

Lancashire Physical Education Scheme of Work Progression Document 2020





Lancashire Primary Physical Education Progression of Learning

Introduction

This booklet has been written to support Lancashire Primary Schools with their planning of their PE curriculum and progression of learning to meet National Curriculum requirements through Lancashire's developmental approach to primary physical education.

In September 2019, a new inspection framework for education providers began. The most significant change from the previous inspection framework is the introduction of a 'quality of education' judgement. This combines aspects of the previous key judgements of 'teaching, learning and assessment' and 'outcomes' to provide a more holistic view of standards, particularly focusing on the curriculum.

Inspectors will consider the extent to which the school's curriculum sets out the knowledge and skills that pupils will gain at each stage (Ofsted call this '**intent**'). They will also consider the way that the curriculum developed or adopted by the school is taught and assessed in order to support pupils to build their knowledge and to apply that knowledge as skills (Ofsted call this '**implementation**'). Finally, inspectors will consider the outcomes that pupils achieve as a result of the education they have received (Ofsted call this the '**impact**').

Intent - For curriculum leaders the intent is the knowledge and skills that pupils need in order to take advantage of opportunities, responsibilities and experiences of later life. It is important that the PE subject leader designs, plans and sequences the school's PE curriculum so that new knowledge and skills build on what has been taught before and towards its clearly defined end points.

Sources of evidence specific to curriculum intent - 179. Inspectors will draw evidence about leaders' curriculum intent principally from discussion with senior and the PE subject leader. Inspectors will explore:

- how carefully leaders have thought about what end points the curriculum is building towards, what pupils will be able to know and do at those end points, and how leaders have planned the curriculum accordingly. This includes considering how the intended curriculum will address social disadvantage by addressing gaps in pupils' knowledge and skills
- how leaders have sequenced the curriculum to enable pupils to build their knowledge and skills towards the agreed end points
- how leaders have ensured that the subject curriculum contains content that has been identified as most useful, and ensured that this content is taught in a logical progression, systematically and explicitly enough for all pupils to acquire the intended knowledge and skills

(School inspection handbook September 2019 No. 190017)



Lancashire's Physical Education Developmental Approach - "Intent"

The end points that the Lancashire approach leads to is the National Curriculum end of key stage statements. Schools can also devise their own end points using the NC as a guide. The Intent of the Lancashire approach is shown below.

Early Years – The INTENT in the Foundation stage is to focus on developing gross and fine motor skills. Lancashire has developed a 5 Fundamental Movement Skills resource to support Foundation teachers in understanding 5 key FMS. These 5 skills along with opportunities to develop a wider range of physical skills will ensure they are ready for KS1 PE.

Key Stage 1 – (Year 1 Baseline) The INTENT in year 1 is to carry out a baseline of 10 Fundamental Movement Skills as the children enter year 1. From this baseline the teacher can design or adapt their PE curriculum and have a focus on the FMS the children are less proficient in.

During Key Stage 1 – The INTENT during KS1 is to continue to develop the children's FMS especially their weaker ones and also to teach children HOW to apply these skills in a context. The children should develop their knowledge in using simple tactics in game type activities and creating sequences of movement in gymnastic and dance type activities. This is delivered through the relevant Core Tasks.

End of Key Stage 1 – The INTENT at the end of KS1 is to test the children's 10 Fundamental Movement Skills again. This will show the impact on their performance of their FMS and which skills they have Mastered. This information can then be shared with the year 3 teacher.

Lower Key Stage 2 – The INTENT at year 3 and 4 in games is to develop children's attacking skills through a range of different sports and activities. However, this will be delivered through uneven sides, i.e. 3V1, 4V2. They will also develop their knowledge of simple attacking tactics, which are transferable across similar categories of games. i.e. (Target, Invasion games, Net/Wall, Target and Striking and Fielding) The INTENT at year 3 and 4 in dance and gymnastics is to develop children's performance and sequencing skills. All the skills are applied through the relevant Core Tasks which are linked to age expectations.

Upper Key Stage 2 – The INTENT at year 5 and 6 in games is to continue to develop children's attacking skills when they are working as a team and to develop their knowledge of defending strategies. These will be delivered through modified mini-versions from uneven sides to even sides, i.e. 5V3, 5V4, 4V4, 5V5 etc. The learning the children receive through the different categories of games leads to playing an intra school games competition and for some children moving to inter school competitions. The INTENT at year 5 and 6 in dance and gymnastics is to develop children's performance and composing longer sequences of movements with a partner and group. All the skills are applied through the relevant Core Tasks, which are linked to age expectations.



Curriculum Planning and Design

Ofsted state that in a PE deep dive it will include:

- evaluation of senior leaders' intent for the curriculum in physical education, and their understanding of its implementation and impact.
- evaluation of curriculum leaders' long- and medium-term thinking and planning, including the rationale for content choices and curriculum sequencing.

The following Lancashire PE SOW progression documents will support a school with the above two bullet points. Schools can use the Lancashire documents, which show progression in skills and knowledge to create their own content choices and curriculum sequencing that best fit the school. This will show how the PE subject leader has sequenced the curriculum to enable pupils to build their knowledge and skills towards the agreed end points. It can also be used as evidence to show how the PE subject leader has ensured that the PE curriculum contains content that has been identified as most useful, and ensured that this content is taught in a logical progression, systematically and explicitly enough for all pupils to acquire the intended knowledge and skills.

The Lancashire progression documents show the progression of skills and knowledge across a range of different activity areas.

The PE subject leader can use these to sequence their PE curriculum and plan the content the school will use to meet the core task for that year group or mixed year group.

For example in Y3 Invasion Games the children will learn the skills and knowledge to play the core task, three touch ball. The school will decide on the content i.e. the sport to teach the skills through. In the Lancashire scheme the school can choose units that use handball, netball or rugby as the content to use towards the three touch ball core task.

There are also some example curriculum maps that show an example of how the activity progressions have been used to create a curriculum map. The next page will show how the progression documents have been designed.



The progression documents are split into the following:

<p>Aim of “Activity Area”</p>	<p>In the Activity Area there will be a statement such as for Games – “In all games activities, children think about how to use skills, strategies and tactics to outwit the opposition.” There will be an aim for each year group or combined year groups within that activity area. This will explain what the children will focus on in terms of skills and understanding leading to the end point.</p>
<p>Performance of skills – Progression</p>	<p>The performance of skills progression will explain at what level the skills performed should be at or the progression of HOW they perform that skill. Eg, In year 3 <i>Master most fundamental skills from KS1 and start to develop sport specific skills and perform them with some accuracy.</i></p>
<p>Developing Physical Skills</p>	<p>This is where the skills the children will learn in Lancashire PE units of work is found. These are the FMS or sport specific skills the children will learn through a particular sport. This content is up to the school to decide, i.e. which sport to teach through. Eg in year 3 there are 3 units of work for invasion games that schools can choose to teach through, netball, handball and rugby type activities. Alternatively, the school can use a different sport.</p> <p>The progression of HOW they perform these FMS or sport specific skills is above.</p>
<p>Application of skills –</p>	<p>The Application of skills is where the children apply the physical skills in a context. There is a progression of how they apply their skills through the year groups and Key Stages. This will also show the knowledge that children need to apply the skills they will learn in each year group. This will be linked to applying principles in games and sequencing in dance and gymnastics type activities.</p>
<p>Character Education</p>	<p>This section is where you can put in the character values that you want to develop through PE. These can be a range of school/church/PSHE/Olympic/Paralympic values. This is also where you PE can support the Personal Development of young people. Lancashire PE units of work has examples of how some values can be linked and delivered through teaching these explicitly alongside the skills, knowledge and understanding.</p>



Progression of Knowledge and Skills through Games

	Year 1			Year 2		
Aim of Games In all games activities, children think about how to use skills, strategies and tactics to outwit the opposition.	Children develop basic game-playing skills, in particular the FMS of throwing and catching. They play games based on net games and striking and fielding games. They have an opportunity to play one against one, one against two, and one against three.			Children will improve and apply their basic FMS in games. They play games that demand simple choices and decisions on how to use space to avoid opponents, keep the ball and score points. They will continue to practice and refine their FMS and techniques, using them to outwit others. They will also develop an early understanding of simple concepts of attack.		
Performance of skills - Progression	<ul style="list-style-type: none"> ▶ Perform fundamental movement skills at a developing level in: ▶ Travelling skills. ▶ Sending skills. ▶ Receiving skills. 			<ul style="list-style-type: none"> ▶ Perform fundamental movement skills at a developing level and start to master some basic movements in: ▶ Travelling skills. ▶ Sending skills. ▶ Receiving skills 		
Developing Physical Skills – Lancashire Scheme	<ul style="list-style-type: none"> ▶ Side gallop ▶ Underarm throw ▶ Running 	Rolling a ball Bounce a ball Catch ball Running	Overarm throw Running	<ul style="list-style-type: none"> ▶ Underarm throw ▶ Catching ▶ Running ▶ Dodging 	<ul style="list-style-type: none"> ▶ Throw ▶ Catch ▶ Strike a ball ▶ Side gallop ▶ Running 	<ul style="list-style-type: none"> ▶ Strike a ball off a tee ▶ Strike with a drop feed ▶ Catch ▶ Overarm throw
Application of skills – Lancashire Scheme (Core Task)	The 'Ten point hoops' core task involves children scoring points by throwing beanbags to a choice of two targets. Working in pairs, the children set up an area for their game. The pupils stand on either side of the line, one as an attacker and the other as a defender. Knowledge – To use a simple tactic i.e. Pretend to throw one way then throw the other	The aim of the game is to score points by sliding a beanbag or rolling a ball over your opponent's line. Alternatively you can throw a ball over the line for the opposition to catch. The game is played one against one, or two against two. Knowledge – To use a simple tactic i.e. Look one way and roll the ball the other	The aim of the game is for the thrower (the batter) to score as many points as possible by throwing beanbags into a channel and then counting how many times they can move in and out of a hoop before fielders retrieve the beanbags. Knowledge – To use a simple tactic i.e. Throw away from the cones (fielders)	The 'Piggy in the middle' core task involves children trying to score as many points as possible by throwing and catching a ball between players on their team. The pupils work in groups of four, with three attackers and one defender. Knowledge - To use a simple tactic i.e. move into space to receive a ball. To pass a ball to a player in space.	The aim is to score points by throwing or hitting a ball over a line/net so that it bounces twice, with the first bounce in the court area. Play the game two against two – each pair should have one player with a racket and one without. Knowledge – To throw the ball into space away from the opponent	The aim is for the batter to hit a ball into a field, and then to run as far as possible around a circuit of bases before the fielding team returns the ball to the fielding base Knowledge – To use a simple tactic i.e. Strike the ball away from cones/fielders
Character Education						



Progression of Knowledge and Skills through Invasion Games

	Year 3	Year 4	Year 5	Year 6
Aim of Invasion Games In all games activities, children think about how to use skills, strategies and tactics to outwit the opposition.	<p>This unit lays the foundations for future invasion games. Children will learn to apply their understanding and skills from Key Stage 1. Children will improve their accuracy in throwing and catching, and will learn new invasion game sport specific techniques.</p>	<p>Children continue to learn simple attacking tactics using a range of equipment and sport specific skills. They playing small, uneven-sided games and think about how to use skills, strategies and tactics to outwit the opposition. In invasion games, they enter their opponent's territory with the 'ball' and try to get into good positions for shooting or reaching the 'goal'.</p>	<p>Children will learn how to work well as a team when attacking, and explore a range of ways to defend. The play uneven-sided games leading to 5V4 or 4V3.</p> <p>Children will also learn a wider range of sport specific techniques for passing, dribbling and shooting, and will learn to apply basic principles for attacking and defending.</p>	<p>Children will improve their defending and attacking play. They start to play even-sided mini-versions of invasion games.</p> <p>In all games activities, children think about how to use skills, strategies and tactics to outwit the opposition. In invasion games, they enter their opponent's territory with the 'ball' and try to get into good positions for shooting or reaching the 'goal'.</p>
Performance of skills - Progression	<ul style="list-style-type: none"> ▶ Master most fundamental skills from KS1 and start to develop sport specific skills and perform them with some accuracy. 	<ul style="list-style-type: none"> ▶ Master fundamental movement skills and start to develop sport specific skills performing them with consistency and accuracy. 	<ul style="list-style-type: none"> ▶ Continue to develop sport specific skills and perform with consistency, accuracy, confidence and control. 	<ul style="list-style-type: none"> ▶ Continue to develop sport specific skills and perform them with consistency, accuracy, confidence, control and speed.
Developing Physical Skills – Lancashire Scheme	<p>Invasion Games skills through:</p> <ul style="list-style-type: none"> ▶ Three touch ball (netball) – running, dodging, Chest pass, Bounce pass, Catching a ball ▶ Three touch ball (rugby) – running, dodging, swing pass, Catching a ball ▶ Three touch ball (handball) – running, dodging, one-handed pass, One handed Bounce pass, Catching a ball 	<p>Invasion Games skills through:</p> <ul style="list-style-type: none"> ▶ On the Attack (basketball) – running, chest pass, bounce pass, dribbling a ball. ▶ On the attack (rugby) – running, dodging, swing pass, Catching a ball ▶ On the attack (handball) – running, dodging, one-handed pass, One handed Bounce pass, Catching a ball, shooting a ball. 	<p>Invasion Games skills through</p> <ul style="list-style-type: none"> ▶ Year 5 core task (netball): - running, dodging, chest pass, bounce pass, catching, shoulder pass, shooting, ▶ Year 5 core task (rugby): - -- running, dodging, swing pass, Catching a ball, kicking a ball ▶ Year 5 core task (hockey): - running, push pass, dribbling, receiving a pass, shooting. 	<p>Invasion Games skills through:</p> <ul style="list-style-type: none"> ▶ Calling the shots' (netball): - running, dodging, chest pass, bounce pass, catching, shoulder pass, shooting, ▶ Calling the shots' (rugby): - -- running, dodging, swing pass, Catching a ball, kicking a ball ▶ Calling the shots' (hockey): - running, push pass, dribbling, receiving a pass, shooting.
Application of skills – Lancashire Scheme (Core Task)	<p>Develop simple attacking skills in a 3V1 invasion game.</p> <ul style="list-style-type: none"> ▪ The 'Three touch ball' core task involves children trying to score as many goals as possible by passing a ball (netball, handball, rugby ball) at least three times before throwing it into a hoop <p>Knowledge - To know to move into space to receive a ball. To pass a ball to a player in space when playing an invasion games.</p>	<p>Develop attacking skills in a 4V2 invasion game.</p> <ul style="list-style-type: none"> ▪ The "On the attack" core task involves children Working in groups of six, the children create a playing area with two goals at one end and three at the other and play 4V2. <p>Knowledge - To know to move into space to receive a ball. To feint or disguise a pass a ball to outwit a defender.</p>	<p>Collaborate as a team and develop defending skills through modified versions of 5V3 or 5V4 invasion games.</p> <ul style="list-style-type: none"> ▪ The year 5 core task games aim is to beat the opposition by scoring more goals. Play the game initially 5V3 and then 5V4. <p>Knowledge – Attacking tactics – to use a range of passes. To pass ahead of supporting players. To get away from a defender to receive a pass.</p> <p>Defending Tactic – to close down space</p>	<p>Apply attacking and defending skills through modified versions of 4V4 or 5V5 invasion games.</p> <ul style="list-style-type: none"> ▪ The 'Calling the shots' core task involves children setting up a 4 v 4 invasion game based on mini-versions of invasion games. <p>Knowledge - Attacking tactics – to use a range of passes. To get away from a defender to receive a pass. To send the ball wide and/or deep to supporting players</p> <p>Defending Tactic – to close down space. To intercepting a pass.</p>
Character Education				



Examples KS2 Curriculum Map Key Stage 2 using Lancashire PE SOW – Year 4 – (One hall slot)

This example shows where the PE subject leader has taken the core task from Y4 above and chosen to deliver it through Rugby in Autumn 1 and Handball in Autumn 2. You can also see the other activity areas content taken from each activity progression document.

Year 4	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Aims of Unit	Children continue to learn simple attacking tactics using a range of equipment and sport specific skills. Develop attacking skills in a 4V2 invasion game. "On the attack"	Children continue to learn simple attacking tactics using a range of equipment and sport specific skills. Develop attacking skills in a 4V2 invasion game. "On the attack"	Children will take part in a range of problem solving skills. The tasks they tackle will require more teamwork, with clearly defined roles and responsibilities.	Children will continue to learn simple attacking tactics through playing a target game – Boccia.	Children will continue to learn simple attacking tactics through playing a target game – Dodgeball	Children will learn how to hit or strike the ball into spaces, so that they can score runs in different ways. When fielding, they learn how to work together to keep the batters' scores down.
Lesson 1	Invasion Games skills through: On the Attack core task (rugby)	Invasion Games Skills through on the attack core task (handball)	OAA activities through: a series of Problem solving challenges	Games – Target game – Boccia Core task	Games – Target game – Dodgeball Core task	Striking and Fielding through a Cricket type game. The 'Run the loop' core task.
Character Values	Determination Evaluation	Determination Evaluation	Resilience Problem-solving	Reflection Evaluation	Self-discipline Respect	Communication Evaluation
Aims of the Unit	Children gain inspiration from English and work in pairs and small groups. Children concentrate on combining and linking phrases of movement fluently and with control	Children gain inspiration from science and work in pairs and small groups. Children concentrate on combining and linking phrases of movement fluently and with control	Children will learn develop their skills with control and precision and combine them to create a sequence. They will extend their range of actions, working on more difficult combinations.	Children will learn develop their skills with control and precision and combine them to create a sequence. They will extend their range of actions, working on more difficult combinations.	Children will learn to develop the skills they need for net/wall games and on how to use these skills to make the game difficult for their opponent.	Children should concentrate on developing good basic running, jumping and throwing techniques. Children will develop their technical understanding across all areas of athletics.
Lesson 2	Dance Activities through the Great Plague	Dance activities through Sparks Might Fly.	Gymnastic Activities through the 'Partner work' core task	Gymnastic Activities through creating a sequence for a L1 competition.	Net/Wall through Core Task 1	Athletic Activities through Take Aim Furthest Five and 'Pass the baton' core tasks.
Character Values	Encouragement Responsibility	Encouragement Responsibility	Trust Self-motivation	Trust Self-motivation	Communication Evaluation	Resilience Evaluation



Appendix - Progression Documents

Key Stage 1 – Dance type activities

Key Stage 2 – Dance type activities

Key Stage 1 – Gymnastic type activities

Key Stage 2 – Gymnastic type activities

Key Stage 1 – Athletic Type activities

Key Stage 2 – Athletic Type activities

Key Stage 2 – Striking and Fielding games

Key Stage 2 – Net/Wall games

Key Stage 2 – Target and Creative Games

Key Stage 2 – OAA activities

Key Stage 2 – Swimming

Example Curriculum Maps

Blank Curriculum Maps



PE Progression through Lancashire PE SOW: Dance Activities - Years 1 and 2

	Year 1	Year 2
Aim of Educational Dance	<p>Children will explore basic body actions, <i>eg jumping and turning</i>, and use different parts of their body to make movements. They create and repeat short dances inspired by different stimulus and themes.</p> <p>In dance as a whole, children think about how to use movement to explore and communicate ideas and issues, and their own feelings and thoughts.</p>	<p>Children will focus on creating and performing short dances that communicate different moods, feelings and ideas. A range of subjects, including some based on different times and cultures can be used. Children will learn how to use different parts of the body to imitate and lead movements. They will also create short dances individually and also create and perform with a partner.</p>
Performance of skills - Progression	<ul style="list-style-type: none"> ▶ Perform fundamental movement skills at a developing level. ▶ Perform basic body actions with control and show some sense of dynamic, expressive and rhythmic qualities in their own dance. 	<ul style="list-style-type: none"> ▶ Perform fundamental movement skills at a developing level and start to master some basic movements ▶ Perform body actions with control and coordination and perform short dances, showing an understanding of expressive qualities.
Developing Physical Skills – Lancashire Scheme	<p>Body Actions</p> <ul style="list-style-type: none"> ▶ Copy and explore basic body actions from a range of stimuli (words, poetry, pictures, sounds, objects) <p>Travel, Turn, Jump, Gesture, Stillness</p> <ul style="list-style-type: none"> ▶ Copy simple movement patterns ▶ Show and tell using body actions to explore moods, ideas and feelings. ▶ Vary speed, strength, energy and tension of their movements. 	<p>Body Actions</p> <ul style="list-style-type: none"> ▶ Copy and explore basic body actions from a range of stimuli (words, poetry, pictures, sounds, objects) <p>Travel, Turn, Jump, Gesture, Stillness</p> <ul style="list-style-type: none"> ▶ Copy simple movement patterns ▶ Show and tell using body actions to explore moods, ideas and feelings. ▶ Vary speed, strength, energy and tension of their movements.
Application of skills – Lancashire Scheme (Core Task)	<p>Choose movements to make their own simple dance phrase with beginning, middle and ending.</p> <ul style="list-style-type: none"> • Practice and repeat these short dance phrases so they can be performed in a controlled way. • Choose and link actions that express a mood, idea or feeling <p>Lancashire units – Three little pigs, Toy Story, Fire-Fire and Robots</p>	<p>Choose movements to make their own simple dance phrase with beginning, middle and ending.</p> <ul style="list-style-type: none"> • Practice and repeat these movements so they can be performed in a controlled way. • Choose and link actions that express a mood, idea or feeling • Remember and repeat movements showing greater control, coordination and spatial awareness. <p>Lancashire units – Moving Along, Seaside, Once Upon a Giant, Explorers and Wind in the Willows</p>
Character Education		



PE Progression through Lancashire PE SOW: Dance Activities – Year 3, 4, 5 and 6

	Year 3	Year 4	Year 5	Year 6
Aim of Educational Dance activities In dance as a whole, children think about how to use movement to explore and communicate ideas and issues, and their own feelings and thoughts.	Children perform dances, focusing on creating, adapting and linking a range of dance actions. These are inspired by a variety of subjects, including some traditional, social and/or historical dances. They work with a partner and in small groups, developing their ability to create, perform and appreciate dance.	Children focus on creating characters and narrative through movement and gesture. They gain inspiration from a range of subjects, and work in pairs and small groups. Children concentrate on combining and linking phrases of movement fluently and with control	Children learn different styles of dance and focus on dancing with other people. They create, perform and watch dances in a range of styles, working with partners and groups. They will be encouraged to become more adventurous when improvising and exploring ideas, developing their knowledge of how props, costume, design and music enrich dance.	Children will focus on using different visual images as the starting point for composing, performing and watching dance. They will extend the range of movements they use and develop new skills in working with a partner, including taking weight, supporting, leaning, balancing and lifting.
Progression of performance of skills	▶ Perform freely, translating ideas from a stimulus into movement using dynamic, rhythmic and expressive qualities clearly and with control.	▶ Perform dances clearly and fluently and show sensitivity to the dance idea and the accompaniment.	▶ Perform different styles of dance clearly and fluently, adapt and refine the way they use weight, space and rhythm in their dances to express themselves in the style of dance.	▶ Perform dances fluently and with control and can perform to an accompaniment expressively and sensitively.
Developing Performing Skills	<ul style="list-style-type: none"> ▪ To perform dances expressively, using a range of performance skills. ▪ To perform dances with an awareness of rhythmic, dynamic and expressive qualities, on their own, with a partner and in small groups. ▪ To perform more complex dance phrases that communicates character and narrative. ▪ To perform in a whole class performance. 			
Application of Skills - Composing	<ul style="list-style-type: none"> ▪ To create movement using a stimulus. ▪ To explore and improvise ideas for dances in different styles, working on their own, with a partner and in a group. ▪ To create and link dance phrases using a simple dance structure or motif. ▪ To use simple choreographic principles to create motifs. ▪ To compose dances by using, adapting and developing steps, formations and patterning from different dance styles. ▪ To explore, improvise and combine movement ideas fluently and effectively. 			
Appreciation	<ul style="list-style-type: none"> ▪ To talk about how they might improve their dances. ▪ To describe and evaluate some of the compositional features. of dances performed with a partner and in a group. ▪ To understand how a dance is formed and performed. ▪ To evaluate, refine and develop their own and others' work. 			
Character Education	<ul style="list-style-type: none"> ▪ Resilience ▪ Co-operation 	<ul style="list-style-type: none"> ▪ Encouragement ▪ Responsibility 	<ul style="list-style-type: none"> ▪ Respect ▪ Co-operation 	<ul style="list-style-type: none"> ▪ Resilience ▪ Empathy



PE Progression through Lancashire PE SOW: Gymnastic Type Activities - Year 1 and 2

	Year 1	Year 2
<p>Aim of Gymnastic activities</p> <p>In gymnastics as a whole, children use skills and agilities individually, in combination and in sequence, with the aim of showing as much control and precision as possible.</p>	<p>Children investigate movement, stillness, and how to find and use space safely. They explore basic gymnastic actions on the floor and using apparatus. They copy or create, remember and repeat, short movement phrases of 'like' linked actions, <i>eg two jumps, or two rolls</i>. In gymnastics as a whole, children use skills and agilities individually, in combination and in sequence, with the aim of showing as much control and precision as possible.</p>	<p>Children will focus on increasing their range of basic gymnastic skills. They create simple sequences of 'unlike' actions on the floor, <i>eg a roll, jump and a shape</i>. They then transfer what they learn on the floor to apparatus. In gymnastics as a whole, children use skills and agilities individually, in combination and in sequence, with the aim of showing as much control and precision as possible.</p>
<p>Performance of skills - Progression</p>	<ul style="list-style-type: none"> ▶ Perform fundamental movement skills at a developing level in: Travelling skills. ▶ Perform body actions with some control and coordination 	<ul style="list-style-type: none"> ▶ Perform fundamental movement skills at a developing level and start to master some basic movements in: Travelling skills ▶ Perform body actions with control and coordination
<p>Developing Physical Skills – Lancashire Scheme</p>	<ul style="list-style-type: none"> ▶ Shape – Wide, thin ▶ Travelling - feet - Jog, skip, gallop, hop, walk forwards, backwards. ▶ Travelling – hand and feet - Frog, Bunny, Crab, Bear, Caterpillar, Crocodile, Monkey, etc. ▶ Balancing - Front support, balance on 4 & 3 points, large body parts, tummy, back, bottom, shoulder. ▶ Jumping and Landing – 2 -2 for height ▶ Rolling - Rocking on back, pencil, egg rolls, ▶ Apparatus 	<ul style="list-style-type: none"> ▶ Shape – Wide, thin, dish, arch, tuck ▶ Travelling - feet - Jog, skip, gallop, hop, walk forwards, backwards. ▶ Travelling – hand and feet - Frog, Bunny, Crab, Bear, Caterpillar, Crocodile, Monkey, etc. ▶ Balancing - Front support, balance on 4 & 3 points, large body parts, tummy, back, bottom, shoulder. ▶ Jumping and Landing ▶ Rolling - Rocking on back, pencil, egg rolls, dish roll, teddy / circle roll, forward roll. ▶ Apparatus
<p>Application of skills – Lancashire Scheme (Core Task)</p>	<p>The 'Making shapes' core task involves children knowing how to create a gymnastic sequence on floor, mats and apparatus by linking two gymnastic shapes through rolling, travelling or jumping. The children begin by developing a sequence on floor and mats, starting away from a mat, performing an action towards the mat and then an action across the mat. They then transfer their work to apparatus, either performing two actions on apparatus or one on floor and one on apparatus</p>	<p>The 'Families of actions' core task involves children knowing how to create a gymnastic sequence on floor, mats and apparatus of four actions by linking a roll, a balance, a jump and travel. The children develop a sequence on the floor and mats before transferring it to apparatus. They link the four actions together smoothly, choosing one action from each of the families of actions. The balance focus is large body parts – side, back, tummy, hips and shoulders</p>
<p>Character Education</p>		



PE Progression through Lancashire PE SOW: Gymnastic Type Activities – Year 3, 4, 5, and 6

	Year 3	Year 4	Year 5	Year 6
<p>Aim of Educational Gymnastic Activities</p> <p>In gymnastics as a whole, children use skills and agilities individually, in combination and in sequence, with the aim of showing as much control and precision as possible.</p>	Children will focus on improving the quality of their movement, eg by stretching fingers and pointing toes, to help them produce extension. They will learn how to plan and perform actions and sequences, and develop flow by linking actions smoothly.	Children will learn develop their skills with control and precision and combine these skills to create a sequence for a competition. They will extend their range of actions, balances, body shapes and agilities, working on more difficult combinations. The children will work in pairs using matching and mirroring to plan and perform sequences.	Children will develop a wider range of actions and use their skills and agilities individually, and in sequence with a partner, with the aim of showing as much control and precision as possible. Children will create longer sequences using their knowledge of compositional principles with a partner to perform paired balances for an audience.	Children use their knowledge of compositional principles, eg <i>how to use variations in speed, level and direction, how to combine and link actions, how to relate to partners and apparatus</i> , to develop sequences that show an awareness of their audience. Children will plan and perform a sequence with a partner. They will choose their own apparatus and design a simple layout.
Progression of performance of skills	▶ Master most fundamental skills from KS1 and start to develop sport specific skills and perform them with some accuracy and extension.	▶ Master fundamental movement skills and start to develop sport specific skills performing them with consistency, accuracy and some control.	▶ Continue to develop sport specific skills and perform with consistency, accuracy, confidence and control.	▶ Continue to develop sport specific skills and perform them with consistency, accuracy, confidence, control and speed.
Developing Skills – Lancashire Scheme	<ul style="list-style-type: none"> ▶ Travel – i.e Feet & hands and feet ▶ Balance – i.e. small body parts ▶ Jump – i.e 2 foot jump and land ▶ Rolling – basic rolls ▶ Apparatus 	<ul style="list-style-type: none"> ▶ Travel – i.e Feet & hands and feet ▶ Balance – i.e. large body parts, dish and arch, one foot balance ▶ Jump – different shapes when jumping. Jump ¼ & ½ turn ▶ Rolling – basic rolls ▶ Apparatus 	<ul style="list-style-type: none"> ▶ Travel – i.e. Feet & hands and feet ▶ Balance – i.e. partner balance (counter balance) ▶ Jump – different ways of jumping and landing with shape ▶ Rolling – basic rolls ▶ Apparatus 	<ul style="list-style-type: none"> ▶ Travel – i.e. Feet & hands and feet ▶ Balance – i.e. partner and group balance (counter balance) ▶ Jump – different ways of jumping and landing with shape ▶ Rolling – basic rolls ▶ Apparatus
Application of skills – Lancashire Scheme (Core Task)	The ‘Balancing act’ core task involves children creating a gymnastic sequence with six actions on floor, mats and apparatus. The children develop a sequence on the floor and mats, before transferring it to apparatus. The sequence should focus on small body part balances linked through travelling, rolling and jumping, and must show different levels and a change in direction.	Create a sequence of six skills, which must include one roll, one jump and one balance. The ‘Partner work’ core task involves children creating a gymnastic sequence on floor, mats and apparatus focusing on how they work with a partner.	The ‘Acrobatic gymnastics’ core task involves children creating and performing a pair sequence on floor, mats and apparatus that includes three basic acrobatic balances (a part-weight bearing balance, counter-tension and a counter-balance) and up to six other actions.	The ‘Group dynamics’ core task involves children working in groups of four to six to create and perform a sequence that shows their knowledge of gymnastic actions and compositional principles. The children develop their sequence on floor and mats before adapting it to incorporate apparatus.
Character Education	<ul style="list-style-type: none"> • Trust • Courage • Evaluation 	<ul style="list-style-type: none"> • Trust • Self-motivation • Evaluation • Problem-solving 	<ul style="list-style-type: none"> • Communication • Trust • Evaluation 	<ul style="list-style-type: none"> • Responsibility • Evaluation • Problem solving • Resourcefulness



PE Progression through Lancashire PE SOW: Athletic type Activities - Years 1 and 2

	Year 1	Year 2
<p>Aim of Athletic Activities</p> <p>In all athletic activities, children think about how to achieve the greatest possible speed, height, distance or accuracy.</p>	<p>Children will explore the FMS of running, jumping and throwing activities, and take part in simple challenges and competitions. They experiment with different ways of travelling, throwing and jumping, increasing their awareness of speed and distance.</p> <p>In all athletic activities, children think about how to achieve the greatest possible speed, height, distance or accuracy.</p>	<p>Children explore the FMS of running, jumping and throwing activities, and take part in simple challenges and competitions. They experiment with different ways of travelling, throwing and jumping, increasing their awareness of speed and distance.</p> <p>In all athletic activities, children think about how to achieve the greatest possible speed, height, distance or accuracy.</p>
<p>Performance of skills - Progression</p>	<ul style="list-style-type: none"> ▶ Perform fundamental movement skills at a developing level. 	<ul style="list-style-type: none"> ▶ Perform fundamental movement skills at a developing level and start to master some basic movements
<p>Developing Physical Skills – Lancashire Scheme</p>	<ul style="list-style-type: none"> ▶ Running ▶ Hopping ▶ Rolling a ball ▶ Underhand throw ▶ Jumping 	<ul style="list-style-type: none"> ▶ Running ▶ Underarm throw ▶ Overarm throw ▶ Push throw ▶ Jumping for distance
<p>Application of skills – Lancashire Scheme (Core Task)</p>	<p>The 'Honey pot' core task involves children running in different directions to pick up objects as quickly as they can. The children work in pairs. Each pair has a hoop (their honey pot) with five objects in it. Other objects are spread out around the playing area, along with cones to act as obstacles. Each pair decides who is going to be the Bee and who is going to be the Queen. The Bee's job is to run around collecting one object at a time for their honey pot. These can be picked up from the playing area and from other people's hoops. The Queen sits in the honey pot and makes sure that other children only take one object. The Bees have two minutes to get as many objects as possible into their honey pot, after which they count how many objects they have collected and record the number on their score sheets. They then leave five objects in their honey pot, scatter the rest around the playing area, swap roles and carry out the task again.</p>	<p>The 'Colour match' core task involves children throwing different pieces of equipment as accurately as possible in order to hit targets. The children work in groups of three and take it in turns to be the thrower, scorer and collector. Each group has three different-coloured targets (eg hoops, skipping ropes or markers) set at different distances and selects 10 pieces of equipment (eg quoits, balls of different sizes, beanbags) in colours to match the targets. The thrower tries to throw each object to the target of the same colour (eg red beanbag to red hoop). The scorer counts how many times the thrower succeeds in hitting the target. The collector gathers up the equipment ready for the next person to have a go. Each child has two turns at being the thrower</p>
<p>Character Education</p>		



PE Progression through Lancashire PE SOW: Athletic Type Activities - Years 3, 4, 5 and 6

	Year 3 / Year 4	Year 5 / Year 6
<p>Aim of Athletic Activities</p> <p>As in all athletic activities, children think about how to achieve the greatest possible speed, height, distance or accuracy.</p>	<p>Children should concentrate on developing good basic running, jumping and throwing techniques. They will be set challenges for distance and time that involve using different styles and combinations of running, jumping and throwing. Children will develop their technical understanding across all areas of athletics. They will also be encouraged to take more responsibility for designing, organising and judging athletic events.</p>	<p>Children will focus on developing their technical understanding of athletic activity. They learn how to set targets and improve their performance in a range of running, jumping and throwing activities.</p> <p>In running events, they will run further in both sprints and distance runs. In throwing events, they may throw heavier, larger implements (although modified equipment will still be used with most of the children). In jumping events, they will explore how their run-up affects jumping for height and length.</p>
<p>Progression of performance of skills</p>	<ul style="list-style-type: none"> ▶ Master fundamental movement skills and start to develop athletic specific skills performing them with consistency and accuracy. 	<ul style="list-style-type: none"> ▶ Continue to develop athletic specific skills and perform them with consistency, accuracy, confidence, control and speed.
<p>Developing Skills – Lancashire Scheme</p>	<ul style="list-style-type: none"> ▶ Throwing – push, pull and sling ▶ Hop, step and jump ▶ Combination of jumping actions 	<ul style="list-style-type: none"> ▶ Throwing – push, pull, sling and heave ▶ Jumping and landing in different ways ▶ Running for short and long distances ▶ Passing a baton in a relay
<p>Application of skills – Lancashire Scheme (Core Task)</p>	<p>Take Aim The 'Take aim' core task involves children trying to score as many points as possible by throwing different pieces of equipment at targets using sling, push and pull throws.</p> <p>Furthest Five The 'Furthest five' core task involves children using a run-up and performing the five basic jumps consecutively to reach the furthest distance possible. The children work in groups of three: a jumper, a measurer and a coach who looks at technique and officiates the jump.</p> <p>Pass the Baton The 'Pass the baton' core task involves children running in a relay and trying to complete as many laps of the track as possible in three minutes. The children work in teams of four. Having considered each other's strengths and weaknesses, they decide how to divide the time or distance between them in order to achieve as many laps as possible in three minutes (eg each team member could run for two laps, each could run for 45 seconds, or some team members could run longer or further than others). They keep a record of the number of laps they complete and aim to beat their score the next time they perform the core task.</p>	<p>Three Run Core Task The 'Three Run challenge' core task involves children selecting ways of running as far as possible in three different times.</p> <ul style="list-style-type: none"> • 5 seconds • 30 seconds • 2 minutes <p>Three Jumps core task The 'Three jump challenge' core task involves children selecting and performing three consecutive jumps with the aim of travelling as far as possible. The children work in groups of three: one child jumps; another marks, measures and records the distance jumped; and the third observes and comments on the jumper's technique.</p> <p>Three Throws Core Task The 'Three Throws' core task involves children trying to score as many points as possible by throwing different pieces of equipment for distance using three different types of throws, sling, push and pull throws.</p> <p>The children work in groups of three: one child throws; another marks, measures and records the distance thrown with each type of throw; and the third observes and comments on the thrower's technique.</p>
<p>Character Education</p>	<ul style="list-style-type: none"> • Resilience • Evaluation 	<ul style="list-style-type: none"> • Self-motivation • Determination



PE Progression through Lancashire PE SOW: Striking/Fielding Games - Years 3, 4, 5 and 6

	Year 3/4	Year 3/4	Year 5/6	Year 5/6
<p>Aim of Striking/Fielding games</p> <p>In all games activities, children think about how to use skills, strategies and tactics to outwit the opposition.</p>	<p>Children will learn how to hit or strike the ball into spaces, so that they can score runs in different ways. When fielding, they learn how to work together to keep the batters' scores down.</p> <p>In striking and fielding games, players learn to strike a ball and try to avoid fielders, so that they can run around bases to score runs.</p>	<p>Children will learn how to hit or strike the ball into spaces, so that they can score runs in different ways. When fielding, they learn how to work together to keep the batters' scores down.</p> <p>In striking and fielding games, players learn to strike a ball and try to avoid fielders, so that they can run around bases to score runs.</p> <p>When fielding, they try to prevent runs or points being scored.</p>	<p>Children will develop the range and quality of their skills and understanding. They learn how to play the different roles of bowler, backstop, fielder and batter.</p> <p>Children will focus on developing their technique and using a wider range of shots, working in larger teams for some of the time. They will concentrate on developing their bowling technique and using tactics as a fielding team.</p>	<p>Children will develop the range and quality of their skills and understanding. They learn how to play the different roles of bowler, wicket-keeper, fielder and batter.</p> <p>Children will focus on developing their technique and using a wider range of shots, working in larger teams for some of the time. They will concentrate on developing their bowling technique and using tactics as a fielding team.</p>
<p>Progression of performance of skills</p>	<ul style="list-style-type: none"> ▶ Master most fundamental skills from KS1 and start to develop sport specific skills and perform them with some accuracy. 	<ul style="list-style-type: none"> ▶ Master fundamental movement skills and start to develop sport specific skills performing them with consistency and accuracy. 	<ul style="list-style-type: none"> ▶ Continue to develop sport specific skills and perform with consistency, accuracy, confidence and control. 	<ul style="list-style-type: none"> ▶ Continue to develop sport specific skills and perform them with consistency, accuracy, confidence, control and speed.
<p>Developing Skills – Lancashire Scheme</p>	<ul style="list-style-type: none"> ▶ Bowl underarm ▶ Strike a ball off a tee ▶ Catch a ball ▶ Field a ball and return it quickly 	<ul style="list-style-type: none"> ▶ Bowl underarm ▶ Perform a straight drive ▶ Catch a ball ▶ Field a ball and return it quickly 	<ul style="list-style-type: none"> ▶ Bowl underarm ▶ Strike a ball off a tee ▶ Strike a bowled ball ▶ Field a ball and throw back overarm. 	<ul style="list-style-type: none"> ▶ Bowl overarm ▶ Strike a bowled ball ▶ Field a ball and throw back overarm
<p>Application of skills – Lancashire Scheme (Core Task)</p>	<ul style="list-style-type: none"> ▪ Rounders type game The 'Run the loop' core task involves a team of four batters trying to score points by striking the ball and running between bases, and a team of four fielders trying to retrieve, throw and catch the ball quickly and accurately. <p>Knowledge - Batters/Strikers Hit the ball into a space away from the fielders Fielders - judge where the ball is going to be hit and try and intercept it.</p>	<ul style="list-style-type: none"> ▪ Cricket type game The 'Run the loop' core task involves a team of four batters trying to score points by striking the ball and running between wickets, and a team of four fielders trying to retrieve, throw and catch the ball quickly and accurately. <p>Knowledge – Batters/Strikers - run as quickly as and strike the ball into a space away from the fielders Fielders - judge where the ball is going to be hit and try and intercept it.</p>	<ul style="list-style-type: none"> ▪ Rounders Level 1 competition The aim of this game is for a team to score as many runs as possible. Play the game 9V9. One team bats while the other team fields and bowls. The bowler bowls the ball underarm to the batter who hits the ball anywhere on the rounders pitch. <p>Knowledge – Batters – to run as quickly as possible to score To strike the ball into space away from the fielders. Fielders - Retrieve the hit object as quickly as possible to limit the number of runs scored</p>	<ul style="list-style-type: none"> ▪ Cricket Level 1 competition The aim of this game is for pairs to score as many runs as possible. Start with a three-pair game. One pair bats; one pair fields; and the third pair bowls and keeps wicket. The bowling pair take it in turns to bowl. Set a length for an innings <p>Knowledge - Knowledge – Batters – to run as quickly as possible to score To strike the ball into space away from the fielders. Fielders - Retrieve the hit object as quickly as possible to limit the number of runs scored</p>
<p>Character Education</p>	<ul style="list-style-type: none"> • Communication • Evaluation 	<ul style="list-style-type: none"> • Communication • Evaluation 	<ul style="list-style-type: none"> • Encouragement • Decision Making • Evaluation 	<ul style="list-style-type: none"> • Encouragement • Decision Making • Evaluation



PE Progression through Lancashire PE SOW: Net/Wall Games - Years 3, 4, 5 and 6

	Year 3/4	Year 3/4	Year 5/6	Year 5/6
<p>Aim of Net/Wall games</p> <p>In net/wall games, players outwit their opponents by sending a ball (or other implement) towards a court or target area, which their opponent is defending.</p>	<p>Children will learn to develop the skills they need for net/wall games and on how to use these skills to make the game difficult for their opponent. They learn to direct the ball towards the target area and away from their opponent. The aim is to get the ball to land in the target area and make it difficult for the opponent to return it.</p>	<p>Children will learn to develop the skills they need for net/wall games and on how to use these skills to make the game difficult for their opponent. They learn to direct the ball towards the target area and away from their opponent. The aim is to get the ball to land in the target area and make it difficult for the opponent to return it.</p>	<p>Children will learn to develop the range and quality of their skills when playing games using rackets. They also learn specific tactics and skills for net/wall type games. They will also spend time developing effective serving techniques and tactics. The aim is to get the ball to land in the target area and make it difficult for the opponent to return it.</p>	<p>Children will learn to develop the range and quality of their skills when playing games using rackets. They also learn specific tactics and skills for net/wall type games. They will also spend time developing effective serving techniques and tactics. The aim is to get the ball to land in the target area and make it difficult for the opponent to return it.</p>
<p>Progression of performance of skills</p>	<ul style="list-style-type: none"> ▶ Master most fundamental skills from KS1 and start to develop sport specific skills and perform them with some accuracy. 	<ul style="list-style-type: none"> ▶ Master fundamental movement skills and start to develop sport specific skills performing them with consistency and accuracy. 	<ul style="list-style-type: none"> ▶ Continue to develop sport specific skills and perform with consistency, accuracy, confidence and control. 	<ul style="list-style-type: none"> ▶ Continue to develop sport specific skills and perform them with consistency, accuracy, confidence, control and speed.
<p>Developing Skills – Lancashire Scheme</p>	<ul style="list-style-type: none"> ▶ Ready position ▶ Underarm throw ▶ Overarm throw ▶ Hold a racket ▶ Strike a ball with a racket 	<ul style="list-style-type: none"> ▶ Ready position ▶ Underarm throw ▶ Overarm throw ▶ Hold a racket ▶ Strike a ball with a racket 	<ul style="list-style-type: none"> ▶ Throwing a ball ▶ Hold a racket correctly ▶ Forehand ▶ Backhand ▶ Volley 	<ul style="list-style-type: none"> ▶ Throwing a ball ▶ Forehand ▶ Backhand ▶ Volley ▶ Underhand serve
<p>Application of skills – Lancashire Scheme (Core Task)</p>	<p>▪ Core Task 1 The aim of the game is to score points by throwing a ball into the opponent's court area and making it bounce twice. Play the game one against one. Use a low net (bench to short tennis height), on a court that is relatively long and narrow. Put a gym mat on either side of the net, about 1m away from the net, and make the court a little larger than this. Use throwing and catching skills. Move on to introduce hitting the ball with a racket after it has bounced. Knowledge – To use a simple tactic i.e. directing the ball to a space to make it difficult for their opponent.</p>	<p>▪ Core Task 2 The aim of the game is to score points by getting a small soft ball or beanbag to land in one of two targets. Play the game one against one. Use a high net on a long narrow court Encourage the children to use short, low throws to try to hit the target at the front, and long, high throws to try to hit the target at the back. Their opponent's aim is to intercept the ball or beanbag before it bounces. Later, a racket can be used to hit a ball or shuttlecock. Knowledge – To use a simple tactic i.e. choose a good place to stand when receiving the ball.</p>	<p>Core Task - The 'Long and thin or short and fat' core task involves children using shots to strike a ball accurately at targets, moving their opponent around the court in order to create spaces in which to attack. They devise a scoring system and evaluate and adapt it as necessary. As they gain experience, they start to play more competitively, hitting the ball away from their opponent to try to prevent them scoring Knowledge – To use tactics effectively i.e. strike the ball with purpose, varying the speed. Strike the ball into spaces they can see.</p>	<p>Core Task 1 The aim of the game is to score points by hitting a ball into your opponent's court and the ball bouncing twice. Play the game one against one on a long, narrow court Use a racket and a suitable ball. Core Task 2 This game is played in the same way as Task 1, but: raise the height of the net, and make the court a little narrower and longer Knowledge – To know the need for different tactics i.e. hit the ball with purpose, varying the speed, height and direction position themselves well on court</p>
<p>Character Education</p>				



PE Progression through Lancashire PE SOW: Target & Creative Games - Years 3, 4, 5 and 6

	Year 3/4	Year 3/4	Year 4/5	Year 6
<p>Target/Creative Games</p> <p>The aim of target games is to send an object usually a ball towards a target in an attempt to get the highest possible score by being closest. This requires accuracy and control.</p>	<p>This unit lays the foundation for children understanding how games work through designing their own tag and target games. Children will improve their FMS and start to understand how to design their own game.</p>	<p>In this unit the children will learn how to apply simple tactics in a range of target games using a range of equipment. The children will learn how to play the Paralympic sport of Boccia.</p>	<p>In this unit the children will learn how to apply simple tactics in a range of target games. The children will learn how to play the target game of dodgeball.</p>	<p>In this unit the children will apply their knowledge and understanding of invasion games from Year 5 and create their own games, which follows invasion games principles.</p>
<p>Progression of performance of skills</p>	<ul style="list-style-type: none"> ▶ Master most fundamental skills from KS1 and start to develop sport specific skills and perform them with some accuracy. 	<ul style="list-style-type: none"> ▶ Master fundamental movement skills and start to develop sport specific skills performing them with consistency and accuracy. 	<ul style="list-style-type: none"> ▶ Continue to develop sport specific skills and perform with consistency, accuracy, confidence and control. 	<ul style="list-style-type: none"> ▶ Continue to develop sport specific skills and perform them with consistency, accuracy, confidence, control and speed.
<p>Developing Skills – Lancashire Scheme</p>	<ul style="list-style-type: none"> ▶ Dodging ▶ Catching ▶ Underhand throw ▶ Rolling a ball ▶ Overhand throw 	<ul style="list-style-type: none"> ▶ Propelling a ball ▶ Rolling a ball ▶ Underarm throw 	<ul style="list-style-type: none"> ▶ One handed throw ▶ Catching ▶ Dodging 	<ul style="list-style-type: none"> ▶ A range of sending and receiving skills.
<p>Application of skills – Lancashire Scheme (Core Task)</p>	<p>Creative Tag and Target Games Target – Core Task 1</p> <p>The aim of the game is to score points by getting a soft ball to hit one of three targets. Position a target near the front and another towards the back of the area. Encourage the children to use throws to try to hit the target. The thrower gets one point for every target hit. The targets get a point if they catch the ball. (look at the rules of dodgeball)</p>	<p>Boccia 12s is the official shortened version of boccia developed by Boccia England. Team Boccia 12s consists of two teams of three players, the red side and the blue side, playing two ends; it can also be played between pairs (2v2) and two individuals.</p> <p>Knowledge – to apply tactics i.e. Throw near to the jack, block the jack and knock the opponents ball out of the way or away from the jack.</p>	<p>Dive-Into-Dodgeball is a game played using the 3 balls that are in play. The game is non-invasive as players must remain on their side of the court at all times during a match. Dive-Into-Dodgeball uses soft balls and less players which allows for players to have more time on the ball and more space.</p> <p>Knowledge – to apply tactics i.e. Keeping a ball to defend with</p> <ul style="list-style-type: none"> • Communicate with team mates so 2 or more children throw balls at one opponent 	<p>The ‘Calling the shots’ core task involves children setting up a 4 v 4, 5 v 4 or 5 v 5 invasion game based on mini-versions of invasion games. The children work in groups of eight, nine or ten. Together they select equipment to use for a 4 v 4 5 v 4 or 5 v 5 invasion game and agree rules and a method of scoring.</p> <p>Knowledge – to know a range of tactics without the ball, with the equipment and to know a range of defending tactics.</p>
<p>Character Education</p>	<ul style="list-style-type: none"> • Co-operation 	<ul style="list-style-type: none"> • Reflection • Respect 	<ul style="list-style-type: none"> • Self-Discipline • Respect 	<ul style="list-style-type: none"> • Decision making • Evaluation



PE Progression through Lancashire PE SOW: Outdoor and Adventurous Activities - Years 3, 4, 5 and 6

	Year 3	Year 4	Year 5	Year 6
<p>Aim of Outdoor and Adventurous Activities</p> <p>In outdoor and adventurous activities as a whole, children follow maps and trails, try to solve physical problems and challenges, and learn how to work safely in a range of situations.</p>	<p>Children take part in simple trust and orientation activities using maps and diagrams. Working on their own and in small groups, children will learn to use simple maps and follow simple trails.</p>	<p>Children will be set physical challenges and problems to solve. They will take part in a range of communication activities to develop problem solving skills in some adventure games. The problem-solving tasks they tackle will require more teamwork, with clearly defined roles and responsibilities.</p>	<p>Children develop their orienteering and problem-solving skills in familiar and unfamiliar situations and environments. Throughout, there is an emphasis on building trust and working as a team.</p>	<p>Children will take part in more complex orienteering events. They will learn to read maps more accurately, and to adapt their skills to meet challenges set in new environments. They will research and undertake a journey safely, and will develop the skills and understanding to become more self-reliant. They will take on more demanding leadership roles and will learn to take the initiative more often.</p>
<p>Progression of performance of skills</p>	<ul style="list-style-type: none"> ▶ Master most fundamental skills from KS1 and start to develop specific skills and perform them with some accuracy and extension. 	<ul style="list-style-type: none"> ▶ Master fundamental movement skills and start to develop specific skills performing them with consistency, accuracy and some control. 	<ul style="list-style-type: none"> ▶ Continue to develop specific skills and perform with consistency, accuracy, confidence and control. 	<ul style="list-style-type: none"> ▶ Continue to develop specific skills and perform them with consistency, accuracy, confidence, control and speed.
<p>Developing Skills</p>	<ul style="list-style-type: none"> ▪ Orientate a map ▪ Use a control card ▪ Navigate a course safely 	<ul style="list-style-type: none"> ▪ Travel and balance safely when carrying out challenges ▪ Demonstrates team work skills during planning, doing and reviewing. 	<ul style="list-style-type: none"> ▪ Know how to keep the map “set or “orientated” when they move around a simple course. ▪ Know the eight points of a compass. ▪ Record information accurately at the control marker. ▪ Navigate to a control marker on a score event course. 	<ul style="list-style-type: none"> ▪ To set a map using a compass ▪ To practice and refine thumbing the set map (orientated).. ▪ To set a direction of travel from the map, using a compass. ▪ To follow instructions in order to complete an orienteering course.
<p>Application of Skills – (Core tasks)</p>	<ul style="list-style-type: none"> ▪ To orientate a map and complete the Counting Cones Challenge. To know where they are on a map at all times using a variety of different routes. 	<p>To complete a series of challenges i.e. – crossing the swamp, Millipede carry, shepherd and sheep, electric fence and hula hut challenge</p>	<p>Working in pairs or small groups, complete an orienteering course (netball numbers/score orienteering) using a map..</p>	<p>Take part in different competitive orienteering activity, balancing speed and accuracy. (i.e. Sprint races, Relay race, Norwegian event)</p>
<p>Character Education</p>	<ul style="list-style-type: none"> ▪ Trust ▪ Self-discipline ▪ Communication 	<ul style="list-style-type: none"> ▪ Resilience ▪ Problem-solving 	<ul style="list-style-type: none"> ▪ Respect ▪ Co-operation 	<ul style="list-style-type: none"> ▪ Communication



PE Progression - Swimming

	Swimming Beginners (non-swimmers and developing swimmers)	Swimming (Developing and competent swimmers)	
Aim of Swimming In all swimming activities, children have to keep afloat and propel themselves through water. Learning to swim enables them to take part in a range of water-based activities.	In this unit children learn to enjoy being in water and become more confident. They learn how to keep afloat, move in the water, meet challenges and breathe when swimming. At first they use swimming aids and support – in time, some children will manage without these.	In this unit children focus on swimming more fluently, improving their swimming strokes, and learning personal survival techniques.	
Expectations	<ul style="list-style-type: none"> ▶ In this unit children will learn how to swim between 10 and 20 metres unaided in shallow water, using their arms and legs to propel themselves. They will use one basic method to swim the distance, making sure that they breathe. They will start by using floats, swim over longer distances and periods of time with a more controlled leg kick. They will explore freely how to move in and under water; recognise how the water affects their temperature and identify and describe the differences between different leg and arm actions 	<ul style="list-style-type: none"> ▶ In this unit children will learn to swim between 50 and 100 metres and keep swimming for 45 to 90 seconds; use three different strokes, swimming on their front and back. They will control their breathing and swim confidently and fluently on the surface and under water. ▶ Children should know the dangers of water locally and nationally. ▶ Learn how and why to use appropriate survival and self-rescue skills if they fall in by accident, or get into difficulty and knowing what to do if others get into trouble. 	
Questions for the PE Premium Report			
What do I report on for the PE Premium?	What percentage of your current Year 6 cohort swim competently, confidently and proficiently over a distance of at least 25 metres?	What percentage of your current Year 6 cohort use a range of strokes effectively? For example: Front crawl, Backstroke and Breaststroke	What percentage of your current Year 6 cohort perform safe self-rescue in different water-based situations?
What should pupils know and be able to do?	A continuous swim of more than 25 metres, without touching the side of the pool or pool floor. Part of the swim should be completed in deep water · Strokes are as strong at the end of the swim as at the start · Strokes are recognisable to an informed onlooker	Children should be able to use a range of strokes, alternating on their front and back, and adapt them for a range of purposes. Swimming strokes do not have to be technically correct, but they need to be effective for the intended outcomes to be successfully achieved.	Children should know the dangers of water locally and nationally. Learn how and why to use appropriate survival and self-rescue skills if they fall in by accident, or get into difficulty and knowing what to do if others get into trouble.



Year 1	Autumn 1		Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Aims of Unit	Children will be assessed and develop basic FMS skills. The baseline unit will be the basis for what is delivered in the FMS units.		Children will explore basic body actions, eg <i>jumping and turning</i> , and use different parts of their body to create and repeat short dances .	Children will explore basic body actions, eg <i>jumping and turning</i> , and use different parts of their body to create and repeat short dances .	Children will develop basic game-playing skills, in particular the FMS of throwing and catching. They play games based on net games and striking and fielding games.	Children will develop basic game-playing skills, in particular the FMS of throwing and catching. They play games based on net games and striking and fielding games.	Children will explore running, jumping and throwing activities, and take part in simple challenges and competitions. They experiment with different ways of travelling, throwing and jumping.
Lesson 1	Baseline Unit – Lost and Found	FMS Unit -i.e. Catching	Dance Activities – <i>Fire, Fire Unit</i>	Dance Activities - <u><i>Robots</i></u>	FMS Unit – throw through the core task 10 point hoops	FMS Unit – bouncing/catching core task	Athletic Activities through the Honey Pot Core task
Character Values							
Aims of the Unit	Children will be assessed and develop basic FMS skills. The baseline unit will be the basis for what is delivered in the FMS units.		Children investigate movement and explore basic gymnastic actions on the floor and using apparatus. They copy or create, short movement phrases of 'like' linked actions, eg <i>two jumps, or two rolls</i> .	Children investigate movement and explore basic gymnastic actions on the floor and using apparatus. They copy or create, short movement phrases of 'like' linked actions, eg <i>two jumps, or two rolls</i> .	Children will develop basic game-playing skills, in particular the FMS of throwing and catching. They play games based on net games and striking and fielding games.	Children will develop basic game-playing skills, in particular the FMS of throwing and catching. They play games based on net games and striking and fielding games.	Children will explore running, jumping and throwing activities, and take part in simple challenges and competitions. They experiment with different ways of travelling, throwing and jumping.
Lesson 2	Baseline Unit	FMS unit – bouncing a ball	Gymnastic Activities through the 'Making Shapes' core task	Gymnastic Activities through the 'Making Shapes' core task	FMS Unit – Rolling a ball core task	FMS Unit – Overarm throw core task	Athletic Activities through the Honey Pot Core task
Character Values							



Year 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Aims of Unit	Children will improve and apply their basic FMS in games. They play games that demand simple choices and decisions. They will continue to practice and refine their FMS and techniques, using them to outwit others.	Children will focus on creating and performing short dances that communicate different moods, feelings and ideas. A range of subjects, including some based on different times and cultures can be used.	Children will focus on creating and performing short dances that communicate different moods, feelings and ideas. A range of subjects, including some based on different times and cultures can be used.	Children will improve and apply their basic FMS in games. They play games that demand simple choices and decisions. They will continue to practice and refine their FMS and techniques, using them to outwit others.	Children will improve and apply their basic FMS in games. They play games that demand simple choices and decisions. They will continue to practice and refine their FMS and techniques, using them to outwit others.	Children will explore running, jumping and throwing activities, and take part in simple challenges and competitions. They experiment with different ways of travelling, throwing and jumping,
Lesson 1	Games through Piggy in the Middle Core Task	Dance through the Explorers unit	Dance through the Moving Along unit	Games through Net/Wall activities	Games through Striking and Fielding activities	Athletics through the Colour Match Core task
Character Values						
Aims of the Unit	Children will improve and apply their basic FMS in games. They play games that demand simple choices and decisions. They will continue to practice and refine their FMS and techniques, using them to outwit others.	Children will focus on increasing their range of basic gymnastic skills. They create simple sequences of 'unlike' actions on the floor, <i>eg a roll, jump and a shape</i> . They then transfer what they learn on the floor to apparatus.	Children will focus on increasing their range of basic gymnastic skills. They create simple sequences of 'unlike' actions on the floor, <i>eg a roll, jump and a shape</i> . They then transfer what they learn on the floor to apparatus.	Children will explore the Great Outdoors and take part in trails and simple team building exercises	Children will improve and apply their basic FMS in games. They play games that demand simple choices and decisions. They will continue to practice and refine their FMS and techniques, using them to outwit others.	Children will perform 10 FMS skills running, and take part in simple challenges.
Lesson 2	Games through Piggy in the Middle Core Task	Gymnastic activities through Families of Action Core Task	Gymnastic activities through Families of Action Core Task	Outdoor Activities	Games through Striking and Fielding activities	Year 2 FMS Assessment
Character Values						



Year 1/2 Cycle A	Autumn 1		Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Aims of Unit	Children will be assessed and develop basic FMS skills. The baseline unit will be the basis for what is delivered in the FMS units.		Children will explore basic body actions, <i>eg jumping and turning</i> , and use different parts of their body to create and repeat short dances .	Children will explore basic body actions, <i>eg jumping and turning</i> , and use different parts of their body to create and repeat short dances .	Children will develop basic game-playing skills, in particular the FMS of throwing and catching. They play games based on net games and striking and fielding games.	Children will develop basic game-playing skills, in particular the FMS of throwing and catching. They play games based on net games and striking and fielding games.	Children will explore running, jumping and throwing activities, and take part in simple challenges and competitions. They experiment with different ways of travelling, throwing and jumping.
Lesson 1	Baseline Unit – Lost and Found	FMS Unit -i.e. Catching	Dance Activities through . . .	Dance Activities through . . .	FMS/Games Unit through the core task 10 point hoops – Y1 and Piggy in the middle Y2	FMS/Games Unit bouncing/catching core task – Y1 and Net/wall Core task Y2	Athletic Activities through the Honey Pot Core task
Character Values							
Aims of the Unit	Children will be assessed and develop basic FMS skills. The baseline unit will be the basis for what is delivered in the FMS units.		Children investigate movement and explore basic gymnastic actions on the floor and using apparatus. They copy or create, short movement phrases of 'like' linked actions, <i>eg two jumps, or two rolls</i> .	Children investigate movement and explore basic gymnastic actions on the floor and using apparatus. They copy or create, short movement phrases of 'like' linked actions, <i>eg two jumps, or two rolls</i> .	Children will develop basic game-playing skills, in particular the FMS of throwing and catching. They play games based on net games and striking and fielding games.	Children will develop basic game-playing skills, in particular the FMS of throwing and catching. They play games based on net games and striking and fielding games.	Children will perform 10 FMS skills running, and take part in simple challenges.
Lesson 2	Baseline Unit	FMS unit – bouncing a ball	Gymnastic Activities through the 'Making Shapes' core task	Gymnastic Activities through the 'Making Shapes' core task	FMS/Games Unit – Rolling a ball core task – Y1 and net/wall core task Y2	FMS/Games Unit – Overarm throw core task – Y1 and striking/fielding CT - Y2	Year 2 FMS Assessment
Character Values							



Examples KS 1 Curriculum Map Key Stage 1 – Year 1/2 Cycle B

Year 1/2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Aims of Unit	Children will be assessed and develop basic FMS skills. The baseline unit will be the basis for what is delivered in the FMS units.	Children will focus on creating and performing short dances that communicate different moods, feelings and ideas. A range of subjects, including some based on different times and cultures can be used.	Children will focus on creating and performing short dances that communicate different moods, feelings and ideas. A range of subjects, including some based on different times and cultures can be used.	Children will improve and apply their basic FMS in games. They play games that demand simple choices and decisions. They will continue to practice and refine their FMS and techniques, using them to outwit others.	Children will improve and apply their basic FMS in games. They play games that demand simple choices and decisions. They will continue to practice and refine their FMS and techniques, using them to outwit others.	Children will explore running, jumping and throwing activities, and take part in simple challenges and competitions. They experiment with different ways of travelling, throwing and jumping,
Lesson 1	Baseline Unit – Lost and Found	Dance through . . .	Dance through . . .	Games through Net/Wall activities	Games through Striking and Fielding activities	Athletics through the Colour Match Core task
Character Values						
Aims of the Unit	Children will improve and apply their basic FMS in games. They play games that demand simple choices and decisions. They will continue to practice and refine their FMS and techniques, using them to outwit others.	Children will focus on increasing their range of basic gymnastic skills. They create simple sequences of 'unlike' actions on the floor, <i>eg a roll, jump and a shape</i> . They then transfer what they learn on the floor to apparatus.	Children will focus on increasing their range of basic gymnastic skills. They create simple sequences of 'unlike' actions on the floor, <i>eg a roll, jump and a shape</i> . They then transfer what they learn on the floor to apparatus.	Children will explore the Great Outdoors and take part in trails and simple team building exercises	Children will improve and apply their basic FMS in games. They play games that demand simple choices and decisions. They will continue to practice and refine their FMS and techniques, using them to outwit others.	Children will perform 10 FMS skills running, and take part in simple challenges.
Lesson 2	Games through Piggy in the Middle Core Task	Gymnastic activities Core Tasks	Gymnastic activities Core Tasks	Outdoor Activities	Games through Striking and Fielding activities	Year 2 FMS Assessment
Character Values						



Year 3	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Aims of Unit	Children will learn to apply their understanding and skills from Key Stage 1. Children will improve their accuracy in throwing and catching, and will learn new invasion game sport specific techniques.	Children perform dances, focusing on creating, adapting and linking a range of dance actions. These are inspired by a variety of subjects, including some traditional, social and/or historical dances.	Children will focus on improving the quality of their movement, They will learn how to plan and perform actions and sequences, and develop flow by linking actions smoothly.	Children will learn how games work through designing their own tag and target games. Children will improve their FMS and start to understand how to design their own game	Children will learn how to hit or strike the ball into spaces, so that they can score runs in different ways. When fielding, they learn how to work together to keep the batters' scores down	Children will learn how to hit or strike the ball into spaces, so that they can score runs in different ways. When fielding, they learn how to work together to keep the batters' scores down.
Lesson 1	Invasion Games skills through: Three Touch Ball	Dance Activities Through . . .	Gymnastic Activities through Balancing Act Core Task	Creative Games Core Task	Striking and Fielding through. The 'Run the loop' core task. (Rounders)	Striking and Fielding through a through. The 'Run the loop' core task. (Cricket)
Character Values						
Aims of the Unit	Children will learn to apply their understanding and skills from Key Stage 1. Children will improve their accuracy in throwing and catching, and will learn new invasion game sport specific techniques.	Children perform dances, focusing on creating, adapting and linking a range of dance actions. These are inspired by a variety of subjects, including some traditional, social and/or historical dances.	Children will focus on improving the quality of their movement, They will learn how to plan and perform actions and sequences, and develop flow by linking actions smoothly.	Children will learn to develop the skills they need for net/wall games and on how to use these skills to make the game difficult for their opponent.	Children take part in simple trust and orientation activities using maps and diagrams. Working on their own and in small groups. children will learn to use simple maps and follow simple trails	Children should concentrate on developing good basic running, jumping and throwing techniques. Children will develop their technical understanding across all areas of athletics.
Lesson 2	Invasion Games skills through: Three Touch Ball	Dance Activities Through . . .	Gymnastic Activities through Balancing Act Core Task	Net/Wall through Core Task 1	OAA Activities – through Trust and Trails Unit	Athletic Activities through Take Aim, Furthest Five and 'Pass the baton' core tasks.
Character Values						



Year 3	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Aims of Unit	Children will learn to apply their understanding and skills from Key Stage 1. Children will improve their accuracy in throwing and catching, and will learn new invasion game sport specific techniques.	Children will learn to apply their understanding and skills from Key Stage 1. Children will improve their accuracy in throwing and catching, and will learn new invasion game sport specific techniques.	Children will learn to develop the skills they need for net/wall games and on how to use these skills to make the game difficult for their opponent.	Children will learn how games work through designing their own tag and target games. Children will improve their FMS and start to understand how to design their own game	Children will learn how to hit or strike the ball into spaces, so that they can score runs in different ways. When fielding, they learn how to work together to keep the batters' scores down	Children will learn how to hit or strike the ball into spaces, so that they can score runs in different ways. When fielding, they learn how to work together to keep the batters' scores down.
Lesson 1	Invasion Games skills through: Three Touch Ball	Invasion Games skills through: Three Touch Ball	Net/Wall through Core Task 1	Creative Games Core Task	Striking and Fielding through. The 'Run the loop' core task. (Rounders)	Striking and Fielding through a through. The 'Run the loop' core task. (Cricket)
Character Values						
Aims of the Unit	Children perform dances, focusing on creating, adapting and linking a range of dance actions. These are inspired by a variety of subjects, including some traditional, social and/or historical dances.	Children perform dances, focusing on creating, adapting and linking a range of dance actions. These are inspired by a variety of subjects, including some traditional, social and/or historical dances.	Children will focus on improving the quality of their movement, They will learn how to plan and perform actions and sequences, and develop flow by linking actions smoothly.	Children will focus on improving the quality of their movement, They will learn how to plan and perform actions and sequences, and develop flow by linking actions smoothly.	Children take part in simple trust and orientation activities using maps and diagrams. Working on their own and in small groups. children will learn to use simple maps and follow simple trails	Children should concentrate on developing good basic running, jumping and throwing techniques. Children will develop their technical understanding across all areas of athletics.
Lesson 2	Dance Activities Through . . .	Dance Activities Through . . .	Gymnastic Activities through Balancing Act Core Task	Gymnastic Activities through Balancing Act Core Task	OAA Activities – through Trust and Trails Unit	Athletic Activities through Take Aim Furthest Five and 'Pass the baton' core tasks.
Character Values						



Year 4	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Aims of Unit	Children continue to learn simple attacking tactics using a range of equipment and sport specific skills. Develop attacking skills in a 4V2 invasion game. "On the attack"	Children gain inspiration from English and work in pairs and small groups. Children concentrate on combining and linking phrases of movement fluently and with control	Children gain inspiration from science and work in pairs and small groups. Children concentrate on combining and linking phrases of movement fluently and with control	Children will take part in a range of problem solving skills The tasks they tackle will require more teamwork, with clearly defined roles and responsibilities.	Children will learn to develop the skills they need for net/wall games and on how to use these skills to make the game difficult for their opponent.	Children will learn how to hit or strike the ball into spaces, so that they can score runs in different ways. When fielding, they learn how to work together to keep the batters' scores down.
Lesson 1	Invasion Games skills through: On the Attack Core Task	Dance Activities through the Great Plague	Dance activities through Sparks Might Fly.	OAA activities through: a series of Problem solving challenges	Net/Wall through Core Task 2	Striking and Fielding through a through. The 'Run the loop' core task. (Cricket)
Character Values	Determination Evaluation	Encouragement Responsibility	Encouragement Responsibility	Resilience Problem-solving	Communication Evaluation	Communication Evaluation
Aims of the Unit	Children continue to learn simple attacking tactics using a range of equipment and sport specific skills. Develop attacking skills in a 4V2 invasion game. "On the attack"	Children will learn develop their skills with control and precision and combine them to create a sequence They will extend their range of actions, working on more difficult combinations.	Children will learn develop their skills with control and precision and combine them to create a sequence They will extend their range of actions, working on more difficult combinations.	Children will continue to learn simple attacking tactics through playing a target game – Boccia.	Children will continue to learn simple attacking tactics through playing a target game – Dodgeball	Children should concentrate on developing good basic running, jumping and throwing techniques. Children will develop their technical understanding across all areas of athletics.
Lesson 2	Invasion Games Skills through on the attack Core Task	Gymnastic Activities through creating a sequence for a competition.	Gymnastic Activities through the 'Partner work' core task	Games – Target game – Boccia Core task	Games – Target game – Dodgeball Core task	Athletic Activities through Take Aim Furthest Five and 'Pass the baton' core tasks.
Character Values	Determination Evaluation	Trust Self-motivation	Trust Self-motivation	Reflection Evaluation	Self-discipline Respect	Resilience Evaluation

Examples KS 2 Curriculum Map Key Stage 2 – Year 4 – (One Half Slot)



Year 4	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Aims of Unit	Children continue to learn simple attacking tactics using a range of equipment and sport specific skills. Develop attacking skills in a 4V2 invasion game. “On the attack”	Children continue to learn simple attacking tactics using a range of equipment and sport specific skills. Develop attacking skills in a 4V2 invasion game. “On the attack”	Children will continue to learn simple attacking tactics through playing a target game – Boccia.	Children will take part in a range of problem solving skills The tasks they tackle will require more teamwork, with clearly defined roles and responsibilities.	Children will continue to learn simple attacking tactics through playing a target game – Dodgeball	Children will learn how to hit or strike the ball into spaces, so that they can score runs in different ways. When fielding, they learn how to work together to keep the batters’ scores down.
Lesson 1	Invasion Games skills through: On the Attack Core Task	Invasion Games Skills through on the attack Core Task	Games – Target game – Boccia Core task	OAA activities through: a series of Problem solving challenges	Games – Target game – Dodgeball Core task	Striking and Fielding through a through. The ‘Run the loop’ core task. (Cricket)
Character Values	Determination Evaluation	Determination Evaluation	Reflection Evaluation	Resilience Problem-solving	Self-discipline Respect	Communication Evaluation
Aims of the Unit	Children gain inspiration from English and work in pairs and small groups. Children concentrate on combining and linking phrases of movement fluently and with control	Children gain inspiration from science and work in pairs and small groups. Children concentrate on combining and linking phrases of movement fluently and with control	Children will learn develop their skills with control and precision and combine them to create a sequence They will extend their range of actions, working on more difficult combinations.	Children will learn develop their skills with control and precision and combine them to create a sequence They will extend their range of actions, working on more difficult combinations.	Children will learn to develop the skills they need for net/wall games and on how to use these skills to make the game difficult for their opponent.	Children should concentrate on developing good basic running, jumping and throwing techniques. Children will develop their technical understanding across all areas of athletics.
Lesson 2	Dance Activities through the Great Plague	Dance activities through Sparks Might Fly.	Gymnastic Activities through creating a sequence for a competition.	Gymnastic Activities through the ‘Partner work’ core task	Net/Wall through Core Task 2	Athletic Activities through Take Aim Furthest Five and ‘Pass the baton’ core tasks.
Character Values	Encouragement Responsibility	Encouragement Responsibility	Trust Self-motivation	Trust Self-motivation	Communication Evaluation	Resilience Evaluation



Year 5	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Aims of Unit	Children will learn how to work well as a team when attacking, and explore a range of ways to defend. The play uneven-sided games leading to 5V4 or 4V3. Children will also learn a wider range of sport specific techniques.	Children learn different styles of dance. They create, perform and watch dances in a range of styles, working with partners and groups. They will improvising and exploring ideas developing their knowledge of dance.	Children learn different styles of dance. They create, perform and watch dances in a range of styles, working with partners and groups. They will improvising and exploring ideas developing their knowledge of dance.	Children develop their orienteering and problem-solving skills in familiar and unfamiliar situations and environments.	Children will learn to develop the range and quality of their skills when playing games using rackets. They also learn specific tactics and skills for net/wall type games.	Children will develop the range and quality of their skills and understanding. They learn how to play the different roles of bowler, backstop, fielder and batter.
Lesson 1	Invasion Games skills through: Y5 Core Task	Dance Activities through . . .	Dance activities through . . .	OAA activities through Orienteering type activities	Net/Wall through Core Task Long and thin or short and long	Striking and Fielding through a through. core task. (Rounders)
Character Values						
Aims of the Unit	Children will learn how to work well as a team when attacking, and explore a range of ways to defend. The play uneven-sided games leading to 5V4 or 4V3. Children will also learn a wider range of sport specific techniques.	Children will develop a wider range of actions and use their skills and agilities individually, and in sequence with a partner. Children will create longer sequences with a partner to perform paired balances for an audience	Children will develop a wider range of actions and use their skills and agilities individually, and in sequence with a partner. Children will create longer sequences with a partner to perform paired balances for an audience	Children learn to enjoy being in water and become more confident. They learn how to keep afloat and move in the water. Children then focus on swimming more fluently, improving their swimming strokes, and learning personal survival techniques.	Children learn to enjoy being in water and become more confident. They learn how to keep afloat and move in the water. Children then focus on swimming more fluently, improving their swimming strokes, and learning personal survival techniques.	Children will focus on developing their technical understanding of athletic activity. They learn how to set targets and improve their performance in a range of running, jumping and throwing activities.
Lesson 2	Invasion Games Skills through Y5 Core Task	Gymnastic Activities through Acrobatics Core Task	Gymnastic Activities through Acrobatics Core Task	Swimming Beginners (non-swimmers and developing swimmers)	Swimming Beginners (non-swimmers and developing swimmers)	Athletic Activities through Three run, jump and throw Core Task
Character Values						



Year 5	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Aims of Unit	Children learn different styles of dance. They create, perform and watch dances in a range of styles, working with partners and groups. They will improvise and exploring ideas developing their knowledge of dance.	Children learn different styles of dance. They create, perform and watch dances in a range of styles, working with partners and groups. They will improvise and exploring ideas developing their knowledge of dance.	Children will develop a wider range of actions and use their skills and abilities individually, and in sequence with a partner. Children will create longer sequences with a partner to perform paired balances for an audience	Children will develop a wider range of actions and use their skills and abilities individually, and in sequence with a partner. Children will create longer sequences with a partner to perform paired balances for an audience	Children develop their orienteering and problem-solving skills in familiar and unfamiliar situations and environments.	Children will focus on developing their technical understanding of athletic activity. They learn how to set targets and improve their performance in a range of running, jumping and throwing activities.
Lesson 1	Dance Activities through . . .	Dance activities through . . .	Gymnastic Activities through Acrobatics Core Task	Gymnastic Activities through Acrobatics Core Task	OAA activities through Orienteering type activities	Athletic Activities through Three run, jump and throw Core Task
Character Values						
Aims of the Unit	Children will learn how to work well as a team when attacking, and explore a range of ways to defend. The play uneven-sided games leading to 5V4 or 4V3. Children will also learn a wider range of sport specific techniques.	Children will learn how to work well as a team when attacking, and explore a range of ways to defend. The play uneven-sided games leading to 5V4 or 4V3. Children will also learn a wider range of sport specific techniques.	Children will learn to develop the range and quality of their skills when playing games using rackets. They also learn specific tactics and skills for net/wall type games.	Children learn to enjoy being in water and become more confident. They learn how to keep afloat and move in the water. Children then focus on swimming more fluently, improving their swimming strokes, and learning personal survival techniques.	Children learn to enjoy being in water and become more confident. They learn how to keep afloat and move in the water. Children then focus on swimming more fluently, improving their swimming strokes, and learning personal survival techniques.	Children will develop the range and quality of their skills and understanding. They learn how to play the different roles of bowler, backstop, fielder and batter.
Lesson 2	Invasion Games skills through: Y5 Core Task	Invasion Games Skills through Y5 Core Task	Net/Wall through Core Task Long and thin or short and long	Swimming Beginners (non-swimmers and developing swimmers)	Swimming Beginners (non-swimmers and developing swimmers)	Striking and Fielding through a through. core task. (Rounders)
Character Values						



Year 6	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Aims of Unit	Children will learn how to work well as a team and apply attacking and defending skills through modified versions of 4V4 or 5V5 invasion games. Children will also learn a wider range of sport specific techniques.	Children will focus on using different starting points for composing, performing and watching dance. They will extend the range of movements they use and develop new skills in working with a partner, including taking weight, supporting, leaning, balancing and lifting.	Children will focus on using different starting points for composing, performing and watching dance. They will extend the range of movements they use and develop new skills in working with a partner, including taking weight, supporting, leaning, balancing and lifting.	Children will take part in more complex orienteering events. And teamwork challenges. They will learn to read maps more accurately, and to adapt their skills to meet challenges set in new environments.	Children will learn to develop the range and quality of their skills when playing games using rackets. They also learn specific tactics and skills for net/wall type games.	Children will develop the range and quality of their skills and understanding. They learn how to play the different roles of bowler, backstop, fielder and batter.
Lesson 1	Invasion Games skills through: Y6 Core Task	Dance Activities through . . .	Dance activities through . . .	OAA activities through Orienteering and teamwork	Net/Wall through Core Task 2	Striking and Fielding through a through. core task. (Cricket)
Character Values						
Aims of the Unit	Children will learn how to work well as a team and apply attacking and defending skills through modified versions of 4V4 or 5V5 invasion games. Children will also learn a wider range of sport specific techniques.	Children use their knowledge of compositional principles, , to develop sequences that show an awareness of their audience. Children will plan and perform a sequence with a partner.	Children use their knowledge of compositional principles, , to develop sequences that show an awareness of their audience. Children will plan and perform a sequence with a partner.	Children will use their knowledge of health and fitness and the links with science, PSHE and DT. They will learn about the different types if fitness and about exercise safe practice.	Children will apply their knowledge and understanding of invasion games from Year 5 and create their own game which follows invasion games principles.	Children will focus on developing their technical understanding of athletic activity. They learn how to set targets and improve their performance in a range of running, jumping and throwing activities.
Lesson 2	Invasion Games Skills through Y6 Core Task	Gymnastic Activities through Core Task Group Dynamics	Gymnastic Activities through Core Task Group Dynamics	Health Related Fitness Unit	Creative Games through Core Task (Calling the Shots)	Athletic Activities through Three run, jump and throw Core Task
Character Values						



Examples KS 2 Curriculum Map Key Stage 2 – Year 6 – (One Hall Slot)

Year 6	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Aims of Unit	Children will learn how to work well as a team and apply attacking and defending skills through modified versions of 4V4 or 5V5 invasion games. Children will also learn a wider range of sport specific techniques.	Children will learn how to work well as a team and apply attacking and defending skills through modified versions of 4V4 or 5V5 invasion games. Children will also learn a wider range of sport specific techniques.	Children will learn to develop the range and quality of their skills when playing games using rackets. They also learn specific tactics and skills for net/wall type games.	Children will take part in more complex orienteering events. And teamwork challenges. They will learn to read maps more accurately, and to adapt their skills to meet challenges set in new environments.	Children will apply their knowledge and understanding of invasion games from Year 5 and create their own game which follows invasion games principles.	Children will develop the range and quality of their skills and understanding. They learn how to play the different roles of bowler, backstop, fielder and batter.
Lesson 1	Invasion Games skills through: Y6 Core Task	Invasion Games Skills through Y6 Core Task	Net/Wall through Core Task 2	OAA activities through Orienteering and teamwork	Creative Games through Core Task (Calling the Shots)	Striking and Fielding through a core task. (Cricket)
Character Values						
Aims of the Unit	Children will focus on using different starting points for composing, performing and watching dance. They will extend the range of movements they use and develop new skills in working with a partner, including taking weight, supporting, leaning, balancing and lifting.	Children will focus on using different starting points for composing, performing and watching dance. They will extend the range of movements they use and develop new skills in working with a partner, including taking weight, supporting, leaning, balancing and lifting.	Children use their knowledge of compositional principles, , to develop sequences that show an awareness of their audience. Children will plan and perform a sequence with a partner.	Children use their knowledge of compositional principles, , to develop sequences that show an awareness of their audience. Children will plan and perform a sequence with a partner.	Children will use their knowledge of health and fitness and the links with science, PSHE and DT. They will learn about the different types of exercise safe practice.	Children will focus on developing their technical understanding of athletic activity. They learn how to set targets and improve their performance in a range of running, jumping and throwing activities.
Lesson 2	Dance Activities through . . .	Dance activities through . . .	Gymnastic Activities through Core Task Group Dynamics	Gymnastic Activities through Core Task Group Dynamics	Health Related Fitness Unit	Athletic Activities through Three run, jump and throw Core Task
Character Values						

Examples KS 2 Curriculum Map Key Stage 2 – Year 3/4 Cycle A



Year 3/4	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Aims of Unit	Children will apply their understanding and skills from Key Stage 1. Y3 will learn new invasion game and sport specific techniques. Y4 children continue to learn simple attacking tactics using a range of e sport specific skills.	Children perform dances, focusing on creating, adapting and linking a range of dance actions. Children concentrate on combining and linking phrases of movement fluently and with control	Children perform dances, focusing on creating, adapting and linking a range of dance actions. Children concentrate on combining and linking phrases of movement fluently and with control	Children will take part in a range of problem solving skills The tasks they tackle will require more teamwork, with clearly defined roles and responsibilities.	Children will learn to develop the skills they need for net/wall games and on how to use these skills to make the game difficult for their opponent.	Children will learn how to hit or strike the ball into spaces, so that they can score runs in different ways. When fielding, they learn how to work together to keep the batters' scores down.
Lesson 1	Invasion Games skills through: Three Touch Ball (y3) and On the Attack Core Task (y4)	Dance Activities through . . .	Dance Activities through . . .	OAA activities through: a series of Problem solving challenges	Net/Wall through Core Task 1	Striking and Fielding through a through. The 'Run the loop' core task. (Cricket)
Character Values						
Aims of the Unit	Children will apply their understanding and skills from Key Stage 1. Y3 will learn new invasion game and sport specific techniques. Y4 children learn simple attacking tactics using a range of e sport specific skills.	Children will learn develop their skills with control and precision and combine them to create a sequence They will extend their range of actions, working on more difficult combinations.	Children will learn develop their skills with control and precision and combine them to create a sequence They will extend their range of actions, working on more difficult combinations.	Children will learn how games work through designing their own tag and target games. Children will improve their FMS and start to understand how to design their own game	Children I learn how to keep afloat and move in the water. Children then focus on swimming more fluently, improving their swimming strokes, and learning personal survival techniques.	Children should concentrate on developing good basic running, jumping and throwing techniques. Children will develop their technical understanding across all areas of athletics.
Lesson 2	Invasion Games skills through: Three Touch Ball (y3) and On the Attack Core Task (y4)	Gymnastic Activities through creating a sequence for a competition.	Gymnastic Activities through the 'Partner work' core task	Creative Games Core Task	Swimming Beginners (non-swimmers and developing swimmers)	Athletic Activities through Take Aim Furthest Five and 'Pass the baton' core tasks.
Character Values						



Year 3/4	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Aims of Unit	Children will apply their understanding and skills from Key Stage 1. Y3 will learn new invasion game and sport specific techniques. Y4 children learn simple attacking tactics using a range of e sport specific skills.	Children will apply their understanding and skills from Key Stage 1. Y3 will learn new invasion game and sport specific techniques. Y4 children learn simple attacking tactics using a range of e sport specific skills.	Children will focus on improving the quality of their movement, Children will learn develop their skills with control and precision and combine them to create a sequence.	Children will learn to create a sequence They will extend their range of actions, working on more difficult combinations. They will extend their range of actions, working on more difficult combinations	Children will learn to develop the skills they need for net/wall games and on how to use these skills to make the game difficult for their opponent.	Children will learn how to hit or strike the ball into spaces, so that they can score runs in different ways. When fielding, they learn how to work together to keep the batters' scores down.
Lesson 1	Invasion Games skills through: Three Touch Ball (y3) and On the Attack Core Task (y4)	Invasion Games skills through: Three Touch Ball (y3) and On the Attack Core Task (y4)	Gymnastic Activities through Balancing Act Core Task	Gymnastic Activities through creating a sequence for a competition.	Net/Wall through Core Task 2	Striking and Fielding through a through. The 'Run the loop' core task. (Cricket)
Character Values						
Aims of the Unit	Children perform dances, focusing on creating, adapting and linking a range of dance actions. Children concentrate on combining and linking phrases of movement fluently and with control	Children perform dances, focusing on creating, adapting and linking a range of dance actions. Children concentrate on combining and linking phrases of movement fluently and with control	Children take part in simple trust and orientation activities using maps and diagrams. Children will learn to use simple maps and follow simple trails	Children will continue to learn simple attacking tactics through playing a target game – Dodgeball	Children I learn how to keep afloat and move in the water. Children then focus on swimming more fluently, improving their swimming strokes, and learning personal survival techniques.	Children should concentrate on developing good basic running, jumping and throwing techniques. Children will develop their technical understanding across all areas of athletics.
Lesson 2	Dance Activities through . . .	Dance Activities through . . .	OAA Activities – through Trust and Trails Unit	Games – Target game – Dodgeball Core task	Swimming Beginners (non-swimmers and developing swimmers)	Athletic Activities through Take Aim Furthest Five and 'Pass the baton' core tasks.
Character Values						