

## ALL SAINTS MULTI ACADEMY TRUST

BIRMINGHAM GOD'S LOVE IN ACTION

## Whole School Curriculum Map Physical Education (PE)

Year Group	Autumn 1 TEAMWORK	Autumn 2 PASSION	Spring 1 RESPECT	Spring 2 HONESTY	Summer 1 DETERMINATION	Summer 2 SELF-BELIEF
Nursery	<b>Dance</b> Explore ways of travelling.	<b>Gymnastics</b> Develop strength, balance and climbing skills.	<b>Body Management</b> Explore balance and managing own body.	Manipulation & Coordination Send and receive objects with different body parts.	<b>Speed, Agility,</b> <b>Travel</b> Able to change speeds and direction.	Cooperate & Solve Problems Work with a partner in games.
Reception	Dance Develop movement patterns and able to express more complex movements.	<b>Gymnastics</b> To learn, refine and link movement skills together.	Body Management Refine movements of the body with greater control.	Manipulation & Coordination Children learn to look and find space with equipment.	Speed, Agility, Travel Recognise different moving actions (i.e., softly, quickly).	Cooperate & Solve Problems Work & play cooperatively and take turns.
Year l	Striking & Fielding 'Hit Catch Run' Introduce basic throwing, catching and rolling skills. Net/Wall Games 'Send & Return' Introduce basic coordination skills using a racket.	Invasion Games 'Attack Defend Shoot' Showing ball control and able to catch and intercept. Gymnastics Unit 1 Identify and use simple gymnastic actions and shapes.	<b>Gymnastics Unit 2</b> To perform a variety of basic gymnastic actions showing control. <b>Net/Wall Games</b> <i>'Send &amp; Return'</i> Start to hit a ball and progress to returning a shot.	Dance Respond to a range of stimuli and types of music. Invasion Games 'Attack Defend Shoot' Attack and defend targets individually or as a team.	Athletics 'Run Throw Jump' Pupils begin to link running & jumping, develop throwing techniques and develop their core stamina. Unit 1 & 2	Outdoor & Adventurous Activities Problem solving tasks, and use exploration skills during games. Striking & Fielding 'Hit Catch Run' Using earlier unit skills, introduce gathering and batting components.
Year 2	Striking & Fielding 'Hit Catch Run' Develop hitting skills whilst practising bowling skills. Net/Wall Games 'Send & Return' Able to hit and return an object confidently.	Invasion Games 'Attack Defend Shoot' Control a ball with various body parts, and dribble. Gymnastics Unit 1 Demonstrate actions at different speeds and levels.	<b>Gymnastics Unit 2</b> Create and perform a simple sequence. <b>Net/Wall Games</b> <i>'Send &amp; Return'</i> Able to adjust body positioning when receiving a ball.	Dance Perform at different speeds and levels. Invasion Games 'Attack Defend Shoot' Able to pass and move into spaces confidently.	<b>Athletics</b> 'Run Throw Jump' Develop power, agility, coordination and power over a variety of athletic activities. Unit 1 & 2	Outdoor & Adventurous Activities Problem solving tasks, and use exploration skills during games. Striking & Fielding 'Hit Catch Run' Introduce the role of wicketkeeper.

Year 3	Striking & Fielding 'Cricket' Learn to gather the ball effectively and get into simple games. Net/Wall Games 'Tennis' Identify certain rules of the game.	Invasion Games 'Handball' Pass and move in various games, developing variation and skill. Gymnastics Unit 1 Consolidate and improve the quality of movements.	Invasion Games 'Football' Using various parts of the foot to pass, control and dribble. Gymnastics Unit 2 Relate strength and flexibility to movements.	Invasion Games 'Basketball' Learn to shoot and body positioning when in possession. Striking & Fielding 'Rounders' Small games, work towards being consistent in fielding skills.	<b>Athletics</b> Jump for height and distance, throw with appropriate force, and develop their speed. <b>Dance</b> Building basic choreography skills.	Invasion Games 'Football' Able to pass, dribble and shoot with control in games. 'Hockey' Use flat side of stick for control.			
Year 4	Striking & Fielding 'Cricket' Strike a ball with intent and direction. Net/Wall Games 'Tennis' Able to perform a rally & vary shots including serves.	Invasion Games 'Handball' Fluent passing sequences and shooting. Gymnastics Unit 1 Able to perform in time with a group/partner.	Invasion Games 'Football' Dribble with skill. Focus on defending and positioning. Gymnastics Unit 2 Sequences that contain changes in speed, height, and direction.	Invasion Games 'Basketball' Focus on marking, footwork rules and various passes/shots. Striking & Fielding 'Rounders' Develop tactics during games.	Athletics Able to measure, time and compare performance. Dance Develop a dance as group in relation to a theme.	Invasion Games 'Football' Able to pass, dribble and shoot with confidence in games. 'Hockey' Perform different passes and dribbling techniques.			
	All UKS2 units are to prepare children for competitions. This includes creating tactics, varying styles of play and create/take part in scenarios similar to competition.								
Year 5	<b>Rounders</b> Collaborate in teams to choose and adapt tactics.	<b>Hockey</b> Improve shooting techniques and applying to games.	Handball Perform jump shots and able to effectively pivot in possession.	<b>Basketball</b> Able to attack and defend effectively as a team, including tactics.	Athletics Run with pace. Perform jumps, throws with increasing power and accuracy.	<b>Football</b> Turn with skill, understand the importance of possession.			
	<b>Tennis</b> Introduce volleys, over-head shots and drop shots.	<b>Gymnastics</b> Able to create, perform and judge sequences with good knowledge.	<b>Dance</b> Refine a dance that include space rhythm and expression.	<b>Cricket</b> Cover tactics and fielding positions.	OAA (Non-comp) Navigate and solve problems from memory.	<b>Tag-Rugby</b> Ball-handling and introduction of the rules.			
Year 6	Rounders	Hockey	Handball	Basketball	Athletics	Football			
	Able to play competitive games using a point system.	Understanding of rules and refereeing in games.	Understanding of rules and refereeing in games.	Understanding of rules and refereeing in games.	Accurately judge and perform with confidence.	Team-play, tactics, and demonstrate close control in games.			
	Tennis	Gymnastics	Dance	Cricket	OAA (Non-comp)	Tag-Rugby			
	Able to play competitive games using a point system.	Compose and practise sequences that relate to music.	Work collaboratively to include more complex compositional ideas.	Able to play competitive games using a point system.	Complete tasks and work collaboratively.	Able to attack and defend large areas effectively.			