

PE Curriculum Map



| | Term 1 | Term 2 | Term 3 | Term 4 | Term 5 | Term 6 |
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| E Y F S | Physical Development and outdoor play - Continue to develop movement, balancing and riding) | Fundamental Games - agility, balance, coordination, running, jumping etc. Skip, hop, stand on one leg and hold a pose for a game like musical statues. | Gymnastics- Go up steps and stairs, or climb up apparatus, using alternate feet. Dance - Use and remember sequences and patterns of music that are related to music and rhythm. Use large-muscle movements. | Yoga- Use and remember sequences and patterns of music that are related to music and rhythm. Use large-muscle movements. Team Games- Start taking part in some group activities which they make up for themselves, or in teams. | Problem Solving Games - Collaborate with others to manage large items. Net and Wall- Use large-muscle movements, and develop movement, balancing and riding) | Athletics - Start taking part in some group activities. Master basic movements. Invasion Games - Participate in team games, developing simple tactics for attacking and defending. |
| Y e a r 1 | Fundamentals Games - Master basic movements: running, jumping, throwing and catching. Movement Skills -agility, balance and coordination. | Gymnastics - Developing balance, agility and coordination, and begin to apply these in a range of activities. Ball Skills - Master basic movements including running, jumping, throwing and catching | Dance - Perform dances using simple movement patterns. Team Games - Participate in team games, developing simple tactics for attacking and defending. | Yoga - Use and remember sequences and patterns of music that are related to music and rhythm. Use large-muscle movements. Net and Wall - Master basic movements including running, jumping, throwing, and catching. | Athletics - Master basic movements including running, jumping, throwing and catching. Attacking / Defending games- Developing simple tactics for attacking and defending. | Striking and Fielding (game skills) - Participate in team games, developing simple tactics for attacking and defending. Invasion Games - Developing simple tactics for attacking and defending. |
| Y e a r 2 | Fundamentals Games - Master basic movements including running, jumping, throwing and catching. Movement skills -agility, balance and coordination - Master basic movements. | Gymnastics - Developing balance, agility and coordination, and begin to apply these in a range of activities on small apparatus. Ball Skills - Master basic movements including running, jumping, throwing and catching. | Gymnastics/Yoga - Developing balance, agility and coordination, and begin to apply these in a range of activities on large apparatus. Team Games - Participate in team games, developing simple tactics for attacking and defending. | Dance - Perform dances using simple movement patterns. Net and Wall - Master basic movements including running, jumping, throwing and catching. | Athletics - Master basic movements including running, jumping, throwing and catching. Attacking / Defending games - Participate in team games, developing simple tactics for attacking and defending. | Striking and Fielding (target games) - Participate in team games, developing simple tactics for attacking and defending. Invasion Games - Participate in team games, developing simple tactics for attacking and defending. |
| Y e a r 3 | Invasion Games - Competitive games. Basketball - Competitive games -apply basic principles suitable for attacking and defending. | Gymnastics - Develop flexibility, strength, technique, control and balance. Hockey- Competitive games -apply basic principles suitable for attacking and defending. | Dance - Perform dances using a range of movement patterns. Football - Competitive games -apply basic principles suitable for attacking and defending. | Outdoor Adventure - Take part in outdoor and adventurous activity challenges both individually and within a team. Tennis - Use running, jumping, throwing, and catching. | Netball - Competitive games -apply basic principles suitable for attacking and defending. Tag Rugby - Competitive games -apply basic principles suitable for attacking and defending. | Rounders - Competitive games -apply basic principles suitable for attacking and defending. Athletics - Develop flexibility, strength, technique, control and balance and compare their performances. |
| Y e a r 4 | Invasion Games - Competitive games. Basketball - Competitive games -apply basic principles suitable for attacking and defending. | Gymnastics - Develop flexibility, strength, technique, control and balance. Hockey- Competitive games -apply basic principles suitable for attacking and defending. | Dance - Perform dances using a range of movement patterns. Football - Competitive games -apply basic principles suitable for attacking and defending. | Outdoor Adventure - Take part in outdoor and adventurous activity challenges both individually and within a team. Tennis - Use running, jumping, throwing, and catching. | Netball - Competitive games -apply basic principles suitable for attacking and defending. Tag Rugby - Competitive games -apply attacking and defending. | Rounders Competitive games -apply basic principles suitable for attacking and defending. Athletics - Develop flexibility, strength, technique, control and balance and compare their performances. |
| Y e a r 5 | Invasion Games - Competitive games. Basketball - Competitive games -apply basic principles suitable for attacking and defending. | Gymnastics - Develop flexibility, strength, technique, control and balance. Hockey- Competitive games -apply basic principles suitable for attacking and defending. | Dance - Perform dances using a range of movement patterns. Football - Competitive games -apply basic principles suitable for attacking and defending. | Outdoor Adventure - Take part in outdoor and adventurous activity challenges both individually and within a team. Tennis - Use running, jumping, throwing, and catching. | Netball - Competitive games -apply basic principles suitable for attacking and defending. Tag Rugby - Competitive games -apply basic principles suitable for attacking and defending. | Rounders Competitive game - principles suitable for attacking and defending. Athletics - Develop flexibility, strength, technique, control and balance and compare their performances. |
| Y e a r 6 | Invasion Games - Competitive games. Basketball - Competitive games -apply basic principles suitable for attacking and defending. | Gymnastics - Develop flexibility, strength, technique, control and balance. Hockey- Competitive games -apply basic principles suitable for attacking and defending. | Dance - Perform dances using a range of movement patterns. Football - Competitive games -apply basic principles suitable for attacking and defending. | Outdoor Adventure - Take part in outdoor and adventurous activity challenges both individually and within a team. Tennis - Use running, jumping, throwing, and catching. | Netball - Competitive games -apply basic principles suitable for attacking and defending. Tag Rugby - Competitive games -apply basic principles suitable for attacking and defending. | Rounders Competitive games - principles suitable for attacking and defending. Athletics - Develop flexibility, strength, technique, control and balance and compare their performances. |