Subject: PE Year 1

What are the aims and intentions:

That all the children:

- Build on the basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities
- participate in team games, developing simple tactics for attacking and defending
- Perform dances using simple movement patterns.

Links to prior learning.

Negotiate space and obstacles safely, with consideration for themselves and others; Demonstrate strength, balance and coordination when playing;

Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.

Term:	Topic:	Knowledge	Skills:	Key Questions
Autumn 1	Games - Ball Skills - Throwing and Catching Skills	 To know how to receive a bounce pass To know that dribbling requires pushing down with one hand To know that hands need to be soft when receiving a pass To know to move into space after passing a ball 	 To pass the ball using a bounce pass To get into a good position to receive a bounce pass To move around safely in a limited space To use big toe, little toe when dribbling a ball To bounce and dribble the ball with good control To trap a ball 	What is a good position to receive a bouncing ball? How do you dibble a ball with your hand? Can you move into space ? Can you move into a space while passing the ball?
Autumn 2	Fundamental Skills	 To know that focussing eyes and using arms is helpful for balancing To know how to use arms to help when hopping 	 To hop To move and retain balance To travel backwards safely To jump in a variety of ways To land safely when jumping 	Can the children balance along a line?

		 To know how to glance over both shoulders when travelling backwards To know which foot is preferred for take off To know when to attack and defend To know what a punt is To know that when kicking from the ground, the standing foot should be adjacent to the ball 	 To combine a run and a jump To dodge To move safely with awareness of others To evade others To attack and defend To punt a ball To catch using W shape 	Can the children balance with equipment on their head with some control? Can the children balance along likes with equipment on their head showing control when racing?
	Key Vocabulary	chest pass, bounce pass, catch, drib		
Spring 1	Creative Movement - Gymnastics and Dance	 Cultural Capital: festivals , grab To know how to safely move around in space To know how to control speed to stay safe To know how to use simple technical language to provide feedback To know how to start and finish a sequence To know what symmetrical shapes are To know what asymmetrical work looks like To what a sequence should contain. 	 To travel safely and creatively in space To show different levels when travelling To translate words/ideas into theme related shapes, movements and actions To communicate effectively with a partner To create and perform a simple sequence of movement To give supportive feedback To perform controlled spins To spin on apparatus To support body weight in symmetrical balances To perform a combination of symmetrical and asymmetrical spins 	Can you move around safely? How? How do you control you speed to stay safe? What is a safe speed? What is a sequence? How will you start your sequence? What will your finish look like?

Spring 2	Games - Net and Wall (Bat and Ball skills)	 To know how to hold a racket To know how to hit a ball or beanbag 	 To hold balances on different points of the body To spin out balances to perform a sequence To work effectively with a partner. To develop balance and co-ordination when holding a racket. To know where to place the body when getting 	How do you hold a racket correctly? Can you control and hit the ball in the air?
		 To know how to control the hit of a ball in the air or along the ground 	 To know where to place the body when getting ready to use a bat. To be able to use co-ordination to bat a ball in the air or along the ground. 	
	Key Vocabulary	Bat, batter, bowler, fielder, rac	ket, roll, runs, tactics, teamwork	
		Cultural Capital: education enter	rprise , after school clubs	
Summer 1	Games – Striking and Feilding – Fundamentals	 To know when to run and not to To know the need to communicate with a partner To know the importance of a good stance To know the need to run after striking a ball to score runs 	 To strike a ball off a tee To get in line with a ball when fielding To stop a ball with two hands To bowl a ball at a target To pick up a ball with one hand To chase and retrieve a ball To bowl underarm with some accuracy To perform a long barrier to stop a ball To keep a straight arm when bowling 	How will you stop the ball? Can you ick the ball up with 1 hand? How do you bowl? What is the difference between over and underarm?
Summer 2	Athletics	 To know the importance of a good start To know to cushion knees when landing To know the techniques for different types of jump 	 To jump in a variety of ways To coordinate a run with a jump To discover and develop different styles of jumping To leap, jump and hop To add a short run to a jump To use a run up before a throw 	Can you jump in a variety of ways? How can you run and jump safely? How will you keep others safe?

	 To know the difference between a leap and a jump To know how to increase the distance of a jump To know why it is important to warm up To know how to keep others safe when throwing To know the difference To show a sense of anticipation To react quickly To demonstrate agility and balance
Key Vocabulary	leap, jump, hop, increase, anticipate, landing, cushion, technique
	Cultural Capital: sports day , after school clubs