li>To perform the triple jump sequence in the correct order</li> </ul>
Net Wall	<ul> <li>To move and carry a beanbag without dropping it</li> <li>To roll a ball to a stationary target.</li> </ul>	<ul> <li>To control &amp; send a bean bag</li> <li>To move safely in space</li> </ul>	<ul> <li>To be able to move into a space at speed</li> <li>To throw and catch ball to self after 1 bounce</li> </ul>	<ul> <li>To feed an under arm bounce pass to a partner and</li> <li>To catch a ball with 2 hands after 1 or 2 bounces</li> </ul>	To use both underarm and overarm techniques to throw a high ball into a	To be able to control the shuttle with a racket	<ul> <li>Tennis</li> <li>To hit a ball with a racket from a self-feed.</li> <li>To improve forehand shot.</li> </ul>

	<ul> <li>To slide a beanbag to stop at partner's feet</li> <li>To throw a beanbag underarm into a hoop.</li> <li>To learn to take it in turns</li> <li>To throw and catch a beanbag to self</li> <li>To move to stop a rolling ball.</li> <li>To hit beanbag off palm of hand into air</li> </ul>	<ul> <li>To take it in turns to complete activity</li> <li>To bounce a ball to</li> <li>target</li> <li>To know the reconstruction</li> <li>To bounce a ball to</li> <li>To catch the ball to</li> </ul>	throw  throw  To throw an underarm bounce pass into a space for partner to stop with 2 hands.  Move to receive using chassis, sidesteps or lunges  To hit a ball/shuttlecock from a self-feed or tee with a hand  To be able to control a ball/shuttle with racket/bat i.e. bouncing ball on racket/floor to self  To be able to adapt own game to develop skills  To hit a bounced self-feed with a racket, before the ball stops bouncing and develop aiming skills  To work with a partner to identify strengths and	space and catch a high ball with 2 hands  To remain balanced when stopping  To be able to intercept a ball thrown between two stationary players  To hit a self-feed with a racket after 1 bounce to a partner  To throw a ball with 2 hands to a partner using a forehand technique  To develop an aiming game to improve racket skills  To hit a ball with a racket using a forehand action towards a target  To move to hit the ball to return a bounce feed  To return to the centre of the court after each hit and be in the ready position  To feed an underarm full toss to partner, to return with a forehand stroke.	<ul> <li>To be able to hit a shuttle underarm with a racket</li> <li>To be able to serve underarm.</li> <li>To return a shuttle</li> <li>To perform a rally with a partner</li> <li>To form the overhead action.</li> <li>To learn basic rules and tactics for a game.</li> <li>To form the backhand shot.</li> </ul>	<ul> <li>To feed a ball to a partner</li> <li>To return a ball after 1 bounce</li> <li>To perform a forehand volley and drop shot</li> <li>To perform a short rally with a partner, with a maximum of 2 bounces</li> <li>To understand the lines of a tennis court.</li> <li>To hit a ball to a target within the lines.</li> <li>To use a variety of serving techniques from under arm to overarm.</li> <li>To be able to return the ball with a backhand shot.</li> </ul>
Striking and fielding	<ul> <li>To slide a bean bag towards a target</li> <li>To roll a ball towards a target</li> <li>To bounce and catch a ball with 2 hands</li> <li>To throw underarm to a target</li> <li>To catch a ball with 2 hands</li> <li>To control a ball with dominant foot</li> <li>To move a ball towards a target</li> </ul>	<ul> <li>towards a target</li> <li>To describe a partner's rolling action</li> <li>To dribble a ball with control</li> <li>To throw accurately underarm to a target</li> <li>To catch a ball with 2 hands consistently</li> <li>at speed with 0</li> <li>To be able to row hands on the row</li></ul>	change direction control move a ball with move all with 2 hands to noving ball with to late to stop a ball using a long barrier when fielding  To throw a ball underarm with increasing accuracy for a partner to catch  To bowl a ball underarm through a hoop.  To experiment how to throw a ball further  To hit a ball from a tee or a self feed	To catch a hit ball before it bounces  Cricket  To retrieve a ball and return it to a wicket  To learn 3 tips for hitting a cricket ball  To hit a drop feed ball with a cricket bat  To choose the correct throw for different distances  To bowl a ball underarm at a wicket	Rounders  To show the correct batting action for rounders  To learn 3 rules for bowling  To bat a bowled ball into a space  To throw from back stop to a post accurately  To decide when to stop running around the posts when batting  To catch a ball under pressure	Cricket  To throw a ball underarm at a wicket from a variety of directions  To improve batting accuracy and directional batting using a forward drive  To hit a ball bowled underarm using a forward drive  To increase distance when throwing over arm  To perform close catching and deep fielding catching with consistency  To demonstrate an overarm bowling
Indoor Fitness	<ul> <li>To follow &amp; copy a partners actions</li> <li>To listen and follow instructions</li> <li>To be able to skip with control (no rope)</li> </ul>	<ul> <li>To copy &amp; refine a partner's moves</li> <li>To know what the heart does and what exerci</li> <li>To perform basic rope skills</li> </ul>	To explain -what is a fitness circuit     To design a fitness circuit using se     To describe where core muscles a	et activities	<ul> <li>To perform in a circuit of active conditioning and cardiovascule.</li> <li>To perform in a circuit of active stamina.</li> <li>To perform consistently good pressure.</li> </ul>	ar
Outdoor fitness	To be able to point to the heart and perform exercises that increase heart rate To feel and describe changes in breathing rate To perform exercises to make leg muscles stronger To change direction with control To improve co-ordination skills by performing a speed bounce and throwing at a target To balance with control when moving the beanbag.	<ul> <li>To perform a variety of fundamental movements</li> <li>To change direction quickly with control</li> <li>To name different ways of moving</li> <li>To perform activities to improve leg and arm services</li> </ul>	<ul> <li>To describe cardio-vascular fitnes</li> <li>To show endurance when perform</li> </ul>	ming in a boot camp circuit i.e. no erforming exercises to improve	•	•

	Threads	R	1 2	3	4	5	6
	Swimming						
	Invasion			Handy Ball     To create a game to develop and improve the one handed overarm pass	To recall at least 3 basic rules of the game	To plan tactics for a short corner situation     To plan an activity to	Football Play core task game
				Netball     To plan simple tactics to play the core task  Hockey		develop passing over both long and short distances  Play core task game	
				<ul> <li>To work as a team to pass the ball with increasing speed and accuracy</li> <li>To perform a block tackle</li> <li>To plan simple tactics to play the core task</li> </ul>			
	OAA		ideas to help create a letter ow to solve the problem as a group	To be able to communicate clea     To work independently to devel		To listen and work effectively     To create, explain and lead a t	as a group to complete challenges ask for others
Disciplinary nowledge (skills) Assessment	Gym	floor  To know how to use apparatus safely  To link 2 skills on floor and apparatus  skills on I  To link 3 a variety  To demo	<ul> <li>To create a sequence on the low apparatus which includes 4 different skills</li> <li>To create a sequence on the low apparatus which includes 4 different skills</li> <li>To create a sequence on the higher apparatus which includes 4 different skills</li> <li>Perform one of the core task activities</li> </ul>	<ul> <li>To perform contrasting shapes and balances on the low apparatus</li> <li>To perform a squat on vault on low apparatus</li> <li>Perform one of the core task activities</li> </ul>	<ul> <li>To safely move large apparatus into set positions.</li> <li>Perform one of the core task activities on apparatus</li> </ul>	<ul> <li>To safely set up large apparatus in either a L or T shape in a given area</li> <li>Perform one of the core task activities on a variety of different apparatus with a partner</li> </ul>	<ul> <li>To create a group sequence to include both unison and canon</li> <li>To safely set up large apparatus in a given area</li> <li>To adapt and amend sequence to include twisting and turning</li> <li>Perform one of the core task activities</li> </ul>
Dii know As	Dance	To be able to move to a count of 4 beats      To remer the dance.	To remember and repeat a shor motif     To remember and perform som of the phrases in the dance	dance phrases	To choreograph a short sequence working together in pairs or a small group creating movements based on chosen theme To transition smoothly between phrases Remember and perform dance	To perform a dance using smooth transitions	To perform own sequence within a whole group dance
	Athletics	complete a challenge complete circuit	To follow instructions to complete an athletics       To score activities accurately      To score activities accurately	<ul> <li>To maintain good running technique when sprinting over obstacles</li> <li>To work as a team to score points in an athletics circuit</li> </ul>	<ul> <li>To pass and receive a baton effectively</li> <li>To follow instructions to set up station safely as part of an athletics circuit</li> </ul>	To measure and record performance in a variety of different events	<ul> <li>To plan and devise an endurance circuit to sustain pace over a longer time</li> <li>To plan and lead an athletics festival</li> <li>To take part in another group's festival and give feedback on each event</li> </ul>
	Net Wall	play in a game 1v1 game	<ul> <li>Devise a game with a simple scoring system</li> <li>To play the core task 2v2</li> <li>To work as a team to score points</li> </ul>	<ul> <li>To use a simple scoring system in a game</li> <li>To implement simple tactics to score a point</li> </ul>	To implement tactics to help you to score a point.	To understand tactics and rules for a game of doubles     To perform core task 2	Tennis To know how to score and play in a singles match To know how to score and play in a doubles match
	Striking and fielding		To develop a game that improves a skill.     To work with partner to follow rules and score points	<ul> <li>To develop a practice to improve batting technique</li> <li>To work as a team when fielding</li> <li>To be able to catch a ball and stump a post quickly</li> </ul>	To demonstrate correct technique for hands when close catching and deep field catching.     To refine batting technique to protect the wicket using a forward defensive shot	To explain how to score in rounders when batting     To play a game of rounders and understand the basic rules for batting and fielding	To stop the ball using 2 different techniques and return accurately to partner     To demonstrate wicket keeping stance and sideways movement

	des Fibres	To a face a series with	T		Township	To make a decision when to run to the wicket to score a run			
inc	door Fitness	<ul> <li>To perform exercises with control</li> <li>To exercise continuously for 3 minutes</li> <li>To perform exercises safely</li> </ul>	<ul> <li>To name muscles being exercises</li> <li>To keep moving for 5 minute</li> <li>To perform core exercises sa</li> </ul>	S	activity  To use core muscles to help with	record score after different types of h balance and strength rval Training (HIIT) is a good way of	•	To improve agility and coordinate routine To co-operate well with a partrimprove core To show a rapid change in direct exercises	ner when performing tasks to
	Outdoor fitness	•	<ul> <li>To create exercises linked to</li> <li>To say what happens to the h</li> </ul>		To perform in activities to raise happens	heart rate and explain why this	•	To be able to define the terms and help design an activity to in To give clear and safe instruction them your obstacle course To define the terms Speed, Rea	ons to another team to teach