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Gymnastics Key Learning



Year Group	Key Learning	National Curriculum Coverage
Year 1	 To develop the basic skills of travelling, rolling and jumping. To apply the skills of travelling, rolling and jumping with two different shapes. To perform basic skills with straight and tuck shapes. To link basic movements together. To link basic movements together to create a sequence. To adapt the sequence to perform on apparatus. 	 Master basic movements Developing balance, agility and co-ordination.
Year 2	 To develop the skills of jumping with different shapes. To develop the basic skills of travelling on hands and feet. To develop the skill of balancing on different body parts. To develop the basic skills of travelling, balancing, jumping and rolling. To link actions of movement together to create a simple sequence. To adapt a sequence of moves to apparatus. 	Developing balance, agility and co-ordination.
Year 3	 To develop ways of travelling on hands and feet. To develop balance on small body parts. To create a sequence of travelling and balancing actions. To develop the skills of rolling, jumping, shape and landing. To create a sequence of gymnastics actions To evaluate and recognise their own success. To perform gymnastic actions using apparatus. 	 Use running and jumping in isolation and in combination. Develop flexibility, strength, technique, control and balance.
Year 4	 To explore different ways of balancing, jumping and travelling. To develop ways of travelling on feet and hands. To develop balance on small body parts. To develop a range of jumping actions. To develop balance on large body parts. To explore different ways of rolling, perform rolling actions and link these with other actions to create a sequence. To create a sequence using travelling, balancing, jumping and rolling that meet a set of conditions. To make simple judgements about the quality of performances and suggest ways they can be improved. 	 Use running and jumping in isolation and in combination. Develop flexibility, strength, technique, control and balance. Compare their performances with previous ones and demonstrate improvement to achieve their personal best.
Year 5	 To perform partner balances (matches and mirrored). To perform counter balance. To perform counter tension balances. To evaluate and recognise their own success. To create a gymnastic sequences with a partner. To develop a sequence onto apparatus. 	 Use running and jumping in isolation and in combination. Develop flexibility, strength, technique, control and balance. Compare their performances with previous ones and demonstrate improvement to achieve their personal best.
Year 6	 To perform matches and mirrors paired balances. To perform counter balance and counter tension paired balances. To perform a group counter balance. To perform paired and group counter balances in unison. To perform a part weight bearing balance. To create a sequence of gymnastic actions, paired and group balances using apparatus. To evaluate success at working as a team. 	 Use running and jumping in isolation and in combination. Develop flexibility, strength, technique, control and balance. Compare their performances with previous ones and demonstrate improvement to achieve their personal best.

Athletics Key Learning



Year Group	Key Learning	National Curriculum Coverage
Year 1	 To develop the skill of changing direction. To develop the skill of underarm throwing. To develop the skill of jumping for distance. To develop posture when walking and running. To apply changing direction in relay type races. To complete run, jump and throw challenges. 	Master basic movements including running, jumping and throwing and begin to apply these in a range of activities.
Year 2	 To explore different ways of throwing. To throw underarm accurately. To throw overarm for distance and with increasing accuracy. To explore a push throw. To explore jumping for distance. To develop the skill of running fast. To complete an obstacle course. 	Master basic movements including running, jumping and throwing and begin to apply these in a range of activities.
Year 3	 To complete run, jump and throw challenges. To perform the pull throwing action, the sling throw and push throw To throw for distance using three different throws. To perform a start in a spring type race. To explore different running techniques. To select an appropriate running technique for distance. To pass a baton successfully in a race. To perform a hop, step and jump. To perform 5 different jumps and develop the actions for at least one of these 	Use running, jumping and throwing in isolation and in combination. Develop flexibility, strength, technique, control and balance. Compare their performances with previous ones and demonstrate improvement to achieve their personal best.
Year 4	 To perform in athletic type competitive events (run, jump and throw). To perform the pull throwing action, the sling throw and the push throw. To throw for distance using three different throws. To perform a start in a spring type race. To explore different running techniques. To select an appropriate running technique for distance. To pass a baton successfully in a race. To develop jumping actions. To perform a hop, step and jump. To perform 5 different jumps and develop the actions for two or more To perform in athletic type competitive events (run, jump and throw). 	 Use running, jumping and throwing in isolation and in combination. Develop flexibility, strength, technique, control and balance. Compare their performances with previous ones and demonstrate improvement to achieve their personal best.
Year 5	 To develop running skills in isolation. To evaluate their own success. To explore and develop ways of combining jumping actions. To develop running, jumping and throwing skills in an athletic type activity. To compare their performances with previous ones and demonstrate improvement to achieve their personal best. 	 Use running, jumping and throwing in isolation and in combination. Develop flexibility, strength, technique, control and balance. Compare their performances with previous ones and demonstrate improvement to achieve their personal
Year 6	 To develop running skills in isolation. To evaluate their own success. To explore and develop ways of combining jumping actions. To develop running, jumping and throwing skills in an athletic type activity. To compare their performances with previous ones and demonstrate improvement to achieve their personal best. 	 Use running, jumping and throwing in isolation and in combination. Develop flexibility, strength, technique, control and balance. Compare their performances with previous ones and demonstrate improvement to achieve their personal

Dance Key Learning



Year Group	Key Learning	National Curriculum Coverage
Year 1	 To explore, remember, repeat and link a range of actions with coordination and control To compose a short dance independently To show awareness of the expressive qualities To recognise and describe how different dance activities make them feel To compose and perform dance phrases that communicate a story To link travel, turn and stillness to convey events in a story To travel from one space to another using different pathways and levels To explore body shapes and emotions associated with the stimulus. 	Master basic movements including running and jumping Develop balance, agility and coordination and apply these Perform dances using simple movement patterns
Year 2	 To explore a range of actions, travelling patterns and pathways related to a stimulus To remember, repeat and perform a short dance to represent the stimulus. To compose and perform a dance phrase To explore different ways of travelling and using the space To recreate ideas adding expression and developing and improving their own work. To perform in a whole class performance. 	Master basic movements including running and jumping Develop balance, agility and coordination and apply these Perform dances using simple movement patterns
Year 3	 To select travelling actions to convey different characters, along varied pathways, linked to three different settings To explore the movements of different creatures within a stimulus To create a sequence conveying a challenge, using travel, turn and gesture To create a sequence using control of body actions and shapes To combine all elements of the unit to tell a story through dance. 	Develop flexibility, strength, technique, control and balance Perform dances using a range of movement patterns Compare their performances with previous ones and demonstrate improvement to achieve their personal best.
Year 4	 To describe what you need to do to warm up/cool down for a dance and why it is important To explore movement, communicating character To use simple choreographic principles and perform a more complex dance phrase to communicate narrative with a partner To describe, interpret and evaluate their own dance and others To create a sequence conveying more than one character to convey a narrative To work as a group to combine movements to create a sequence To combine sequences to create a final performance. 	Develop flexibility, strength, technique, control and balance Perform dances using a range of movement patterns Compare their performances with previous ones and demonstrate improvement to achieve their personal best.
Year 5	 To set the scene, investigating words and actions which create an atmosphere To convey a character through movement To combine travel, turn, gesture and stillness to convey events and emotions To explore contrasting actions to depict different characters. To create a sequence using travel, jump, turn, gesture and stillness To retell a poem through movement linking travel, turn, gesture and stillness. 	Develop flexibility, strength, technique, control and balance Perform dances using a range of movement patterns Compare their performances with previous ones and demonstrate improvement to achieve their personal best.
Year 6	 To use a stimulus to create gestures and develop and improve their work To create travelling patterns and learning to use canon effectively To learn a set dance, creating a solo sequence and participating in a whole class performance To use development techniques and perform with accuracy, control and timing. To create travelling patterns and explore contrasting emotions and different ways to demonstrate them. To perform in a whole class performance and respond to their own work. 	 Develop flexibility, strength, technique, control and balance Perform dances using a range of movement patterns Compare their performances with previous ones and demonstrate improvement to achieve their personal best.

Games Key Learning



Year Group	Key Learning	National Curriculum Coverage
Year 1	 To develop travelling skills. To revise the skill of catching a ball and bouncing a ball. To develop the skill of bouncing a ball with control and to bounce a ball whilst travelling in a game. To develop the skill of throwing overarm for distance and accuracy To explore, develop and apply the skill of an underarm throw in different ways. To explore the skill of running fast. To apply simple tactics in a game. To explore the skill of dodging. To strike a ball off a tee. To explore the skill of jumping. To explore, develop and apply the skill of rolling different equipment. To develop the skill of side gallop. To explore different ways of kicking objects with increasing accuracy and control with a variety of equipment. To receive a kick with control. To intercept a ball To work cooperatively in a small group. 	Master basic movements including running, jumping, throwing and catching and begin to apply these in a range of activities. Participate in team games, developing simple tactics for attacking and defending.
Year 2	 To choose skills effectively for a game. To develop the skill of throwing overarm for distance To develop the skill of running To develop the skill of striking a ball, throwing and fielding with accuracy To apply striking a ball, throwing and fielding in a simple team game. To develop simple tactics in a simple striking/fielding game. To develop the skill of throwing underarm, catching, dodging and side gallop To develop the skill of passing and moving into space To apply throwing, moving and catching in a simple team game 	Master basic movements including running, jumping, throwing and catching and begin to apply these in a range of activities. Participate in team games, developing simple tactics for attacking and defending.
Year 3	 To know the ready position and how to hold a bat To send a ball and move into space to receive a pass To send and receive a ball in a simple game and an invasion game To use simple tactics in game and to revise simple tactics in an invasion game To evaluate their own and others success To send and receive a ball in a striking and fielding game To strike a ball in a striking and fielding game To use simple tactics in a striking and fielding game To evaluate tactics used 	Use running, jumping throwing and catching in isolation and in combination Play competitive games, modified where appropriate and apply basic principles suitable for attaching and defending Develop technique Compare their performance with previous ones and demonstrate improvement to achieve their personal best.
Year 4	 To send and receive a ball. To travel with a ball with control in an invasion game To use simple tactics to outwit opponents To apply basic principles suitable for attacking in an invasion game To evaluate and recognise their own success To consolidate and explore different throwing actions and practise catching To suggest ideas and practices to improve their play To strike the ball using their hand or a small bat To improve movement skills and body positions To familiarise themselves with a racquet and practise striking skills using a racquet To choose a range of simple tactics to use in a simple game To develop a range of striking skills suitable for net / wall type game. 	Use running, jumping throwing and catching in isolation and in combination Play competitive games, modified where appropriate and apply basic principles suitable for attaching and defending Develop technique and control Compare their performance with previous ones and demonstrate improvement to achieve their personal best.

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Year 5	 To develop the skill of passing and catching a netball To develop the skill of passing a netball using a shoulder pass To develop the skill of shooting in netball To choose and apply skills and tactics consistently in netball type competitive games To select appropriate strategies for attack To develop their ability to evaluate their own work and their teams' work and suggest ways to improve To bowl underarm with accuracy in a game To catch a ball when fielding and to throw overarm To strike a ball with a bat and to know where to strike it in a game To use tactics in a rounders type game To evaluate what was successful in a game. 	 Use running, jumping throwing and catching in isolation and in combination Play competitive games, modified where appropriate and apply basic principles suitable for attaching and defending Develop technique, control and balance Compare their performance with previous ones and demonstrate improvement to achieve their personal best.
Year 6	 To revise travelling with an object, sending and receiving skills and tactics used in an invasion game To undertake a leadership/officiating role To select and apply tactics in different invasion games and evaluate the tactics To develop the skills to play a rugby type game To create an invasion game to solve a tactical problem and to adapt it to explore positions and attacking/defending. To develop the ability to evaluate their teams' work and suggest ways to improve it To develop sending a ball, striking a ball and fielding skills To apply basic principles of striking and fielding in a game To evaluate and recognise their own success To develop consistency in playing shots with racket and ball, playing forehand and backhand shots with a partner To understand the basic principles of attack and use in a net/wall type game 	 Use running, jumping throwing and catching in isolation and in combination Play competitive games, modified where appropriate and apply basic principles suitable for attaching and defending Develop technique, control and balance Compare their performance with previous ones and demonstrate improvement to achieve their personal best.

Outdoor Adventurous Activity Key Learning



Year Group	Key Learning	National Curriculum Coverage
Year 3	 To improve communication skills To improve ability to work with and trust others To undertake an adventure trail to develop communication skills To work safely with a partner in an adventurous environment To complete a Photo Trail within the school grounds To increase confidence in decision making To know how to use a control card. To participate in a Ghyll Scrambling activity through MCHS. To take part in outdoor and adventurous activity challenges 	Use running in isolation Develop control and balance Take part in outdoor and adventurous activity challenges both individually and within a team Compare their performances with previous ones and demonstrate improvement to achieve Use running in isolation
Year 4	 To develop communication and collaboration skills To evaluate their own success and to take responsibility for self and others To take part in activities that involve working with and trusting others. To work effectively as part of a team. To participate in a kayaking activity through MCHS. 	Develop control and balance Take part in outdoor and adventurous activity challenges both individually and within a team Compare their performances with previous ones and demonstrate improvement to achieve
Year 5	 To know that a map is a birds' eye view plan of the ground and how to keep the map 'set' 'orientated' when they move around a simple course To know some of the symbols on an orienteering map To run safely with a map around a simple orienteering course To know the 9 points of a compass To navigate to a control marker on a simple course and record information accurately To plan effectively to visit as many control markers in the time allowed To understand how OAA can help their fitness and health To participate in a caving activity through MCHS. 	Use running in isolation Play competitive games, modified where appropriate Develop technique and control Take part in outdoor and adventurous activity challenges both individually and within a team Compare their performances with previous ones and demonstrate improvement to achieve
Year 6	Y6 Lakeside residential covers learning	• N/A