

P.E. Long term plan:

	Autumn		Spring		<u>Summer</u>	
	1	2	1	2	1	2
Nursery	Stop/go games • To follow the timing and beat of music through claps and stamps	Parachute games • Raise arms for parachute	Movement to music • Convey emotion through dance • Waves and kick to the music	Large ball games • Throw and bounce large balls	Gymnastics • Jump, land and stand • Hold motions • Change motions (jump, hop skip) on request	Preparing for sports day • To balance equipment on body
Reception	Parachute games/ring games • To balance equipment on body	Ball skills • Retrieve large balls	 Ball skills Standing catches 	Dance • Tip toe	Obstacle and gym activities • Jump from a low level • Tip toe • Hold a pose using different limbs	Races to consider for Sports Day • To run to a given distance
Year 1	Dance •Move to music •Copy dance moves	Gymnastics • Make my body curled, tensed, stretched and relaxed. • Control my body when travelling and relaxing.	Dance •Perform my own dance moves •Make up a short dance •Move safely in a space	Gymnastics • Copy sequences and repeat them. • Roll, curl, travel and balance in different ways.	Athletics • Move and stop safely	Athletics • Move and stop safely
	Fitness To be able to hop/jump over ropes	Football • Throw and kick in different ways	Basketball Throw and catch a ball with both hands	Hockey Hit a ball with a bat	Net and Wall •Throw underarm	Net and Wall • Hit a ball with a bat
Year 2	Dance •Change rhythm, speed, level and direction in a dance •Use a dance to show a mood or feeling	Gymnastics Plan and perform a sequence of movement. •Improve my sequence based on feedback.	Dance • Dance with control and coordination • Make a sequence by linking sections together,	Gymnastics • Think of more than one way to create a sequence that follows some 'rules.	Athletics •Running/jumping/hopping sequences	Athletics •Short sprints (25m)

P.E. Long term plan:

				• Work on my own and with a partner.		
	Fitness •Running/jumping/hopping sequences	Football • Use hitting, kicking and/ or rolling in a game	 Basketball Use one tactic in a game and follow rules 	 Hockey Decide the best space to be in during a game. 	•Use hitting, kicking and/ or rolling in a game,	•Use one tactic in a game and follow rules
Year 3	Dance •Repeat, remember and perform phases	Gymnastics • Explain how strength and suppleness affect performance	Dance • Improvise feely and translate ideas from a stimulus to a movement. • Share and create phases with a partner and a small group.	Gymnastics • Adapt sequences to suit different types of apparatus. • Compare and contrast gymnastic sequences.	Athletics Short distance running (50m)	Athletics Long distance (100m)
	Fitness •30 second intervals of circuits running, skipping, hopping)	• Am aware of space and use it to support teammates	Basketball Know and use rules fairly	Hockey I am aware of space and use it to support teammates	 •Follow a map in a familiar context •Use clues to follow a route •Follow a route safely 	Cricket/ rounders • Throw and catch with control.
Year 4	Dance • Take the lead when working with a group. • Use dance to communicate an idea Fitness •Include changes of speed and direction	Swim Swim competently, confidently and proficiently over a distance of at least 25 metres	Swim use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]	Swim use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]	Swim perform safe self-rescue in different water-based situations	Swim Perform safe self- rescue in different water-based situations
Year 5	Dance • Show clarity, fluency, accuracy and consistency through my own dance.	Gymnastics • Combine action, balance and shape	 Dance Compose my own dances in a creative way. Perform to an accompaniment. 	Gymnastics • Make complex and extended sequences.	Athletics • Timed 100m sprint	Athletics • Long distance 300m

P.E. Long term plan:

				Perform consistently to audiences.		
	Fitness • 1 minute intervals of circuits (90 seconds rest)	Football • Gain possession, working in a team	Basketball • Pass in different ways and use a number of different techniques to pass, dribble, shoot	Hockey • Choose a tactic for attacking and defending	 •Follow a map in an unknown location. •Use clues and compass to navigate a route •Change my route to overcome a problem. •Use new information to change my route 	Cricket/ rounders • Use backhand and forehand with a racquet
Year 6	 Dance Develop sequences in a specific style 	Gymnastics • Link sequences to specific things	•Choose my own music and style.	Gymnastics • Combine my own work with that of	Athletics • Timed 100m sprint	Athletics • Long distance 400m
	Fitness • 1 minute intervals of circuits (60 seconds rest)	Football Play to agreed rules	Basketball • Play to agreed rules	others. Hockey • Lead others in a games situation	OAA •Plan a route and a series of clues for someone else. •Plan with others, taking account of safety and danger.	Cricket/ rounders • Explain rules, and umpire.