



Knowledge Organisers for the priority subject for each concept to be issued 2-3 weeks before the learning block is taught.

Metacognition: Metacognition can take many forms; it includes knowledge about when and how to use particular strategies for learning or problem-solving. These will vary depending on the needs of each class.

At Windmill Hill Academy, we use the Rising Stars 'Champions' programme to support the delivery of the majority of our PE concepts. We try to create a high-quality physical education curriculum, which inspires all pupils to succeed and excel in competitive sport and other physically-demanding activities. We provide opportunities for pupils to become physically confident in a way which supports their health and fitness. We also aim to give children as many opportunities to compete in sport and other activities which build character and help to embed values such as fairness and respect.

At the start of each new unit the class teacher/PE teacher will revise learning from the previous year to make sure any misconceptions or gaps in a child's Physical Education knowledge will be filled.

Please refer to our PE and School Sport Action Plan for additional information for how the sports premium is being spent and for additional enrichments/opportunities for pupils.

PE	Term		Term		Term	
EYFS	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	30 – 50 Months		40 – 60 Months		Early Learning Goal (E	ELG)
Knowledge	 the body. Think about how to benefits in games. Learn different wa Observe the effect Understand that ended be used safely. 		the ball. Begin to ur Understand new challed risks. Understand equipment Understand of ways, sa Begin to ur health of p	d the importance of being in control of nderstand some rules of simple games. d of the need for safety when tackling nges and consider and manage some d how to transport and store : safely. d how to move confidently in a range fely negotiating space. nderstand the importance for good hysical exercise, and a healthy diet, stand ways to keep healthy and safe.	control and movements. Understand of ways, safe Understand effectively. Know the im physical exe	that the importance of good co-ordination in large and small how to move confidently in a range ely negotiating space. how to handle equipment nportance for good health of rcise, and a healthy diet. ways to keep healthy and safe.
Skill Progression	confidence in a rar slithering, shuffling	y and with pleasure and nge of ways, such as g, rolling, crawling, walking, skipping, sliding and hopping.	moving.	periment with different ways of np off an object and land ely.	large and sm	v good control and co-ordination in nall movements. e confidently in a range of ways, iating space.
	 Able to mount stai 	rs, steps or climbing	 Can negotia 	ate space successfully when playing	 Able to hand 	dle equipment effectively.





						Uncesco
	 while carrying a sm. Able to run skilfully successfully, adjusti avoid obstacles. Able to stand mome shown. Able to catch a large Able to draw lines a movements. Enjoy joining in with Begin to move rhyth Imitate movement Tap out simple repe Develop preference Use movement to e Create movement i Capture experience range of media, suc and other materials 	stairs, two feet to each step, all object. and negotiate space ing speed or direction to entarily on one foot when e ball. and circles using gross motor in dancing and ring games. hmically. in response to music. eated rhythms. es for forms of expression. express feelings. in response to music. s and responses with a h as music, dance and paint	 adjusting speed or of obstacles. Can travel with con under, over and thr equipment. Able to show increat pushing, patting, th Able to initiate new and gesture in ordet feelings, ideas and of Can show good con large and small movel. 	trol and co-ordination in vements. opriate safety measures	safe.	vays to keep healthy and heir own ideas, thoughts and nce and role play.
Meta Cognition						<u> </u>
Year 1	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Concept	Rebellion and Invasion	Natural elements	Civilisation	Environmental	Discoveries	Culture
Knowledge	Multi skills Explore static balancing and understand the concept of bases. Combine a number of co-	Mighty movers Able to run at a variety of speeds and in a variety of styles. Understand that running can be	Gymnastics Create and perform a movement sequence. Copy actions and movement	Brilliant ball skills Understand basic sending and receiving techniques. Develop anticipation and	Throwing and catching Learn skills for striking and fielding games. Understand the correct technique for catching.	Active athletes Explore footwork patterns. To explore arm mobility. To explore different methods





ordination drills,done in manysequences with ausing upper andways.beginning, middle		<i>C</i> .(.)
lower body movements.Understand what happens to our balls and equipment accurately.Understand what happens to our breathing during exercise, and why equipment it changes.Ilik two actions to make a sequence.• Aim a variety of balls and equipment accurately.• Understand the purpose of a circuit and how it circuit and how it corn inprove fitness.• Link two actions to make a sequence.• Able to travel in different ways, showing clear transitions between movements.• Understand how it corn inprove fitness.• Recognise and copy contrasting actions (small/tall narrow/wide).• Able to travel in different different movements.• Copy and repeat actions.• Travel in different ways, changing direction and speed.• Able to travel in different duriections.• Copy and repeat actions.• Carry out simple stretches.• Change direction whils trunning, with control and fitness means.• Vary the speed of their actions.• Move around, under, over, and through different objects and equipment.• Understand how to prepare the body for exercise.• Understand how to prepare the body for exercise.• Move around, understand how to prepare the body for exercise.• Begin to move with control and care.• Complete a range of	 reaction when working with beanbags or balls. Develop balance, agility and co- ordination. Develop balance, agility and co- ordination. Practise basic striking, sending and receiving. Abe to use throwing and catching skills in a game. Practise a range of gymnastic skills through a series of circuits. Perform using simple movement patterns. Master basic movements, as well as developing balance, agility and co-ordination. Cool core strength and agility. Able to identify techniques to improve core strength and agility. Perform a movement that demonstrates good core control. 	 of throwing. Know how to throw safely. Decide which throwing method is best for distance. Fitness frenzy Able to complete a circuit that includes activities learned throughout the year. To demonstrate the correct technique for activities. Develop agility and coordination. Perform simple patterns of movement. Explore running at different speeds. Understand the importance of using the arms when running. Able to evaluate performance of gymnastic moves within a circuit.





	 them. Understand what happens to the heart rate during exercise. Able to complete a circuit that includes different activities. Demonstrate the correct technique for activities. Develop agility and co-ordination. 					
Skill Progression	Multi skills Perform increasingly difficult balances using a number of different parts of the body. 	Mighty movers Run at different speeds and in different directions with control. Run in a race	Gymnastics Complete a log roll (controlled). Complete a curled side roll (egg roll) (controlled). Complete a teddy	 Brilliant ball skills Catch a ball or beanbag on a bounce. Catch a ball from a throw. Develop 	 Throwing and catching Control a ball using hands. Able to throw and catch a ball to self and a partner. Know how to stop 	Active athletes Able to vary speeds when running. Know how to travel in different ways.
	 Run on the balls of the feet, concentrating on coordination, not speed. Use timing to 	with a team. Running effectively and economically, using the arms. Run quickly in a	bear roll (controlled). Complete straight jump. Complete a tuck jump.	 Develop anticipation and reaction when working with beanbags or balls. Develop accurate throwing skills. 	and retrieve a ball. Improve accuracy when throwing a ball to a partner. Able to throw	 Be able to change from fast to slow. Know how to hop, and how to hop, travel and land safely on two
	 improve ability to aim, stop and guide an object. Improve accuracy to throw a variety of balls and equipment at a target. 	relay activity, aiming to improve speed. Using the arms when running to improve technique and speed.	 Complete a jack Half turn. 	Gymfit circuits Has mastered basic movements. Is developing balance, agility and co-ordination. Able to think of	accurately to hit a target. Able to catch the ball with good technique Able to make contact with a ball using	feet. Throw in a variety of ways. Able to run with good balance and co-ordination. <u>Fitness frenzy</u>





	 Use controlled movement to travel in different ways. Boot camp Perform simple patterns of movement. Able to use coordination and balance to finish progressively harder circuit activities. 	Dance•Able to use taught knowledge to create a dance sequence.•Able to complete simple movements and moves with control.•Begin to move in time to music.•Start to think about different ways to transition between moves.•Begin to improvise independently to create a simple dance.		different ways they can perform a given task.	different bats or rackets. <u>Cool core</u> Able to control breathing. Able to support body weight. Increase the speed at which you can travel through the ladders accurately. Able to learn the technique for the plank, front support and back support. Be able to use the core to maintain balance when running.	 Able to change speed of running depending on activity and distance. Able to complete a skipping circuit with balance and fluency. Mastered basic movements Beginning to develop balance, agility and co- ordination within a range of activities.
Meta						
Cognition						
Year 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Concept	Rebellion and Invasion	Natural elements	Civilisation	Environmental	Discoveries	Culture
Knowledge	<u>Multi skills</u>	Dance	<u>Gymnastics</u>	Brilliant ball skills	Throwing and catching	Active athletes
	 Able to explore 	 Copy, remember 	 Recognise and 	 Use hand-eye co- 	 Learn skills for 	 Understand the
	static balancing.	and repeat	describe how the	ordination to	playing striking	best jumping
	 Understand the 	actions.	body feels during	control a ball.	and fielding	techniques for
	concept of bases.	Create a short	and after different	 Understand that 	games.	distance.
	 Learn about a 	motif inspired by	physical activities.	there are different	 Know how to 	 Understand how
	stable base and	a stimulus.	 Explain what they 	ways of catching a	throw a ball	using arms when





					Ances
 Iosing balance. Know how to throw a ball at the right speed and strength. Understand the need to chance the speed and power of throws depending on distance. Explore different ways of twisting and turning. Eoot camp Can understand how to prepare the body for exercise. Understands what fitness means. Develop agility and co-ordination. Perform simple patterns of movement. Understand what changes occur in the body during exercise. 	 Change the speed and level of their actions. Perform sequences of their own composition with coordination. Demonstrate running with balance and co- ordination. Understand the purpose of a circuit and how it can improve fitness. Understand the value of a circuit. Develop running technique with good balance and co-ordination. 	 need to stay healthy. Copy, explore and remember actions and movements to create their own sequence. Link actions to make a sequence. Travel in a variety of ways, including rolling. Hold a still shape whilst balancing on different points of the body. Jump in a variety of ways and land with increasing control and balance. Climb onto and jump off the equipment safely. Move with increasing control and care Swimming Begin kick legs from the hip. Begin to identify when and what about their 	 ball. Know how to catch different objects. Understand techniques for dribbling and passing a ball. Beginning to understand the importance of passing with accuracy. Beginning to understand the importance of dribbling with control. Swimming Begin kick legs from the hip. Begin to identify when and what about their strokes need improvements. Identify dangers around water. 	 underarm with accuracy. Practise catching skills. Know the correct technique for striking a ball from a tee. Develop catching skills. Explore catching different balls. Cool core Understand how to develop and improve core strength and agility. Learn how to maintain a good bridge using core strength. Understand what happens to the body during exercise. Understand some of the benefits of keeping fit and healthy. 	jumping can improve technique. Learn how to throw different objects in a variety of ways. Understand how to throw safely. Understand how to throw for distance. <u>Fitness frenzy</u> Learn about the correct technique for activities. Understand the purpose of a circuit and how it can improve fitness. Understand what happens to the body during exercise. Understand how to evaluate a performance of gymnastic moves within a circuit.
		strokes need			





			improvements. Identify dangers around water.			
Skill	<u>Multi skills</u>	Dance	<u>Gymnastics</u>	Brilliant ball skills	Throwing and catching	Active athletes
Progression	 Can combine a number of co- ordination drills, using upper and lower body movements. Can move the body in a variety of ways. Able to aim a variety of balls and equipment accurately. Can travel in different ways, showing clear transitions between movements. Able to maintain balance when changing direction. 	 Use simple choreographic devices such as unison, canon and mirroring. Use different transitions within a dance motif. Move in time to music. Improve the timing of their actions. Perform learnt skills with increasing control. Mighty movers Can run efficiently using their arms. Can complete running activities 	 Complete a log roll (controlled) Curled side roll (egg roll) (controlled) Complete a teddy bear roll (controlled) Complete a rocking forward roll. Complete a crouched forward roll. Complete a straight jump, tuck jump, jumping jack and half turn jump. Complete a cat spring to straddle. 	 Can move a ball using hands and feet. Can catch a variety of objects. Target the receiver's hands when throwing. Watch the ball or object when trying to catch it. Can vary types of throw. Knows how to throw overarm, underarm and bounce pass. Can pass with accuracy. Can dribble with control. 	 Able to position the body to strike a ball. Able to practise striking a small ball. Receive and return a ball. Rnow the best technique for catching. Can use the overarm throw technique and understands when to use it. Can aim for accurate throwing and consistent catching and striking. 	 Able to run with agility and confidence. Can run with a change of speed. Can change direction when running, while maintaining balance. Can use arms when jumping. Can jump with balance and fluency. Can hurdle an obstacle and maintain effective running style. Fitness frenzy Able to complete a circuit of
	 Able to use the 	with balance and	Start to become	• Start to become	Use arms	activities.
	 Able to use the learnt skills in a 	co-ordination.	<i>more comfortable</i>	<i>more comfortable</i>	effectively when	 Demonstrate the
	game.	 Run for one 	in the water.	in the water.	running.	correct technique
	guine.	minute without	 Able to swim 10m. 	 Able to swim 10m, 	 Able to develop 	for activities.
	Boot camp	stopping.	aided in shallow	aided in shallow	and improve core	Develop agility
	 Can complete a 	 Learn some of 	water using one	water using one	strength and	and co-
	range of circuit-	the changes that	basic method.	basic method.	agility.	ordination.



Meta	 based activities and understand the reason for doing them. Able to choose the correct technique for activities. Can discover which activities individuals find easy or difficult. 	happen to the body during exercise. Develop good technique for running circuits.	 Put face in water and blow bubbles. Enter and exit water safely and remain safe around water. With help and reminders. 	 Put face in water and blow bubbles. Enter and exit water safely and remain safe around water. With help and reminders. 	 Able to maintain a wheelbarrow walk for longer period of time, using core strength. Can develop and improve core strength and agility. Perform a small crunch and understand what it does. Perform an activity/game that uses the abdominals. 	 Perform simple patterns of movement. Can complete a running circuit. Can evaluate a performance of gymnastic moves within a circuit.
Cognition						
Year 3 Concept	Autumn 1 Rebellion and Invasion	Autumn 2 Natural elements	Spring 1 Civilisation	Spring 2 Environmental	Summer 1 Discoveries	Summer 2 Culture
Knowledge	Multi skills	Dance	Gymnastics	Outdoor and adventurous	Gymfit circuits	Active athletes
in ownedge	 Understand the 	 Begin to 	 Choose ideas to 	Recognise the	 Identify 	 Understand the
	concept of centre	improvise with a	compose a	effects of exercise	techniques to	reason why you
	of balance.	partner to create	movement	on the body.	improve balance.	need to look up
	 Develop co- 	a simple dance.	sequence	 Know the 	 Practise a range 	when running.
	ordination whilst	 Create motifs 	independently	importance of	of gymnastic skills	 Understand the
		C 11CC 1	1 1 1 1 1 1 1		., , ,	waad ta wux at
	moving an object. Understand why 	from different stimuli.	and with others. Link combinations 	strength and flexibility.	through a series of circuits.	need to run at different speeds.





hand-eye co- ordination is important when keeping control of an object. Practise co- ordination and moving with others.	 Use simple dance vocabulary to compare and improve work. Perform learnt skills and techniques with control and confidence. 	of actions with increasing confidence, including changes of direction, speed or level. Develop the quality of their actions, shapes and balances.	 Understand why it is important to warm up and cool down. Understand how to choose appropriate equipment for a certain activity. 	 Understand the importance of self and peer assessment to improve technique. Swimming 	 Understand the need to change direction. Understand the importance of using legs as well as arms when throwing. Swimming
 Boot camp Understand how to prepare the body for exercise. Understand what fitness means. Experience some of the changes that occur during exercise. Complete a range of circuit-based activities and understand the reason for doing them. Understand what happens to the heart rate during exercise. 	 Mighty movers Explore running at different speeds. Understand the importance of analysing your own and peers' performances. Learn how to work as a team in a running situation. Understand the reason for warming up. Understand the value of a running-based circuit and the impact it can have on health. 	 Move with coordination, control and care. Use turns whilst travelling in a variety of ways. Use a range of jumps in their sequences. Begin to use equipment to vault. Create interesting body shapes while holding balances with control and confidence. Begin to show flexibility in movements. Skip to the beat Explore different ways of skipping. Practise techniques 	 Ball skills Able to be aware of others when playing games. Think about choosing the correct skills to meet a challenge. Learn the different ways of catching and throwing a range of balls. Understand the power needed to throw a ball for different reasons. 	 Understand how to kick legs from the hip and identify when this needs improvements. Explain what dangers to identify around water. 	 Understand how to kick legs from the hip and identify when this needs improvements. Explain what dangers to identify around water.





			 learned in previous years. Observe and comment on others' performance. Be aware of safety aspects concerned with skipping. 			
Skill Progression	Multi skills•Able to change and maintain centre of balance.•Able to change the centre of 	Dance • Begin to compare and adapt movements and motifs to create a larger sequence. • Perform with some awareness of rhythm and expression. • Develop the quality of the actions in their performances. Mighty movers • Demonstrate good use of arms when	 Gymnastics Complete a crouched forward roll, forward roll from standing and a tucked backward roll. Complete a straight jump, tuck jump, jumping jack, star jump, a straddle jump, a pike jump, a straight jump and a half-turn Cat leap. 	Outdoor and adventurous • Can orientate themselves with increasing confidence. • Can use communication skills to begin to work as a team. • Can find symbols and clues by looking at maps.	 <u>Gymfit circuits</u> Mastered basic movements Developing balance, agility and co-ordination. Can perform using simple movement patterns. Perform a range of gymnastic skills with increased accuracy. Perform a sequence of gymnastic moves within a circuit. 	 Active athletes Able to run in different directions and at different speeds, using a good technique. Able to improve throwing technique. Know how to throw in a variety of ways. Use a range of different jumping techniques. Know how to perform a
	direction. Can observe and be aware of others' speed and try to match it. Boot camp	running at different speeds. • Analyse others' running technique and suggest ways of improving. • Can hand over in	Skip to the beat Develop skipping techniques with control and balance.	 Can roll or throw a ball at a target with accuracy. Can perform a range of actions, maintaining control of the ball. 	Swimming	standing long jump.



Meta	 Develop agility and co-ordination. Perform simple patterns of movement. Can complete a circuit that includes practiced activities. Can demonstrate the correct technique for an activity. 	an efficient manner. Can complete a running circuit showing good balance, co- ordination and agility. Can use the correct running technique to complete a circuit.	 Develop skipping techniques with control and balance. Participate in large rope skipping. Develop large rope skipping technique. Can skip with a partner. Can compose a sequence of skipping moves. 	 Can perform a range of catching and gathering skills with control. Mastered the basic catching technique. Can catch with increasing control. 	 Able to swim 10m unaided in shallow water using one basic method. Put face in water and blow bubbles. Enter and exit water safely and remain safe around water. 	 Able to swim 10m unaided in shallow water using one basic method. Put face in water and blow bubbles. Enter and exit water safely and remain safe around water.
Cognition						
Year 4	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Concept	Rebellion and Invasion	Natural elements	Civilisation	Environmental	Discoveries	Culture
Knowledge	 Boot camp Understand how to prepare the body for exercise. Understand what fitness means. Experience some of the changes that occur to the body during exercise. Understand what happens to the heart rate during exercise. Discover which 	Dance•Change parts of a dance as a result of self-evaluation.•Use simple dance vocabulary when comparing and improving work.•Perform and create sequences with fluency and expression.•Perform and apply skills and techniques with control and	Gymnastics Create a sequence of actions that fit a theme. Use an increasing range of actions, directions and levels in their sequences. Move with clarity, fluency and expression. Show changes of direction, speed and level during	Gymfit circuits Understand that a fitness circuit can be sport-specific. Understand the importance of working with a partner in a skill- based situation. Work with a partner in a skill- based situation. Learn the importance of self- motivation. Understand the	Nimble netsBecome familiar with balls and short tennis rackets.Learn how the racket feels and the best methods of holding it.Understand the key terminology of tennis.Learn how to play collaborative games.Learn the correct	 Striking and fielding Develop and investigate different ways of throwing, and to know when each is appropriate. Practise underarm and overarm throws and when to use them. Practise receiving skills. Learn how to play a kwik cricket





 activities	accuracy.	a performance.	importance of self	body positions for	game.
individuals find	 Watch, describe 	 Travel in 	and peer	different strokes.	
easy or difficult.	and evaluate the	different ways,	assessment.		<u>Athletics</u>
	effectiveness of	including using		<u>Cool core</u>	 Learn how to
<u>Invaders</u>	performances,	flight. Improve		 Understand how 	modify stride
 Understand the 	giving ideas for	the placement	Swimming	to improve	length, arm
importance of	improvements.	and alignment of	 Explore how to 	balance and co-	action and knee
keeping		body parts in	move in and under	ordination.	lift to select and
possession of the	Mighty movers	balances.	water.	 Develop balance 	maintain
ball.	 Learn footwork 	 Use equipment 	 Recognise how 	techniques when	appropriate
 Able to 	movement	to vault in a	swimming affects	performing cool	running paces for
understand what	patterns showing	variety of ways.	breathing.	core moves.	different
the ABC (agility,	co-ordination.	 Carry out 	 Identify and 	 Learn new moves 	distances.
balance, co-	 Learn the key 	balances,	describe	and develop	 Practise throwing
ordination)	vocabulary	recognising the	differences	correct technique.	with power and
techniques are.	associated with	position of their	between different		accuracy.
 Understand the 	boxing.	centre of gravity	leg and arm		 Explore different
importance of	 Understand the 	and how this	actions.		footwork
passing	value of staying	affects the	 Understand water 		patterns.
accurately to a	physically fit.	balance.	can be dangerous		 Understand
team member.	 Learn how to build 	 Begin to develop 	and repeat what to		which technique
 Learn how to 	an aerobic	good technique	do when in		is most effective
work well as a	exercise routine	when travelling,	difficulty.		when jumping fo
team.	including skilled	balancing and			distance.
 Know how to 	moves.	using equipment.			
communicate		 Develop 			
with team		strength,			
members.		technique and			
 Identify and apply 		flexibility			
ways to move the		throughout			
ball towards an		performances.			
opponent's goal.					
 Learn what skills 		<u>Swimming</u>			
might be used to		 Explore how to 			
stop someone		move in and			
scoring.		under water.			



Skill Progression	 Learn how to attack and defend as team. Boot camp Can complete a range of circuit- based activities and understand the reason for doing them. Learn new moves and perform them with good technique and balance. Demonstrate the correct technique 	Dance • Demonstrate precision and some control in response to stimuli. • Begin to vary dynamics and develop actions and motifs in response to stimuli. • Demonstrate rhythm and spatial awareness. Mighty movers	 Recognise how swimming affects breathing. Identify and describe differences between different leg and arm actions. Understand water can be dangerous and repeat what to do when in difficulty. Gymnastics Complete a forward roll from standing, a straddle forward roll, a tucked backward roll and a backward roll to straddle. Complete a straight jump, a tuck jump, a jumping jack, a star jump, a 	Gymfit circuits • Perform a simple ball-skill circuit with understanding and accuracy. • Able to complete a hockey-based circuit with understanding and accuracy. • Able to complete a hockey-based circuit with understanding and accuracy. • Able to complete a netball/basketball circuit with understanding and	Nimble nets Improve hand-eye co-ordination by sending and receiving a ball with a hand and racket. Able to get the ball into play. Able to accurately serve underarm. Able to build up a rally. Demonstrate	 Striking and fielding Able to use ABC (agility, balance, co-ordination) to field a ball well. Able to field a ball in a variety of ways in order to stop it travelling further. Able to return the ball accurately. Able to catch the ball in a variety of citentiane.
	them with good technique and balance.	response to stimuli. Demonstrate rhythm and spatial	 Complete a straight jump, a tuck jump, a 	understanding and accuracy. • Able to complete a	 Able to accurately serve underarm. Able to build up a 	further. Able to return the ball accurately.
	correct technique for activities. Develop agility	Mighty movers Demonstrate correct technique	star jump, a straddle jump, a pike jump, a	circuit with understanding and accuracy.	 Demonstrate forehand and backhand strokes. 	ball in a variety of situations. • Can use hand-eye
	and co- ordination. Perform more	for a jab. Able to apply the correct technique	straight jump, a half-turn, a straight jump, a	 Able to self- motivate and motivate others. 	 Be aware of the correct body position and 	co-ordination to strike a moving and a stationary
	complex patterns	for the cross jab –	full-turn, a cat	 Able to work 	contact point for	ball.





	of movement.	co-ordination.	leap and a cat	collaboratively	an accurate shot.	
		 Able to link skills 	leap half-turn.	with a partner in a		<u>Athletics</u>
	Invaders ■ Able keep	with control and precision.		skills-based situation.	Cool core ■ Perform basic	 Can select and maintain a
	possession of a	 Develop personal 	Swimming	 Can evaluate own 	Pilates moves	running pace for
	ball.	fitness levels,	Swim between	and others'	with good	different
	Know how to	particularly	10m and 20m	performance. Can	technique and	distances.
	dribble a ball,	strength and	unaided in	understand how	understanding.	 Able to throw and
	change direction	stamina.	shallow water,	sport-specific skills	 Perform some 	retrieve
	and maintain	 Able to create and 	using one basic	can be put into a	controlled Pilates	implements
	control.	perform a	method to	circuit.	movements, and	safely.
	 Able to use ABC 	boxercise sequence	achieve the		understand the	 Can describe the
	(agility, balance,	with increased	distance.		benefit of doing	effect of different
	co-ordination)	accuracy.	 Use floats to 		them.	throwing
	techniques to		swim longer	Swimming	 Sustain balance 	positions.
	keep control of a		distances with a	 Swim between 	and concentration	 Sprint a short
	ball in a		more controlled	10m and 20m	when performing	distance as part
	competitive		leg kick.	unaided in shallow	a variety of cool	of a team.
	situation.		 Join in all 	water, using one	core moves.	 React quickly to a
	 Able to use 		swimming	basic method to		stimulus.
	accurate passing		activities	achieve the		 Demonstrate
	and dribbling in a		confidently.	distance.		good running
	game.		 Put face under 	 Use floats to swim 		technique when
			the water and	longer distances		jumping over
			blow bubbles	with a more		obstacles.
			(begin to do this	controlled leg kick.		
			whilst	 Join in all 		
			swimming).	swimming		
				activities		
				confidently. Put face under the water		
				and blow bubbles (begin to		
				do this whilst swimming).		
Meta						
Cognition						
500						1





Year 5 Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Concept Rebellion and Invasion	Natural elements	Civilisations	Environmental	Discoveries	Culture
Knowledge Boot camp	Dance	<u>Gymnastics</u>	<u>Gymfit circuits</u>	Swimming	Swimming
 Understand how to prepare the body for exercise. Understand what fitness means. Understand some of the changes that occur to the body during exercise. Understand what happens to the heart rate during exercise. 	 Demonstrate imagination and creativity in the movements they devise in response to stimuli. Improvise with confidence, still demonstratin g fluency across the 	 Select ideas to compose specific sequences of movements, shapes and balances. Adapt their sequences to fit new criteria or suggestions. Perform jumps, shapes and balances fluently and with control. Confidently 	 Understand why fitness is good for health and wellbeing. Understand the relevance of each activity. Understand the importance of having good technique. Explore reasons for improvement or lack of improvement. 	 Begin to explain how to keep safe whilst in water and what dangers should be identified. Explore a range of stroke choices. Explain how to remain safe in water and what do if you or someone nearby gets into difficulty. 	 Begin to explain how to keep safe whilst in water and what dangers should be identified. Explore a range of stroke choices. Explain how to remain safe in water and what do if you or someone nearby gets into difficulty.
Invaders	sequence. Ensure their	develop the placement of	 Understand the relevance of each 	Striking and fielding	Nimble nets
 Develop an understanding and knowledge of the basic footwork rule of netball. Learn how to complete a range of different passes. Understand the importance of 'getting free' in order to receive a pass. 	 Ensure their actions fit the rhythm of the music. Perform own longer, more complex sequences in time to music. Choose and use criteria to evaluate own and others' performances . 	 placement of their body parts in balances, recognising the position of their centre of gravity and where it should be in relation to the base of the balance. Confidently use equipment to vault in a variety of ways. Apply skills and 	 Step to the beat Understand the importance of a warm-up. Learn to count moves and perform in repetitions of eight, four, two and singles. Work with a partner to produce a sequence of 	 Develop skills in batting and fielding. Learn how and when to run between the wickets. Develop a technique for overarm throwing and know when to use it. Score and play a game in a 	 Identify and apply techniques for hitting a tennis ball. Know the correct technique for forehand, backhand and volley. Develop the techniques for ground strokes and volleys. Develop a backhand





timing is	Cool core	consistently.	 Understand the 	use it in a game.
everything when	Identify	 Develop 	importance of	
intercepting.	techniques to	strength,	evaluating own	
	improve balance	technique and	and others'	
	and core strength.	flexibility	performance.	
	 Learn how to link 	throughout	 Perform a 	
	moves together to	performances.	sequence of steps	
	make a sequence.	Combine	in time with the	
	 Identify 	equipment with	music.	
	techniques to	movement to	 learn new 	
	improve balance	create	strength-based	
	and core strength.	sequences.	moves.	
	 Help a partner to 			
	achieve good	Mighty movers		
	technique by	(Boxercise)		
	observing and	 Perform a 		
	coaching.	boxercise routine		
		demonstrating		
		good technique.		
		 understand the 		
		principles of		
		dynamic		
		stretching.		
		 Perform 		
		boxercise moves		
		in time with the		
		music in order to		
		improve fitness.		
		 Learn how to 		
		include linking		
		moves into a		
		sequence.		
		 Understand the 		
		importance of		
		balance and		
		coordination in		





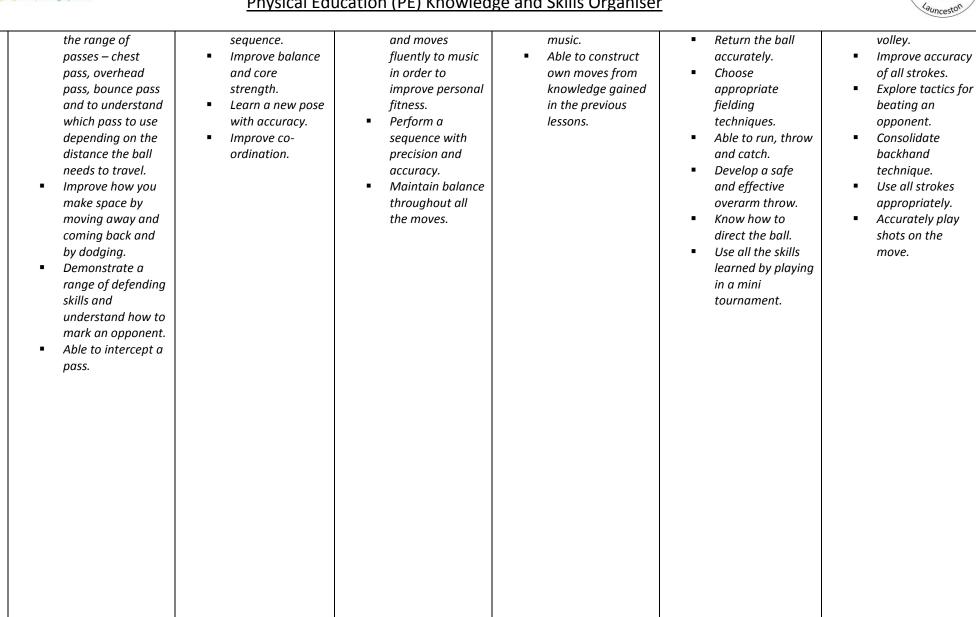
			boxing.			
--	--	--	---------	--	--	--





Skill	Boot camp	Dance	<u>Gymnastics</u>	Gymfit circuits	Swimming	Swimming
Progression	 Complete a range of circuit-based activities and understand the reason for doing them. Learn new moves and perform them with good technique and balance. Demonstrate the correct technique for activities. Develop agility and co-ordination. Perform more complex patterns of movement. Invaders Improve basic passing and receiving skills using a netball. Improve on the basic footwork rule of netball. Use good hand/eye co- ordination to pass and receive a ball successfully. Develop skills in 	 Use transitions to link motifs smoothly together. Modify parts of a sequence as a result of self and peer evaluation. Use more complex dance vocabulary to compare and improve work. Consistently perform and apply skills and techniques with accuracy and control. Explain why they have used particular skills or techniques, and the effect they have had on their performance. Cool core Perform Pilates/yoga moves with accuracy. Know how to link moves together to make a 	 Complete a forward roll from standing, a straddle forward roll, a pike forward roll, a tucked backward roll and a backward roll to straddle. Complete a straight jump, a jumping jack, a star jump, a straddle jump, a pike jump, a tag jump, a straight jump, a straight jump, a half-turn, a straight jump, a full-turn, a cat leap, a cat leap half-turn and a split leap. Mighty movers (Boxercise) Able to include linking moves into a sequence. Create and apply compositional ideas to the sequence. Perform actions 	 Perform a fitness circuit that aims to improve strength and stamina. Develop consistency in technique. Perform a fitness circuit with understanding, aiming to improve strength and stamina. Develop personal fitness in an obstacle-style circuit. Use the correct technique for new stations that involve equipment. Improve technique and performance. Step to the beat Develop co- ordination, balance and timing. Perform step moves in time with the music. Perform a sequence of steps in time with the 	 Swim between 20m and 25m unaided in shallow water, using one stroke. Begin to swim 10m-15m unaided using a second stroke. Put face in water and breathe correctly when swimming in one identifiable stroke. Use a float to aid their swimming and confidence in deeper water. Use a float to develop leg and arm techniques. Children in Year 6 who haven't reached the 25m mark will complete booster lessons with Year 5. Striking and fielding Hold the bat correctly and place the ball accurately. 	 Swim between 10m and 20m unaided in shallow water, using one stroke. Begin to swim 10m-15m unaided using a second stroke. Put face in water and breathe correctly when swimming in one identifiable stroke. Use a float to aid their swimming and confidence in deeper water. Use a float to develop leg and arm techniques. Children in Year 6 who haven't reached the 25m mark will complete booster lessons with Year 5. Nimble nets Use the correct technique for forehand, backhand and









Meta cognition						
Year 6	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Concept	Rebellion and Invasion	Natural elements	Civilisation	Environmental	Discoveries	Culture
Knowledge	 Identify exercises that will improve core strength and stability. Learn how to develop co- ordination and balance. Learn new Pilates 	 Demonstrate strong and controlled movements throughout a dance sequence. Combine flexibility, techniques and 	 Create their own complex sequences involving the full range of actions and movements: travelling, balancing, holding shapes, 	 Recap on knowledge that children have learnt in previous years. Learn the importance of working as a pair or a group. 	 Learn batting control. Understand the key terminology for the game of cricket. To understand different tactics to use against 	Young Olympians Investigate running styles and changes of speed. Practise throwing with power and accuracy. Learn the pull technique for
	 Work with a partner to create new moves. Invaders 	 movements to create a fluent sequence. Move appropriately and with the required 	jumping, leaping, swinging, vaulting and stretching. Demonstrate precise and	 Understanding how to evaluate own and peers' ideas. Step to the beat 	different opponents. Learn how to assess peers' strengths.	Fitness frenzy Demonstrate the correct technique for activities.
	 Understand the basic rules of tag rugby. Practise ball-handling skills. Learn how to work as a team, using ball-handling skills. Practise moving into a space. Understand that you need to place 	 style in relation to the stimulus, e.g. using various levels, ways of travelling and motifs. Show a change of pace and timing in their movements. Move rhythmically and accurately in dance sequences. Improvise with 	 controlled placement of body parts in their actions, shapes and balances. Confidently use equipment to vault and incorporate this into sequences. Apply skills and techniques 	 Understand the value of aerobic exercise. Learn how to measure heart rate and note any changes. Practise a sequence of step moves to the beat of the music. 	 Nimble nets Understand how to serve the shuttle in order to start the game. Develop ability to perform and understand the 'overhead clear' shot and the impact that playing the overhead clear 	 Develop agility and co- ordination. Understand the value of aerobic exercise.





a ball down to	confidence, still	consistently,	can have on
score a try.	demonstrating	showing	winning points
 Apply rules and 	fluency across	precision and	during game play.
skills learned to a	their sequence.	control.	 Able to explain
game.	 Dance with 	 Develop 	and demonstrate
	fluency and	strength,	the correct
	control, linking all	technique and	technique for the
	movements and	flexibility	overhead clear
	ensuring that	throughout	shot.
	transitions flow.	performances.	
	 Demonstrate 		
	consistent	Outdoor and	
	precision when	adventurous	
	performing dance	 Carry out warm 	
	sequences.	ups and cool	
	 Modify some 	downs.	
	elements of a	 Understand the 	
	sequence as a	importance of	
	result of self and	being able to	
	peer evaluation.	navigate around	
	 Use complex 	an area using a	
	dance vocabulary	map.	
	to compare and	 Learn how to use 	
	improve work.	navigation	
	improve work.	equipment.	
	Mighty movers	 Understand the 	
	 Understand the 	value of clear	
	basic principles of	communication.	
	a good warm-up.	communication.	
	 Understand the 		
	value of this type		
	of exercise.		
	 Understand how 		
	<i>moves can be</i>		
	linked together to		
	perform more		
	perjormmore		





		complex/challengi ng moves. • Understand the				
		value of this type				
		of exercise.				
Skill	Cool core	Dance	Gymnastics	Gymfit circuits	Striking and fielding	Young Olympians
Progression	 Demonstrate good technique in moves already learned. Develop co- ordination and balance. Perform cool core exercises of increased difficulty with balance. Demonstrate balance and co- ordination. Complete a workout for personal improvement. Invaders Know how to tag an opponent. 	 Able to link actions to create a complex sequence using a full range of movement. Able to perform the sequence in time to music. Able to perform and apply a variety of skills and techniques confidently, consistently and with precision. Be able to thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements. 	 Complete a forward roll from standing a straddle forward roll, a pike forward roll, a dive forward roll, a dive forward roll, a backward roll to straddle, a backward roll to standing pike and a pike backward roll. Complete a straight jump, a tuck jump, a jumping jack, a star jump, a straddle jump, a pike jump, a stag jump, a straight 	 Able to plan a personal programme. Develop a personal programme that is suitable for each child, using the knowledge and understanding they have learned from previous fitness sessions. <u>Step to the beat</u> Perform aerobic activity to music. Improve stamina, demonstrating correct technique. Devise a routine based on moves already learned. Analyse and 	 Able to throw and catch under pressure. Know how to react quickly. Demonstrate good agility and balance in order to throw accurately. Use fielding skills to stop the ball effectively. Use the long barrier technique effectively. Know how to direct the ball. Nimble nets Demonstrate and use the correct grip of the racket 	 Run efficiently for speed. Demonstrate good arm and leg technique. Throw and retrieve implements safely. Describe the effect of different throwing positions. Demonstrate good running technique in a competitive situation. Sprint a short distance as part of a team. React quickly to a stimulus.
	 Improve spatial 	,	jump, a half-turn,	evaluate others'	and understand	
	awareness.	Mighty movers	a straight jump	performance and	how to get into	Eitnoss from the
	Pass and carry a	 Compose an compose an 	full-turn a cat	suggest areas of	the ready	Fitness frenzy
	ball using balance	aerobic warm-up	leap, a cat leap	improvement.	position.	 Able to complete a circuit that
	and co-ordination.	that raises the	half-turn, a cat	Apply a sequence	 Use good 	a circuit that
	 Use footwork and dodging skills 	heart rate over a sustained time.	leap full-turn and a split leap and a	of step moves to the beat of the	hand/eye co- ordination to be	includes different aerobic activities.



