

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery						
Reception	Net & Wall / Striking and Fielding Bats and Balls at the Circus Key Vocabulary Balance, Throw, Kick, Catch, Control, Hit, Strike, Aim Key Skills To show control and balance in basic movement To show spatial awareness during running and chasing games To run around & over objects, demonstrating control & balance To become familiar with the names of different types of equipment	Invasion Games Beanbag Skills (Fundamental Games) Key Vocabulary Balance, Throw, Kick, Catch, Control Key Skills To be able to balance a beanbag on various body parts To be able to move the beanbag with good control To be able to throw a beanbag at a target To recognise key body parts To be able to take turns with a partner	Gymnastics Jumping and Gym – Balancing Key Vocabulary Balance, Listen, Control, Still, Support Key Skills • Know how to use of a variety of equipment and resources • To make my body tense and relaxed • To roll in different ways • To travel in different ways • To develop overall balance	Dance Dance Animals – Mini Beasts Key Vocabulary Count, Step, Sequence, Space, Levels Key Skills Able to demonstrate two-dimensional shapes Able to demonstrate scuttling actions Able to move with floaty and fluttery dynamics Able to move in the space using forwards, backwards, and sideway actions Able to develop relationships- away, towards, and around	Outdoor Adventurous Activities Fun Games With Friends Key Vocabulary Teamwork, rules, fun, listen, space Key Skills Develop fundamental movement skills To work within a small group Participate in cooperative physical activities Participate in competitive physical activities Develop simple tactics	Eur with Quoits & Cones Key Vocabulary Run, Sprint, Fast, Throw, Jump, Height Key Skills To develop appropriate running technique To jump over different sized obstacles To throw towards a set target To competently catch a ball or bean bag To name some healthy foods (fruit and veg)
1	Athletics Athletics (Fundamentals)	Net & Wall / Striking and Fielding Striking & Fielding	Invasion Games Throwing and Catching (Games)	partner Gymnastics Gym – Balance and Agility	Dance Dance The UK – Celebrations	Outdoor Adventurous Activities

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	Key Vocabulary			Key Vocabulary		Creative Play (Outdoor
	Run, Throw, Jump, Speed,	Key Vocabulary	Key Vocabulary	Balance, Agility,	Key Vocabulary	Adventure)
	Accelerate, Distance,	Throw, Catch, Control,	Throw, Catch, Control,	Movement, Stable,	Celebration, Sequence,	
	Height, Accuracy,	Distance, Accurate,	Distance, Accurate,	Creative, Space, Link,	Levels, Tempo, Speed,	Key Vocabulary
	Technique	Underarm, Aim, Strike,	Underarm, Aim	Sequence, Hold, Tension	Rhythm, Creative	Create, Turn-taking,
		Field, Position,				Communication, Co-
	Key Skills	Communication, Co-	Key Skills	Key Skills	<u>Key Skills</u>	operation, Rules,
	 To develop a 	operation	 To be able to 	Show an	 Able to 	Teamwork, Decisions
	range of skills		throw a ball/	awareness of	demonstrate egg	
	associated with	Key Skills	beanbag with	personal and	shapes	Key Skills
	Athletics	 To work 	accuracy	general space	 Able to 	 Develop more
	 To understand 	collaboratively	 To be able to 	 To move with 	demonstrate	complex
	how to change	with a partner	show an	some	actions	fundamental
	direction, levels	 To use a range of 	awareness of	confidence,	representing a	movement skills
	and speeds	small equipment	space	imagination, and	chick	 To work
	 To develop a 	 To throw to a 	 To be able to 	safety	 Able to 	collaboratively
	range of skills for	partner whilst	catch a ball/	 To travel using 	demonstrate	within a group
	distance and	developing	beanbag with	'caterpillar',	sudden and	 To develop
	accuracy	accuracy	some control	'monkey' and	explosive	thinking and
	 To develop 	 To be able to 	 To observe, 	'crab' walk	dynamics	creativity
	understanding of	strike an object	describe and	 To travel in 	 Able to use 	 To develop
	how we can use	 To be able to 	copy with others	'crawling solider'	different floor	decision making
	our body to	listen and	are doing	position	patterns in the	in games
	improve	observe	 To work 	 Discuss safety 	space	 To be able to
	performance		collaboratively	when using	 Able to develop 	work
	 To develop skills 		with a partner	apparatus	relationships-	independently
	in preparation				create an excited	
	for Athletic style				dance with a	
	events				partner	

2	Outdoor Adventurous Activities Rule Making (Outdoor Adventure) Key Vocabulary Rules, Communication, Cooperation, Teamwork, Adapt, Competition, Creative Key Skills To continually develop fundamental skills To take part in competitive activities To begin to work as a team To further develop thinking and creativity To create different rules for games	Movements (Athletics) Key Vocabulary Accuracy, Distance, Height, Weight, Throw, Jump, Follow Through Key Skills To run in a coordinated & fluent way over obstacles Develop awareness of distance & weight To throw a range of different throwing implements Developing awareness of distance & height To be able to jump safely with distance	Net & Wall / Striking and Fielding Striking & Fielding Key Vocabulary Throw, Catch, Control, Distance, Accurate, Underarm, Aim, Strike, Field, Position, Communication, Cooperation Key Skills To work well with a partner or small group To develop striking with accuracy To demonstrate an underarm and overarm throw To be able to receive equipment in different ways To be able to listen and follow instructions	Invasion Games Sending and Receiving (Games) Key Vocabulary Aim, Accuracy, Distance, Target, Catch, Follow Through, Technique, Space, Aware Key Skills To begin to aim towards a given target To accurately pass and receive a range of balls To further increase their understanding of space To pass a ball using different parts of the body To receive a ball using different parts of the body	Gymnastics Gym – Balance and Coordination Key Vocabulary Balance, Co-ordination, Control, Tension, Rolls, Speed, Direction, Level, Sequence Key Skills Travel, showing change of speed and direction Develop body awareness through varying body balances To perform Teddy bear' & Pencil' rolls To adopt the positions of happy cat' & angry cat' Create, remember, and perform simple movement sequences	Dance Dance The UK – Traditional Dances Key Vocabulary Celebration, Sequence, Levels, Tempo, Speed, Rhythm, Creative Key Skills Able to demonstrate star and arch shapes Able to demonstrate folk dance actions Able to demonstrate happy and energetic dynamics Able to use the space to create different formations Able to develop relationships- folk dance
					·	moves with a partner
3	Invasion Games Invasion – Tag Rugby Key Vocabulary	Dance Dance Style – Bollywood Key Vocabulary	Outdoor Adventurous Activities Thinking Aloud (Outdoor Adventure)	Net & Wall / Striking and Fielding Striking & Fielding	Swimming / Athletics Key Skills Pool Safety	Gymnastics Gym – Symmetrical Shapes Key Vocabulary
	Movement, Space, Attack, Defend, Positioning, Communication, Direction,	Sequence, Levels, Tempo, Speed, Rhythm, Creative, Dynamics, Expression,	<u>Key Vocabulary</u>	Key Vocabulary Accuracy, Striking, Control, Space, Power, Technique,	Rules, Assessment & Group	Symmetry, Identical, Strength, Power, Control, Tension, Counterbalance,

	Speed, Agility, Man-mark, Overload, Precision, Pass, Receive, Play the Ball, W- grip, Hooker, Dummy Key Skills Refine fundamental ball handling skills Develop confidence in using the correct passing technique over different distances Develop confidence in attacking in overload situations Begin to understand positioning and techniques when defending Successfully participate in adapted gameplay	Fine, Bollywood, Mudras, Gestures, Relationships, Unison, Canon, Illusions, Formation Key Skills Able to express happy dynamics Able to demonstrate physical skill-looking at the hands whilst dancing Able to demonstrate Bollywood technique-'mudras' and arm gestures Able to demonstrate relationshipsunison and canon Able to create an illusion- 1 person with 6 arms	Trust, Communication, Cooperation, Listening, Problem Solving, Trial and Error, Map, Symbols, Key, Pathways, Routes Key Skills To place trust in teammates To develop problem solving skills To create and recognise some map symbols To develop basic map reading skills Work cooperatively to solve group/ paired challenges	Direction, Aim, Fielding, Trapping, Direction Key Skills To be able to strike a ball with some accuracy To vary the speed and direction of a ball Perform the basic skills needed for the games with control and consistency Describe what is successful in their own and other's play To develop understanding of distance and power when striking	 Safe entry, Movement around pool, Face in blow bubbles, Sit & stand, Safe exit Floating front & back, Move on front to standing, Move on to back to standing Push & Glide front to & away from wall, log roll front to back to standing Push & Glide back to standing Fush & Glide back to front to back to standing Introduction to standing Kick on Front & back with floats & without floats Introduction to big pool, Safe entry, water confidence skills Check floating front & back with & without floats Water Safety Assessment & 	Direction, Shape, Enter, Exit, Apparatus, Transition, Fluid Key Skills To build strength through pushing & pulling motions To perform with developing symmetry To use a change of direction in between jumps To copy and add to a shape To find different ways to exit and enter apparatus
4G	Swimming / Athletics	Dance Dance Style – Charleston	Outdoor Adventurous Activities	<u>Gymnastics</u>	results Net & Wall / Striking and Fielding	Invasion Games

	Key Skill			Decisions (Outdoor	Gym – What's my	Striking & Fielding	Passing and Moving
	•	Pool Safety	Key Vocabulary	Adventure)	Direction?		(Invasion – Netball &
		Rules,	Sequence, Levels, Tempo,			Key Vocabulary	Basketball)
		Assessment &	Speed, Rhythm, Creative,	Key Vocabulary	Key Vocabulary	Accuracy, Striking, Control,	
		Group	Dynamics, Expression,	Orienteering, Map	Accelerate, Decelerate,	Space, Power, Technique,	Key Vocabulary
	•	Safe entry,	Flexion, Extension,	Reading, Direction, Points	Travel, Movement,	Direction, Aim, Fielding,	Movement, Space, Attack,
		Movement	Footwork, Patterns,	of a Compass, Pathway,	Tempo, Transition,	Trapping, Direction,	Defend, Positioning,
		around pool,	Mirroring, Contrasting	Route, Key, Symbols,	Rhythm, Control, Tension,	Overarm, Teamwork,	Communication, Direction,
		Face in blow		Communication,	Flow, Sequence, Twist,	Back-up, Long Barrier	Speed, Agility, Man-mark,
		bubbles, Sit &	Key Skills	Teamwork, Course,	Turn, Analyse, Strengths,		Overload, Precision, Pass,
		stand, Safe exit	Able to express	Obstacles	Weaknesses	Key Skills	Receive
	•	Floating front &	cheeky and over			Throw an object	
	•	back, Move on	the top	Key Skills	Key Skills	with varying	Key Skills
		front to	dynamics	Develop some	To accelerate	speed and	To know when
		standing, Move	Able to	knowledge of	and decelerate	accuracy	to move within a
		on to back to	demonstrate	orienteering	whilst travelling	Throw an object	game
		standing	physical skill-	To create their	To develop some	or ball overarm	To know when
		U	flexed wrists	own course for a	knowledge of	Choose	to pass during a
	•	Push & Glide	Able to	partner to follow	Rhythmic	appropriate	game
		front to & away	demonstrate	To learn some	Gymnastics	positioning	Show an
		from wall, log	Charleston	common map	Perform a roll	when fielding	awareness of
		roll front to back	technique-	symbols	using control,	Intercept an	space and know
		to standing	footwork	,	body tension		how to use it in
	•	Push & Glide		Choose & apply strategies to	and flow	object or ball	
		back to & away	patterns	strategies to		• Work	games
		from wall, log	Able to	meet problems	To use	collaboratively in	To travel using
		roll back to front	demonstrate	Use a map to	equipment	small teams	change of
		to standing	relationships-	travel around a	within a		direction and
	•	Kick on Front &	mirroring	simple course	sequence		speed easily
		back with floats	Able to		Identify well		Describe what
		& without floats	demonstrate		performed skills		happens to their
	•	Introduction to	contrasting		when watching		bodies when
		big pool, Safe	levels in still		other groups		warming up
		entry, water	positions				
		confidence skills					
	•	Check floating					
		front & back,					
		Kick front & back					
		with & without					
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floats

	Water SafetyAssessment & results					
Key V Sequ Spee Dyna Flexio Footv Mirro Key S	vocabulary uence, Levels, Tempo, ed, Rhythm, Creative, amics, Expression, ion, Extension, work, Patterns, oring, Contrasting	Gymnastics Gym – What's my Direction? Key Vocabulary Accelerate, Decelerate, Travel, Movement, Tempo, Transition, Rhythm, Control, Tension, Flow, Sequence, Twist, Turn, Analyse, Strengths, Weaknesses Key Skills To accelerate and decelerate whilst travelling To develop some knowledge of Rhythmic Gymnastics Perform a roll using control, body tension and flow To use equipment within a sequence Identify well performed skills when watching other groups	Key Skills Pool Safety Rules, Assessment & Group Safe entry, Movement around pool, Face in blow bubbles, Sit & stand, Safe exit Floating front & back, Move on front to standing, Move on to back to standing Push & Glide front to & away from wall, log roll front to back to standing Push & Glide back to & away from wall, log roll front to back to standing Kick on Front & back with floats & without floats Introduction to big pool, Safe	Outdoor Adventurous Activities Decisions (Outdoor Adventure) Key Vocabulary Orienteering, Map Reading, Direction, Points of a Compass, Pathway, Route, Key, Symbols, Communication, Teamwork, Course, Obstacles Key Skills Develop some knowledge of orienteering To create their own course for a partner to follow To learn some common map symbols Choose & apply strategies to meet problems Use a map to travel around a simple course	Net & Wall / Striking and Fielding Striking & Fielding Key Vocabulary Accuracy, Striking, Control, Space, Power, Technique, Direction, Aim, Fielding, Trapping, Direction, Overarm, Teamwork, Back-up, Long Barrier Key Skills Throw an object with varying speed and accuracy Throw an object or ball overarm Choose appropriate positioning when fielding Intercept an object or ball Work collaboratively in small teams	Invasion Games Passing and Moving (Invasion – Netball & Basketball) Key Vocabulary Movement, Space, Attack, Defend, Positioning, Communication, Direction, Speed, Agility, Man-mark, Overload, Precision, Pass, Receive Key Skills To know when to move within a game To know when to pass during a game Show an awareness of space and know how to use it in games To travel using change of direction and speed easily Describe what happens to their bodies when warming up

			entry, water confidence skills Check floating front & back, Kick front & back with & without floats Water Safety Assessment & results			
5B	Invasion Games Invasion in a Team (Hockey & Football Skills) Key Vocabulary Movement, Space, Attack, Defend, Positioning, Communication, Direction, Speed, Agility, Man-mark, Overload, Precision, Pass, Receive, Press, Win, Lose, Tactics Key Skills To develop teamwork through communication To play games competitively To pass a ball towards a space for a teammate to receive To apply a range of tactics and strategies for defence and attack	Gymnastics Gym – Abstract Angles Key Vocabulary Balance, Routine, Control, Canon, Unison, Fluid, Flowing, Flexibility, Transition, Shape, Link, Analyse, Strength, Weakness, Improvement Key Skills To perform a headstand To link movements into a sequence To perform a handstand To work effectively as a group To use various body positions to form different angles	Dance Dance Style – Rock n' Roll Key Vocabulary Sequence, Levels, Tempo, Speed, Rhythm, Creative, Dynamics, Expression, Action and Reaction, CounterBalance, Control, Character, Lift, Trust Key Skills Able to express energetic dynamics Able to demonstrate physical skill- extension through the limbs Able to demonstrate Rock n' Roll technique- hand jive and flicks Able to demonstrate	Key Skills Pool Safety Rules, Assessment & Group Body position, Push & glide front & back, Push, glide & kick front & back Fc Breathing, Fc Full stroke Bk Full Stroke using drills e.g. little finger entry, kick from hips Introduction to Deep water using skills Introduce Fly kick Swim deep water Back	Outdoor Adventurous Activities Leadership (Outdoor Adventure) Key Vocabulary Orientation, Map Reading, Navigation, Symbols, Key, Pathway, Route, Leadership, Communication, Collaboration, Co- operation, Roles, Code, Respect Key Skills Develop communication through speaking & listening Work as a group to overcome a challenge Learn some different ways of tying knots Take part in competitive	Net & Wall / Striking and Fielding Exploring, Striking & Fielding Key Vocabulary Space, Strike, Technique, Follow Through, Aim, Cover, Back-Up, Long Barrier, Deep, Tactic, Front Foot, Back Foot, Precision Key Skills To explore the use of space during games Choose appropriate positioning when fielding To strike a ball/object using both hands and feet To retrieve, intercept, and stop a ball when fielding

To understand how it feels to win and lose		relationships- contact work Able to execute lifts safely and competently •	Introduce Fly full stroke Introduce Br Full stroke, Distance swim Front & Back Water Safety Assessment & results	orienteering activities • Plan a short loop course for a partner or group	To develop the range and consistency of their skills
Invasion Games Invasion in a Team (Hockey & Football Skills) Key Vocabulary Movement, Space, Attack, Defend, Positioning, Communication, Direction, Speed, Agility, Man-mark, Overload, Precision, Pass, Receive, Press, Win, Lose, Tactics Key Skills To develop teamwork through communication To play games competitively To pass a ball towards a space for a teammate to receive To apply a range of tactics and strategies for defence and attack	Key Skills Pool Safety Rules, Assessment & Group Body position, Push & glide front & back, Push, glide & kick front & back Fc Breathing, Fc Full stroke Bk Full Stroke using drills e.g. little finger entry, kick from hips Introduction to Deep water using skills Introduce Fly kick Swim deep water Back	Gymnastics Gym – Abstract Angles Key Vocabulary Balance, Routine, Control, Canon, Unison, Fluid, Flowing, Flexibility, Transition, Shape, Link, Analyse, Strength, Weakness, Improvement Key Skills To perform a headstand To link movements into a sequence To perform a handstand To work effectively as a group To use various body positions to form different angles	Dance Dance Style – Rock n' Roll Key Vocabulary Sequence, Levels, Tempo, Speed, Rhythm, Creative, Dynamics, Expression, Action and Reaction, CounterBalance, Control, Character, Lift, Trust Key Skills Able to express energetic dynamics Able to demonstrate physical skill- extension through the limbs Able to demonstrate Rock n' Roll technique- hand jive and flicks Able to demonstrate	Outdoor Adventurous Activities Leadership (Outdoor Adventure) Key Vocabulary Orientation, Map Reading, Navigation, Symbols, Key, Pathway, Route, Leadership, Communication, Collaboration, Co- operation, Roles, Code, Respect Key Skills Develop communication through speaking & listening Work as a group to overcome a challenge Learn some different ways of tying knots Take part in competitive	Net & Wall / Striking and Fielding Exploring, Striking & Fielding Key Vocabulary Space, Strike, Technique, Follow Through, Aim, Cover, Back-Up, Long Barrier, Deep, Tactic, Front Foot, Back Foot, Precision Key Skills To explore the use of space during games Choose appropriate positioning when fielding To strike a ball/object using both hands and feet To retrieve, intercept, and stop a ball when fielding

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	 To understand 	Introduce Fly full		relationships-	orienteering	 To develop the
	how it feels to	stroke		contact work	activities	range and
	win and lose	 Introduce Br Full 		 Able to execute 	 Plan a short loop 	consistency of
		stroke, Distance		lifts safely and	course for a	their skills
		swim Front &		competently	partner or group	
		Back				
		 Water Safety 				
		 Assessment & 				
		results				
6	Net & Wall / Striking and	Invasion Games	Gymnastics	Outdoor Adventurous	<u>Dance</u>	Swimming / Athletics
	<u>Fielding</u>	Invasion – Competitive	Gym – 'Perfecting' In	<u>Activities</u>	Dance Style – Street Dance	
	Net Games for Points (Net	(Netball & Basketball)	Which Quadrant?	Finding Success (Outdoor		Key Skills
	Games)			Adventure)	Key Vocabulary	Pool Safety
			Key Vocabulary		Sequence, Levels, Tempo,	Rules,
	Key Vocabulary	Key Vocabulary	Balance, Routine, Control,	Key Vocabulary	Speed, Rhythm, Creative,	Assessment &
	Space, Strike, Technique,	Movement, Space, Attack,	Counter Balance, Body	Communication,	Dynamics, Expression,	Group
	Follow Through, Aim,	Defend, Positioning,	Weight, Support, Extend,	Teamwork, Speaking,	Action and Reaction,	 Body position,
	Cover, Back-Up, Long	Communication, Direction,	Elevate, Points,	Listening, Adopt, Adapt,	CounterBalance, Control,	Push & glide
	Barrier, Deep, Tactic, Front	Speed, Agility, Man-mark,	Momentum, Levels,	Challenge, Trial and Error,	Character, Attitude, Top	front & back,
	Foot, Back Foot, Precision,	Overload, Precision, Pass,	Symmetrical,	Problem Solving,	Rock, Slide, Helicopter,	Push, glide &
	Overarm, Wicketkeeper,	Receive, Press, Intercept,	Asymmetrical, Flight	Orienteering, Map	Momentum, Direction,	kick front & back
	Teamwork,	Reading the game, Body		Reading, Compass,	Formation	 Fc Breathing, Fc
	Communication	language, Sportsmanship,	Key Skills	Direction, Route,		Full stroke
		Respect	 To review and 	Pathways, Perseverance	<u>Key Skills</u>	Bk Full Stroke
	Key Skills		perfect holding		 Able to express 	using drills e.g.
	 To field as a 	Key Skills	shapes in flight	Key Skills	attitude and	little finger
	collaborative	 To further 	To form	 Develop 	strong dynamics	entry, kick from
	team unit	develop	asymmetrical	communication	Able to develop	hips
	 To strike a ball or 	knowledge of	body shapes	through	physical skill-	Introduction to
	object 'cleanly'	attacking and	To identify	speaking &	strength in	Deep water
	using different	defending	different	listening	upper body	using skills
	equipment	To know how to	elements of a	Work as a group	Able to	Introduce Fly
	 To retrieve, 	intercept a pass	gymnastics	to overcome a	demonstrate	kick
	intercept, and	To know how to	routine	challenge	street dance	Swim deep
	stop a ball when	invade as a team	To review some	Learn some	technique- top	water Front,
	fielding	To communicate	complex	different ways of	rock, slides,	Introduce Br kick
	To strike a ball or	effectively with	gymnastics	tying knots	helicopter	Swim deep
	object using	teammates	positions	Take part in	Able to	water Back
	0.0,000 0.0118	teaminates	positions	competitive	demonstrate	water back
				Competitive	acilionstrate	

•	both sides of the body Recognise their own and other's strengths	 To develop sportsmanship 	To use gymnastics terminology	orienteering activities • Plan a short loop course for a partner or group	relationships- confrontation • Able to explore space- directions and formation	Introduce Fly full stroke Introduce Br Full stroke, Distance swim Front & Back Water Safety Assessment &
						results