



Strand	Key Targets and Learning Objectives	Key Activities	Key Vocabulary
		Block 1	
Multi- skills	 Pupils will experience working with a variety of equipment and to explore individual skills during play. In all game activities, pupils will learn movement skills relevant to games, including running, stopping, jumping, chasing and dodging. Pupils will learn to use space and develop agility and balance skills 	Throughout this unit of work the areas of focus within lessons are: • Agility and Relays • Collecting and throwing • Catching • Movement and Balance • Chasing and evading	 Relay running stopping jumping chasing dodging throwing balancing
Swimming	Students will develop swimming skills in line with the Level 3 swimming assessment Criteria	 Assessment and recap Throughout this unit of work the areas of focus within lessons are: Jump in from poolside safely without support (Pencil jump) Submerge face in water & retrieve objects Floating front & back without support hold for 3s Push & Glide on front arms extended for 10m Push & Glide on back arms extended for 10m Travel on front using floating device Travel on back using floating device Fully submerge & retrieve objects Correctly identify 3 of the four key water safety messages Always swim in a safe place Always swim with an adult If you fall in, float, breath, relax If someone else in trouble call for help 	 fielding Body position Breathing Inhale Exhale Dive Bubbles Kicking Floating
		Block 2	
Athletics & Endurance run	 Athletics In this unit pupils will be introduced to the concept of throwing for distance using a range of objects, jumping for distance and with accuracy. 	 Throughout this Athletics unit of work the areas of focus within lessons are: 75m Sprint Long Jump 	Running,jumping,throwingstance





	Pupils will accurately replicate running challenges and	High Jump	Stamina
	competitions that require both speed and stamina.	Tennis Ball throw	• Speed
	 In all athletic activity, pupils will engage in performing skills, 	8x50m Relay around the track	Baton and
	measuring, and recording their own performance.	Team Endurance	exchange
	Pupils will develop the ability follow safety procedures and	Turbo Javelin (small)	 Scissor kick
	handle equipment correctly.		Take off and
		Areas of focus within lessons for endurance run are:	landing
	Endurance run	Running Technique	• reaction
	Students will focus on developing their personal running	• Pacing	Pacing
	technique,	Tactics and Strategies	Strategy
	Look at basic tactics and strategy in order to pace themselves	Stamina	• Technique
	and complete the race to the best of their ability		Stamina
	Students will refine and apply their knowledge across a series		• Fitness
	of weeks so that they can improve on personal best times		 Oxygen
	and positions within the year group.		
		Block 3	
	Pupils will develop the range and consistency of their striking	Throughout this unit of work the areas of focus within lessons	Accuracy
	skills.	are:	• Aiming
Striking &	Pupils will work on aiming for space to outwitting	Catabias and the series abills	• Stance
fielding	opponents.	Catching and throwing skills	• Space
Girls	To implement simple tactics to form a striking and fielding	• Fielding	• Grip
	principle.	• Game play	Preparation
	To develop an attitude of fair play, sportsmanship, and	• Striking	• Tactics
	enjoyment.	• Tactics	Sportsmanship
			• Teamwork
	Pupils will experience working with a variety of equipment	• Throughout this unit of work the areas of focus within lessons	Batting
	and to develop individual skills leading to co-operative play.	are:	• Timing
	• In all game's activities, pupils will learn core skills relevant to	- 1 · /1···· /1···· /	Rolling
Target	Target games, throwing/kicking/hitting towards a target.	Throwing/hitting/kicking towards a target	• sending
games	Pupils will learn to score points by reaching different	Anticipation skills	Accuracy
3 . 3.	targets.	Ready position	• throwing
	Will begin to watch and describe others' performances, as	• Aiming	Aiming
	well as their own.	Mixed games	• scoring





	 To develop an attitude of fair play, sportsmanship and enjoyment while using a set of rules. 		
		Block 4	
Multi- skills	 Pupils will experience working with a variety of equipment and to explore individual skills during play. In all game's activities, pupils will learn movement skills relevant to games, including running, stopping, jumping, chasing and dodging. Pupils will learn to use space and develop agility and balance skills 	 Throughout this unit of work the areas of focus within lessons are: Agility and Relays Collecting and throwing Catching Movement and Balance Chasing and evading Assessment and recap 	 Relay running stopping jumping chasing dodging throwing balancing fielding
Net & wall games Girls	 Students will focus on developing movement on court, linking skills together to form a rally. The students will learn basic attacking and defending strategies and techniques. Students will select and apply their skills so that they can carry out basic tactics with the intention of outwitting their opponents. Students will highlight strength and weakness and improve on the weaknesses in order to improve. 	 Throughout this unit of work the areas of focus within lessons are: Ball familiarisation & Ready position Footwork and movement Catching & throwing (Volleying and digging) Game play Rules and scoring 	 Volley Dig sending, receiving anticipation scoring. Ready position Stance movement preparation Teamwork Communication
		Block 5	
Gymnastic s	 Pupils will replicate and improve the quality of their actions, body shapes and balances, and their ability to link phrases of movement both on the floor and when using apparatus. Pupils will incorporate control and levels into sequences showing creativity. Student will begin to describe and evaluate the effectiveness and quality of a performance. 	 Throughout this unit of work the areas of focus within lessons are: Shapes Rotation Development of sequences Balances Travelling 	 Points Patches 8 Basic Shapes Tuck Puck Straddle Straight Arch





Gymnastic s	 Pupils will progressively learn how to lay out apparatus safely. Pupils will replicate and improve the quality of their actions, body shapes and balances, and their ability to link phrases of movement both on the floor and when using apparatus. Pupils will incorporate control and levels into sequences showing creativity. Student will begin to describe and evaluate the effectiveness and quality of a performance. Pupils will progressively learn how to lay out apparatus safely. 	Throughout this unit of work the areas of focus within lessons are: • Shapes • Rotation • Development of sequences • Balances • Travelling	 Dish Pike Star Twist/turn Rotate Linking Sequencing Travelling Creative Points Patches 8 Basic Shapes Tuck Puck Straddle Straight Arch Dish Pike Star Twist/turn Rotate Linking Sequencing Travelling
		Plack C	Creative
	• Dunils will focus on developing game play with some fluers.	Block 6 Throughout this unit of work the areas of focus within lessons	• Attacking
Invasion games	 Pupils will focus on developing game play with some fluency and accuracy, Use a range of throwing and catching techniques. In all games activities, pupils will find ways of attacking successfully. 	Ball Familiarisation Travelling with a ball	AttackingDefendingPassingChest PassBounce Pass
	,	Movement skills	• team play





	Use a variety of simple tactics for attacking well, keeping	Attacking skills	• team positions
	possession of the ball as a team, and getting into positions to score.	Competitive game situations	creating space
	Will begin to watch and describe others' performances, as well as their own and average having upon to improve.		
	well as their own, and suggest basic ways to improve.To keep and run a game using a set of rules.		
	• Students will develop swimming skills in line with the Level 3	Throughout this unit of work the areas of focus within lessons	Body position
	swimming assessment Criteria	are:	Breathing
		a lump in from pooleido cofoly without cupport (Dopoil iump)	• Inhale
		 Jump in from poolside safely without support (Pencil jump) Submerge face in water & retrieve objects 	• Exhale
		Floating front & back without support hold for 3s	DiveBubbles
		Push & Glide on front arms extended for 10m	Kicking
Swimming		Push & Glide on back arms extended for 10m	Floating
		Travel on front using floating device	Tiouting
		Travel on back using floating device	
		Fully submerge & retrieve objects	
		Correctly identify 3 of the four key water safety messages	
		Always swim in a safe place	
		Always swim with an adult	
		If you fall in, float, breath, relax	
		If someone else in trouble call for help	