Long Term Curriculum Plan:



Colour Key

A	Athletics	Dance	Games	Gymnastics	Invasion Games	Net and Wall	Outdoor and	Striking and	Swimming
						Games	Adventure	Fielding	

Physical Education

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	See Nursery PE	See Nursery PE	See Nursery PE	See Nursery PE	See Nursery PE	See Nursery PE
-	Document	Document	Document	Document	Document	Document
Reception	Dance Animals-	Beanbag Skills	Gym- Balance	Bats and Balls at the	Fun with Quoits and	Fun Games with friends
	Mini Beasts	(Invasion)		circus (Net Games)	Cones (Athletics)	(Outdoor Adventure)

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Learning Outcomes:	Able to demonstrate two dimensional shapes. Able to demonstrate scuttling actions. Able to move with floaty and fluttery dynamics. Able to move in the space using forwards, backwards and sideway actions. Able to develop relationships- away, towards and around partner.	To be able to balance a beanbag on various body parts. To be able to move the beanbag with good control. To be able to throw a beanbag at a target. To recognise key body parts. To be able to take turns with a partner.	Know how to use a variety of equipment and resources. To balance on one foot. To perform static balances. Understand how to listen and follow instructions. To hold their body still on different bases.	To show control and balance in basic movement. To show spatial awareness during running and chasing games. To run around and over objects, demonstrating control and balance. To become familiar with the names of different types of equipment. To hit or push an object towards a stationary target.	To develop appropriate running technique. To jump over different sized obstacles. To throw towards a set target. To completely catch a ball or beanbag. To name some healthy foods (fruit and veg).	Develop fundamental movement skills. To work within a small group. Participate in cooperative physical activities. Participate in competitive physical activities. Develop simple tactics.
Year 1	Throwing and Catching (Invasion Games)	Partner Games	Gym – Balance and Agility	Balance and Control Striking (Net games)	Dance Animals - Jungle	Running and Jumping (athletics)
Learning Outcomes	To work collaboratively with a partner.	To work collaboratively with a partner.	Show an awareness of personal and general space.	To aim and strike an object towards a set target.	Able to demonstrate large and expansive shapes.	To consolidate appropriate running technique

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	To use a range of small equipment. To throw to a partner with developing accuracy. To be able to 'mirror' a partner's movements. To be able to listen and observe.	To use a range of small equipment. To throw to a partner with developing accuracy. To be able to 'mirror' a partner's movements. To be able to listen and observe.	To move with some confidence, imagination and safety. To travel using 'caterpillar', 'monkey' & 'crab' walk. To travel in 'crawling soldier' position. Discuss safety when using apparatus.	To balance a ball on a racket with control To recognise and begin to use space in games. To attempt to strike a ball over and towards a target. To attempt to 'set' a ball in the air repetitively (volleyball)	Able to demonstrate swinging actions with the arms. Able to demonstrate heavy and strong dynamics. Able to perform in slow motion. Able to develop relationships-canon.	To jump with control and balance on landing To jump whilst travelling. To throw towards a stationary target. To know what the term 'healthy eating' means.
Year 2	Sending and Receiving (Invasion Games)	Dance Animals - Dangerous	Gym- Balance and Co-ordination	Rule Making (Outdoor Adventure)	Movements (Athletics)	Striking for accuracy (Net Games)
Learning Outcomes	To begin to aim towards a given target. To accurately pass and receive a range of balls. To further increase their understanding of space.	Able to create shapes to represent dangerous animals. Able to demonstrate clawing tiger actions. Able to move demonstrating fierce dynamics. Able to use the space to create an entrance.	Travel, showing change of speed and direction. Develop body awareness through varying body balances. To perform 'Teddy bear' & 'Pencil' rolls.	To continually develop fundamental skills. To take part in competitive activities. To begin to work as a team.	To run in a coordinated and fluent way over obstacles. Develop awareness of distance and weight. To throw a range of different throwing implements.	To aim, strike & follow through towards a target. To hit an object with varying power using a racket. To be able to hit a ball or object towards a partner.

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	To pass a ball using different parts of the body. To receive a ball using different parts of the body.	Able to develop relationships- action and reaction in George and the Dragon Fight.	To adopt the positions 'happy cat' & 'angry cat'. Create, remember and perform simple movement sequences.	To further develop thinking and creativity. To create different rules for games.	Developing awareness of distance and height. To hit a ball off a tee.	To explore a badminton racket and shuttlecock. To attempt a 'forearm' or 'bump' pass (Volleyball).
Year 3	Swimming	Dance Science – Magnets	Over the Net (Net Games)	Gym- Symmetrical shapes	Being an Athlete	Dribbling to Invade (Invasion – hockey and
Learning Outcomes	To perform correct front crawl arm action.	Able to demonstrate force and tension dynamics.	To identify & describe some rules of tennis & badminton.	To build strength through pushing and pulling motions.	To attempt to throw a shot putt using the rotation technique	Develop their dribbling skills with a stick and/or a ball.
	To perform correct front crawl leg action.	Able to demonstrate connecting body part actions.	To consolidate the underarm serve technique.	To perform with developing symmetry.	To consolidate different throwing techniques.	To use space within the pitch area.
	To breath correctly with face in and out of water.	Able to develop relationships-away/towards.	To explore forehand hitting.	To use a change of direction in between jumps.	To attempt a javelin throw with correct technique.	To develop knowledge of attacking whilst invading.
	To demonstrate 'Push & Glide'. Discuss safe self-	Able to develop relationships- contact work.	To move towards a ball or object before striking it.	To copy and add to a shape.	To be able to pass and receive a relay baton.	To consolidate dribbling with a football. To attempt to keep
	rescue.	Able to show acceleration in speed.		To find different ways to exit and enter apparatus.	baton.	possession whilst dribbling.

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			To explore the 'serve' technique		Continually develop an awareness of	
			(volleyball/badminton).		distance.	
Year 4	Bgr4va	Gym- Perfecting sequencing 'The Water Cycle'	Swimming	Dance Charleston	Passing and Moving (Invasion- Netball and Basketball)	Record Breaking (Athletics)
Learning Outcomes		To develop and demonstrate balance within a routine.	To perform correct back crawl arm action.	Able to demonstrate cheeky and over the top dynamics.	To know when to move within a game.	To jump for height & distance.
		To know what 'canon' means and how to use	To perform correct back crawl leg action.	Able to demonstrate physical skill flexed	To know when to pass during a game.	To explore different body positions in flight.
		it. To know what 'unison'	To regulate breathing.	wrists. Able to	Show an awareness	To jump hurdles with developing technique.
		means and how to use it.	To evaluate their own performance.	demonstrates Charleston	of space and know how to use it in games.	To communicate clearly with partners & team
		Identify what makes a performance effective.	Discuss safe self-rescue.	technique- footwork patterns. Able to demonstrate	To travel using change of direction and speed easily.	mates. To locate some of the major muscles in the
		Suggest improvements based on information.		relationships- mirroring.	Describe what happens to their bodies when warming up.	body.

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				Able to demonstrate contrasting levels in different positions.		
Year 5	Dance Style – Rock n Roll	Rules and Concepts (Invasion – football and Netball)	Exploring, Striking and Fielding.	Gym – Abstract Angles	Swimming	Leadership (Outdoor Adventure)
Learning Outcomes	Able to express energetic dynamics. Able to demonstrate physical skill — extension through the limbs. Able to demonstrate Rock n' Roll technique — Hand jive and flicks. Able to demonstrate relationships - contact work. Able to execute lifts safely and competently.	To develop knowledge of attacking and defending. To know how to mark an opponent. To further develop their understanding of space. To recognise the importance of rules within games. Understanding the need to warm up and cool down.	To explore the use of space during games. Choose appropriate positioning when fielding. To strike a ball/object using both hands and feet. To retrieve, intercept and stop a ball when fielding. To develop the range of consistency of their skills.	To develop a range of skills to complete a sequence of movements. To use gymnastic terminology.	To perform correct breast stroke arm action. To perform correct breast stroke leg action. To perform correct breathing technique to breaststroke. To evaluate & compare techniques. Discuss safe self-rescue.	Develop communication through speaking & listening. Work as a group to overcome a challenge. Learn some different ways of tying knots. Take part in competitive orienteering activities. Plan a short loop course for a partner or group.

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 6	Striking and Fielding – Teamwork	Invasion to Score- (Hockey and Football)	Gym – Complex Sequences 'Mountains)	Dance Style – Street Dance	Invasion- Competitive (Netball and Basketball)	Going for Gold (Athletics)
Learning Outcomes	To field as a collaborative team unit. To strike a ball or object 'cleanly' using different equipment. To retrieve, intercept and stop a ball when fielding. To strike a ball or object using both sides of the body. Recognise their own and other's strengths.	To develop teamwork. To further develop knowledge of defending. To dribble a ball with control and fluency using foot or hockey stick. To further develop knowledge of attacking. To strike a ball or object towards a target or goal with power and accuracy.	Move supporting body parts further away from each other. Hold and receive body weight. Stretch, extend and elevate unused body parts. To develop the use of counter balance. To use small points to create a spin.	Able to express attitude and strong dynamics. Able to develop physical skill-strength in upper body. Able to demonstrate street dance technique- top rock, slides, helicopter. Able to demonstrate relationships-confrontation. Able to explore space- directions and formation.	To further develop knowledge of attacking and defending. To know how to intercept a pass. To know how to invade as a team. To communicate effectively with team mates. To develop sportsmanship.	To develop the technique in order to race walk. Learn to measure & record performance. To train the body to run for a longer duration. To sustain pace over longer distances. To choose appropriate techniques for specific events.