



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.

A high-quality physical education curriculum inspires all pupils to succeed and excel in competitive sport and other physically-demanding activities. It should provide opportunities for pupils to become physically confident in a way which supports their health and fitness. Opportunities to compete in sport and other activities build character and help to embed values such as fairness and respect.

The national curriculum for physical education aims to ensure that all pupils:

- develop competence to excel in a broad range of physical activities
- are physically active for sustained periods of time
- engage in competitive sports and activities
- lead healthy, active lives.

By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study. This knowledge and skills organiser for PE demonstrates the progression through the year groups. It includes regular opportunities to revisit prior learning and build upon this.

Diversity: we have carefully planned our curriculum to include diversity (gender, disability, BAME – Black, Asian and Minority Ethnic) to ensure it is a diverse and inclusive curriculum. Where there are key links, these are highlighted below in orange.

At Windmill Hill Academy, we use the Rising Stars 'Champions' programme to support the delivery of the majority of our PE concepts. *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
	3-4 years		Reception	Reception		(ELG)
Knowledge	own plan. For exa enlarge a small ho Collaborate with a items, such as mo carrying large hol	ices about food, drink,	support t regular p toothbru	d talk about the different factors that heir overall health and wellbeing: hysical activity, healthy eating, shing, sensible amounts of 'screen ving a good sleep routine, being a safan.	needs, inclu and unders food choice	eir own basic hygiene and personal ading dressing, going to the toilet tanding the importance of healthy es.





		 Explore and engage in music making and dance, performing solo or in groups. 	
Skill Progressio n	 Physical Development Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skills. Go up steps and stairs, or climb up apparatus, using alternate feet. Skip, hop, stand on one leg and hold a pose for a game like musical statues. Use large-muscle movements to wave flags and streamers, paint and make marks. Start taking part in some group activities which they make up for themselves, or in teams. Are increasingly able to use and remember sequences and patterns of movements which are related to music and rhythm. Match their developing physical skills to tasks and activities in the setting. For example, they decide whether to crawl, walk or run across a plank, depending on its length and width. Use one-handed tools and equipment, for example, making snips in paper with scissors. Use a comfortable grip with good control when holding pens and pencils. Start to eat independently and learning how to use a knife and fork. Show a preference for a dominant hand. Be increasingly independent as they get dressed and undressed, for example, putting coats on and doing up zips. Be increasingly independent in meeting their own care needs, e.g. brushing teeth, using the 	Physical Development Revise and refine the fundamental movement skills they have already acquired: rolling, crawling, walking, jumping, running, hopping, skipping, climbing Progress towards a more fluent style of moving, with developing control and grace. Develop the overall body strength, coordination, balance and agility needed to engage successfully with future physical education sessions and other physical disciplines including dance, gymnastics, sport and swimming. Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Suggested tools: pencils for drawing and writing, paintbrushes, scissors, knives, forks and spoons. Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. Combine different movements with ease and fluency Confidently and safely use a range of large and small apparatus indoors and outside, alone and in a group. Develop overall body-strength, balance, coordination and agility Further develop and refine a range of ball skills including: throwing, catching, kicking, passing, batting, and aiming.	Gross Motor Skills 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. Fine Motor Skills Hold a pencil effectively in preparation for fluent writing — using the tripod grip in almost all cases. Use a range of small tools, including scissors, paintbrushes and cutlery. Begin to show accuracy and care when drawing.





	toilet, washing and thoroughly.	drying their hands	accuracy when eng involve a ball. Develop the founda which is fast, accurate Further develop the	e skills they need to manage ressfully: lining up and		
Meta						
Cognition						
Year 1 A	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Concept R	Rebellion and Invasion	Natural elements	Civilisation	Environmental	Discoveries	Culture
Knowledge <u>N</u>	<u>Multi skills</u>	Mighty movers	<u>Gymnastics</u>	Brilliant ball skills	Throwing and catching	Active athletes
	 Explore static balancing and understand the concept of bases. Combine a number of coordination drills, using upper and lower body movements. Aim a variety of balls and equipment accurately. Time running to stop or intercept the path of a ball. Able to travel in different ways, showing clear transitions 	 Able to run at a variety of speeds and in a variety of styles. Understand that running can be done in many ways. Understand what happens to our breathing during exercise, and why it changes. Understand the purpose of a circuit and how it can improve fitness. Complete a running circuit. 	■ Create and perform a movement sequence. ■ Copy actions and movement sequences with a beginning, middle and end. ■ Link two actions to make a sequence. ■ Recognise and copy contrasting actions (small/tall, narrow/wide). ■ Travel in different ways, changing direction and speed.	 Understand basic sending and receiving techniques. Develop anticipation and reaction when working with beanbags or balls. Develop balance, agility and coordination. Identify techniques to improve balance. Practise a range of gymnastic skills through a series of 	 Learn skills for striking and fielding games. Understand the correct technique for catching. Consolidate and practise throwing a ball underarm. Practise basic striking, sending and receiving. Abe to use throwing and catching skills in a game. Practise accuracy of throwing and consistent catching. 	 Explore footwork patterns. To explore arm mobility. To explore different methods 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





- between movements.
- Able to travel in different directions.
- Change direction whilst running, with control and fluency.

Boot camp

- Understand how to prepare the body for exercise.
- Understand what fitness means.
- Complete a range of circuit-based activities and understand the reason for doing 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 coordination.

- Copy and repeat actions.
- Put a sequence of actions together to create a motif.
- Vary the speed of their actions.
- Use simple choreographic devices such as unison, canon and mirroring.

Oti Mubuse)

- Hold still shapes and simple balances.
- Carry out simple stretches.
- Carry out a range of simple jumps, landing safely.
- Move around, under, over, and through different objects and equipment.
- Begin to move with control and care.

(Simone Biles)

- Perform using simple movement patterns.
- Master basic movements, as well as developing balance, agility and co-ordination.

(Daley Thompson

– Focus on
throwing events)

Cool core

- Able to identify techniques to improve core strength and agility.
- Able to identify techniques to improve core strength and agility.
- Perform a movement that demonstrates good core control.

- 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.





Skill	Multi skills	Mighty movers	<u>Gymnastics</u>	Brilliant ball skills	Throwing and catching	Active athletes
Skill Progressio n	Multi skills Perform increasingly difficult balances using a number of different parts of the body. Run on the balls of the feet, concentrating on coordination, not speed. Use timing to improve ability to aim, stop and guide an object. Improve accuracy to throw a variety of balls and equipment at a target. Use controlled movement to travel in different ways. Boot camp Perform simple patterns of movement. Able to use coordination and balance to finish progressively	■ Run at different speeds and in different directions with control. ■ Run in a race with a team. ■ Running effectively and economically, using the arms. ■ Run quickly in a relay activity, aiming to improve speed. ■ Using the arms when running to improve technique and speed. Dance ■ Able to use taught knowledge to create a dance sequence. ■ Able to complete simple movements and moves with control. ■ Begin to move in	Gymnastics ■ Complete a log roll (controlled). ■ Complete a curled side roll (egg roll) (controlled). ■ Complete a teddy bear roll (controlled). ■ Complete straight jump. ■ Complete a tuck jump. ■ Complete a jack Half turn.	Brilliant ball skills Catch a ball or beanbag on a bounce. Catch a ball from a throw. Develop anticipation and reaction when working with beanbags or balls. Develop accurate throwing skills. Gymfit circuits Has mastered basic movements. Is developing balance, agility and co-ordination. Able to think of different ways they can perform a given task.	Throwing and catching Control a ball using hands. Able to throw and catch a ball to self and a partner. Know how to stop and retrieve a ball. Improve accuracy when throwing a ball to a partner. Able to throw accurately to hit a target. Able to catch the ball with good technique Able to make contact with a ball using different bats or rackets. Cool core Able to support body weight. Increase the speed at which you can travel through the	Active athletes Able to vary speeds when running. Know how to travel in different ways. Be able to change from fast to slow. Know how to hop, and how to hop, travel and land safely on two feet. Throw in a variety of ways. Able to run with good balance and coordination. Fitness frenzy Able to change speed of running depending on activity and distance. Able to complete a skipping circuit with balance and fluency. Mastered basic movements





	harder circuit activities.	 Start to think about different ways to transition between moves. Begin to improvise independently to create a simple dance. 			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.	 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	Multi skills	Dance	Gymnastics	Brilliant ball skills	Throwing and catching	Active athletes
	 Able to explore static balancing. Understand the concept of bases. Learn about a stable base and losing 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. 	■ Copy, remember and repeat actions. ■ Create a short motif inspired by a stimulus. ■ Change the speed and level of their actions. ■ Perform sequences of their own composition with coordination. Dance (from other cultures) Mighty movers ■ Demonstrate	Recognise and describe how the body feels during and after different physical activities. Explain what they need to stay healthy. Copy, explore and remember actions and movements to create their own sequence. Link actions to make a sequence.	 Use hand-eye coordination to control a ball. Understand that there are different ways of catching a ball. Know how to catch different objects. Understand techniques for dribbling and passing a ball. Beginning to understand the importance of passing with 	 Learn skills for playing striking and fielding games. Know how to throw a ball underarm with accuracy. Practise catching skills. Know the correct technique for striking a ball from a tee. Develop catching skills. Explore catching different balls. 	 Understand the best jumping techniques for distance. Understand how using arms when 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.





 Explore different ways of twisting and turning.

Boot camp

- Can understand how to prepare the body for exercise.
- Understands what fitness means.
- Develop agility and coordination.
- Perform simple patterns of movement.
- Understand what changes occur in the body during exercise.

balance and coordination.

- 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.

 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

(Simone Biles)

Swimming

- Begin kick legs from the hip.
- Begin to identify when and what about their strokes need improvements.
- Identify dangers around water.

 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.

(Vihrat Kohli – fielding skills)

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.

(Katerina Johnson-Thompson/ Jessica Ennis-Hill)

Fitness frenzy

- 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.





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

bubbles.

remain safe

period of time,





Meta Cognition	 Able to choose the correct technique for activities. Can discover which activities individuals find easy or difficult. 	Develop good technique for running circuits.	■ Enter and exit water safely and remain safe around water. With help and reminders.	around water. With help and reminders.	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.	Can complete a running circuit. Can evaluate a performance of gymnastic moves within a circuit.
Year 3	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	<u>Dance</u>	<u>Gymnastics</u>	Outdoor and adventurous	Gymfit circuits	Active athletes
	 Understand the concept of centre 	Begin to improvise with a	Choose ideas to compose a	 Recognise the effects of exercise 	Identify techniques to	Understand the 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	Understand the
	moving an object.	from different	and with others.	strength and	skills through a	need to run at
		stimuli.		flexibility.	series of circuits.	different speeds.





- Understand why hand-eye coordination is important when keeping control of an object.
- Practise coordination and moving with others.

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.

- Use simple dance vocabulary to compare and improve work.
- Perform learnt skills and techniques with control and confidence.

(African dance)

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.

- Link combinations of actions with increasing confidence, including changes of direction, speed or level.
- Develop the quality of their actions, shapes and balances.
- 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.

(Simone Biles)

Skip to the beat

Explore different ways of skipping.

- Understand why it is important to warm up and cool down.
- Understand how to choose appropriate equipment for a certain activity.

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 the importance of self and peer assessment to improve technique.

Swimming

- Understand how to kick legs from the hip and identify when this needs improvements.
- Explain what dangers to identify around water.

- Understand the need to change direction.
- Understand the importance of using legs as well as arms when throwing.

(Famous athletes across the World)

Swimming

- Understand how to kick legs from the hip and identify when this needs improvements.
- Explain what dangers to identify around water.





			 Practise techniques learned in previous years. Observe and comment on others' performance. Be aware of safety aspects concerned with skipping. 			
Skill	Multi skills	<u>Dance</u>	<u>Gymnastics</u>	Outdoor and adventurous	Gymfit circuits	Active athletes
Progressio n	 Able to change and maintain centre of balance. Able to change the centre of balance to different parts of the body. Can use hand-eye co-ordination to keep control of an object. Able to demonstrate agility by being able to twist and turn and change direction. 	 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 running at 	■ 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.	■ 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. ■ Can dribble a ball with greater control. ■ Can roll or throw a	 Mastered basic movements Developing balance, agility and coordination. Can perform using simple movement patterns. Perform a range of gymnastic skills with increased accuracy. Perform a sequence of gymnastic moves 	 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 standing long
	 Can observe and be aware of others' speed and try to match it. 	different speeds. • Analyse others' running technique	Skip to the beat Develop skipping techniques with	ball at a target with accuracy. ■ Can perform a range of actions,	within a circuit.	jump.





	■ 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.	and suggest ways of improving. Can hand over in an efficient manner. Can complete a running circuit showing good balance, coordination and agility. Can use the correct running technique to complete a circuit.	control and balance. 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.	maintaining control of the ball. Can perform a range of catching and gathering skills with control. Mastered the basic catching technique. Can catch with increasing control.	Swimming 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.
Meta 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	■ 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.	■ 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	■ 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.	Nimble nets Become 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.	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.





- heart rate during exercise.
- Discover which activities individuals find easy or difficult.

Invaders

- Understand the importance of keeping possession of the ball.
- Able to understand what the ABC (agility, balance, coordination) techniques are.
- Understand the importance of passing accurately to a team member.
- Learn how to work well as a team.
- Know how to communicate with team members.
- Identify and apply ways to move the ball towards an opponent's goal.

- Perform and apply skills and techniques with control and accuracy.
- Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements.

African Dance

Mighty movers

- Learn footwork movement patterns showing co-ordination.
- Learn the key vocabulary associated with boxing.
- Understand the value of staying physically fit.
- Learn how to build an aerobic exercise routine including skilled moves.

(Anthony Joshua)

- and expression.
 Show changes of direction, speed and level during a performance.
- Travel in different ways, including using flight. Improve the placement and alignment of body parts in balances.
- Use equipment to vault in a variety of ways.
- Carry out balances, recognising the position of their centre of gravity and how this affects the balance.
- Begin to develop good technique when travelling, balancing and using equipment.
- Develop strength, technique and flexibility throughout performances.

- Learn the importance of selfmotivation.
- Understand the importance of self and peer assessment.

Swimming

- Explore how to move in and under water.
- 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.

(Videos of BAME athletes)

- Learn how to play collaborative games.
- Learn the correct body positions for different strokes.

(Jo Wilfrid Tsonga and Naomi Osaka)

Cool core

- Understand how to improve balance and coordination.
- Develop balance techniques when performing cool core moves.
- Learn new moves and develop correct technique.

- Practise receiving skills.
- Learn how to play a kwik cricket game.

(Focus on IPL cricket league) Athletics

- Learn how to modify stride length, arm action and knee lift to select and maintain appropriate running paces for different distances.
- Practise throwing with power and accuracy.
- Explore different footwork patterns.
- Understand which technique is most effective when jumping for distance.

(Athletics. Linford Christie and Usain Bolt – Athletes of West African heritage's dominance of the sprint events)





	 Learn what skills might be used to stop someone scoring. Learn how to attack and defend as team (Ama Agbaze-Netball). 		Swimming Explore how to move in and under water. 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. (Videos of BAME athletes)			
Skill	Boot camp	<u>Dance</u>	Gymnastics Gymnastics	Gymfit circuits	Nimble nets	Striking and fielding
Progressio n	Can complete a range of circuit-based activities and understand the reason for doing them. Learn new moves and perform them with good	Demonstrate precision and some control in response to stimuli. Begin to vary dynamics and develop actions and motifs in response to stimuli.	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	Perform a simple ball-skill circuit with understanding and accuracy. Able to complete a hockey-based circuit with understanding and accuracy.	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 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.





tecl	nnique and	
balo	ance.	

- Demonstrate the correct technique for activities.
- Develop agility and coordination.
- Perform more complex patterns of movement.

Invaders

- Able keep possession of a ball.
- Know how to dribble a ball, change direction and maintain control.
- Able to use ABC (agility, balance, co-ordination) techniques to keep control of a ball in a competitive situation.
- Able to use accurate passing and dribbling in a game.

 Demonstrate rhythm and spatial awareness.

Mighty movers

- Demonstrate correct technique for a jab.
- Able to apply the correct technique for the cross jab – co-ordination.
- Able to link skills with control and precision.
- Develop personal fitness levels, particularly strength and stamina.
- Able to create and perform a boxercise sequence with increased accuracy.

jumping jack, a star jump, a straddle jump, a pike jump, a straight jump, a half-turn, a straight jump, a full-turn, a cat leap and a cat leap half-turn.

Swimming

- Swim between 10m and 20m unaided in shallow water, using one basic method to achieve the distance.
- Use floats to swim longer distances with a more controlled leg kick.
- Join in all swimming activities confidently.
- Put face under the water and blow bubbles (begin to do this whilst swimming).

 Able to complete a netball/basketball circuit with understanding and accuracy.

- Able to selfmotivate and motivate others.
- Able to work collaboratively with a partner in a skills-based situation.
- Can evaluate own and others' performance. Can understand how sport-specific skills can be put into a circuit.

Swimming

- Swim between 10m and 20m unaided in shallow water, using one basic method to achieve the distance.
- Use floats to swim longer distances with a more controlled leg kick.

- Able to build up a rally.
- Demonstrate forehand and backhand strokes.
- Be aware of the correct body position and contact point for an accurate shot.

Cool core

- Perform basic Pilates moves with good technique and understanding.
- Perform some controlled Pilates movements, and understand the benefit of doing them.
- Sustain balance and concentration when performing a variety of cool core moves.

- Able to return the ball accurately.
- Able to catch the ball in a variety of situations.
- Can use hand-eye co-ordination to strike a moving and a stationary hall.

Athletics

- Can select and maintain a running pace for different distances.
- Able to throw and retrieve implements safely.
- Can describe the effect of different throwing positions.
- Sprint a short distance as part of a team.
- React quickly to a stimulus.
- Demonstrate good running technique when jumping over obstacles.





Meta				Join in all swimming activities confidently. Put face under the water and blow bubbles (begin to do this whilst swimming).		
Cognition						
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	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.	Dance Demonstrate imagination and creativity in the movements they devise in response to stimuli. Improvise with confidence, still demonstratin g fluency across the sequence.	■ 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 develop the	Gymfit circuits 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. Understand the	Swimming 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.	Swimming 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 Develop an understanding and knowledge of the basic footwork rule of netball.	 Ensure their actions fit the rhythm of the music. Perform own longer, more complex 	placement of their body parts in balances, recognising the position of their centre of gravity and where it	relevance of each activity Step to the beat Understand the importance of a warm-up.	 Striking and fielding Develop skills in batting and fielding. Learn how and when to run 	Nimble nets Identify and apply techniques for hitting a tennis ball. Know the correct technique for





- Learn how to complete a range of different passes.
- Understand the importance of 'getting free' in order to receive a pass.
- Understand that timing is everything when intercepting.

(Maro Itoje – Rugby)

sequences in time to music.

Choose and use criteria to evaluate own and others' performances
Bollywood dance

Cool core

- Identify techniques to improve balance and core strength.
- Learn how to link moves together to make a sequence.
- Identify techniques to improve balance and core strength.
- Help a partner to achieve good technique by observing and coaching.

- should be in relation to the base of the balance.
- Confidently use equipment to vault in a variety of ways. Apply skills and techniques consistently.
- Develop
 strength,
 technique and
 flexibility
 throughout
 performances.
- Combine equipment with movement to create sequences.

Mighty movers (Boxercise)

- Perform a
 boxercise
 routine
 demonstrating
 good technique.
 understand the
- principles of dynamic stretching.
- Perform boxercise moves

- Learn to count moves and perform in repetitions of eight, four, two and singles.
- Work with a partner to produce a sequence of moves.
- Understand the importance of evaluating own and others' performance.
- Perform a sequence of steps in time with the music.
- learn new strength-based moves.

- between the wickets.
- Develop a technique for overarm throwing and know when to use it.
- Score and play a game in a sporting manner.

(Jofra Archer – Cricket)

- forehand, backhand and volley.
- Develop the techniques for ground strokes and volleys.
- Develop a
 backhand
 technique and
 use it in a game.

(Naomi Osaka/Williams sisters)





		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.		
	(Anthor	ny Joshua/Prince		
	Naseen	n)		





Skill Progressio n

Boot camp

- 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 coordination to pass and receive a ball successfully.

Dance

- 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.

Dance (diversity Hindu dance)

Cool core

Perform
 Pilates/yoga
 moves with
 accuracy.

Gymnastics

- 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 tuck jump, a jumping jack, a star jump, a straddle jump, a pike jump, a straight jump, a halfturn, 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.

Gymfit circuits

- 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 coordination, balance and timing.
- Perform step moves in time with the music.
- Perform a sequence of steps

Swimming

- 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.

Striking and fielding

- Hold the bat correctly and place the ball accurately.
- Return the ball accurately.
- Choose appropriate fielding techniques.

Swimming

- 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.

Nimble nets

- Use the correct technique for forehand, backhand and volley.
- Improve accuracy of all strokes.





•	Develop skills in
	the range of
	passes – chest
	pass, overhead
	pass, bounce pass
	and to understand
	which pass to use
	depending on the
	distance the ball
	needs to travel.

- Improve how you make space by moving away and coming back and by dodging.
- Demonstrate a range of defending skills and understand how to mark an opponent.
- Able to intercept a pass

(Marcus Rashford/Jessie Lingard)

- Know how to link moves together to make a sequence.
- Improve balance and core strength.
- Learn a new pose with accuracy.
- Improve coordination.
- Perform actions and moves fluently to music in order to improve personal fitness.
- Perform a sequence with precision and accuracy.
- Maintain balance throughout all the moves.

(Muay Thai focus)

- in time with the music.
- Able to construct own moves from knowledge gained in the previous lessons.
- Able to run, throw and catch.
- Develop a safe and effective overarm throw.
- Know how to direct the ball.
- Use all the skills learned by playing in a mini tournament.

(Jofra Archer)

- Explore tactics for beating an opponent.
- Consolidate backhand technique.
- Use all strokes appropriately.
- Accurately play shots on the move.

(diversity: para Olympics)





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	Cool core	<u>Dance</u>	<u>Gymnastics</u>	Gymfit circuits	Striking and fielding	Young Olympians
	Identify exercises that will improve core strength and stability. Learn how to develop coordination and balance. Learn new Pilates moves. Work with a partner to create new moves. Invaders 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	■ Demonstrate strong and controlled movements throughout a dance sequence. ■ Combine flexibility, techniques and movements to create a fluent sequence. ■ Move appropriately and with the required 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	■ Create their own complex sequences involving the full range of actions and movements: travelling, balancing, holding shapes, jumping, leaping, swinging, vaulting and stretching. ■ Demonstrate precise and controlled placement of body parts in their actions, shapes and balances. ■ Confidently use equipment to vault and incorporate this into sequences.	Recap on knowledge that children have learnt in previous years. Learn the importance of working as a pair or a group. Understanding how to evaluate own and peers' ideas. Step to the beat 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.	■ Learn batting control. ■ Understand the key terminology for the game of cricket. ■ To understand different tactics to use against different opponents. ■ Learn how to assess peers' strengths. 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	Investigate running styles and changes of speed. Practise throwing with power and accuracy. Learn the pull technique for throwing. Fitness frenzy Demonstrate the correct technique for activities. Develop agility and co- ordination. Understand the value of aerobic exercise.





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

of exercise.





		 Understand how 				
		moves can be				
		linked together to				
		perform more				
		complex/challengi				
		ng moves. • Understand the				
		value of this type				
-1		of exercise.				
Skill	<u>Cool core</u>	<u>Dance</u>	<u>Gymnastics</u>	Gymfit circuits	Striking and fielding	Young Olympians
Progressio	■ Demonstrate	■ Able to link	■ Complete a	■ Able to plan a	 Able to throw and 	■ Run efficiently
n	good technique in	actions to create	forward roll	personal	catch under	for speed.
	moves already	a complex	from standing a	programme.	pressure.	Demonstrate
	learned.	sequence using a	straddle forward	Develop a	Know how to	good arm and leg
	Develop co-	full range of	roll, a pike	personal	react quickly.	technique.
	ordination and	movement.	forward roll, a	programme that is	Demonstrate	■ Throw and
	balance.	Able to perform	dive forward roll,	suitable for each	good agility and	retrieve
	 Perform cool core 	the sequence in	a tucked, a	child, using the	balance in order	implements
	exercises of	time to music.	backward roll, a	knowledge and	to throw	safely.
	increased	 Able to perform 	backward roll to	understanding	accurately.	Describe the
	difficulty with	and apply a	straddle, a	they have learned	Use fielding skills	effect of different
	balance.	variety of skills	backward roll to	from previous	to stop the ball	throwing
	Demonstrate	and techniques	standing pike	fitness sessions.	effectively.	positions.
	balance and co-	confidently,	and a pike		Use the long	Demonstrate
	ordination.	consistently and	backward roll.	Step to the beat	barrier technique	good running
	■ Complete a	with precision.	■ Complete a	Perform aerobic	effectively.	technique in a
	workout for	■ Be able to	straight jump, a	activity to music.	Know how to	competitive
	personal	thoroughly	tuck jump, a	Improve stamina,	direct the ball.	situation.
	improvement.	evaluate their	jumping jack, a	demonstrating		■ Sprint a short
		own and others'	star jump, a	correct technique.	Nimble nets	distance as part
	<u>Invaders</u>	work, suggesting	straddle jump, a	Devise a routine	Demonstrate and	of a team.
	■ Know how to tag	thoughtful and	pike jump, a stag	based on moves	use the correct	 React quickly to a
	an opponent.	appropriate	jump, a straight	already learned.	grip of the racket	stimulus.
	■ Improve spatial	improvements.	jump, a half-	Analyse and	and understand	
	awareness.		turn, a straight	evaluate others'	how to get into	
		Mighty movers	jump full-turn a	performance and		Fitness frenzy





	 Pass and carry a ball using balance and coordination. Use footwork and dodging skills while carrying the ball. 	 Compose an aerobic warm-up that raises the heart rate over a sustained time. Demonstrate fluency of moves. Perform complex moves to music. Demonstrate fluency of moves. Perform complex moves to music. Perform and devise a sequence of movements to music. Demonstrate understanding of boxercise moves and how they can be linked together to make a routine. 	cat leap, a cat leap half-turn, a cat leap full-turn and a split leap and a stag leap. Outdoor and adventurous Orientate themselves with accuracy and confidence. Able to design an orienteering course for peers to access. Able to use navigation equipment. Choose the best equipment for an outdoor activity. Identify the quickest route to a certain object.	suggest areas of improvement. Apply a sequence of step moves to the beat of the music. Improve stamina, demonstrating correct technique. Select and use a wide range of compositional ideas and skills to create a routine. Suggest ways to improve performance showing sound knowledge and understanding.	the ready position. Use good hand/eye coordination to be able to contact the shuttle with the face of the racket. Hit the shuttle with reasonable consistency and accuracy in a cooperative rally.	 Able to complete a circuit that includes different aerobic activities. Perform and devise a sequence of movements to music. Devise a sequence of step-based activities to music.
Meta Cognition						