## PE - Key Stage 2

Class Autumn 1 Autumn 2	Spring 1 Spring 2	Summer 1 Summer 2
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## Key Stage 2

Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement. They should enjoy communicating, collaborating and competing with each other. They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success.

## Pupils should be taught:

- Use running, jumping, throwing and catching in isolation and in combination
- Play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending
- Develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- Perform dances using a range of movement patterns
- 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 their personal best.

Year 6	Handball –	Football –	HRE –	Dance –	Swimming –	Multi Skills –
	<ul><li>Display an</li></ul>	<ul><li>Display an</li></ul>	Uses knowledge of the	Compose creative		
Pupils should	understanding of	understanding of	relationship between	& imaginative	<ul> <li>Perform safe</li> </ul>	<ul><li>To develop pupils'</li></ul>
know	fair play, working	fair play, working	the body and exercise	dance sequences	self-rescue in different	Agility
(Core	well with others and	well with others	to improve various	with a clear	water based	<ul><li>To develop pupils'</li></ul>
knowledge and	leading a medium	and leading a	fitness components.	stimulus, performing	situations.	Co-ordination
concepts to be		medium sized		expressively and		
learned)	sized group).	group).	<ul> <li>Utilise knowledge of</li> </ul>	precisely).	<ul> <li>Swim competently,</li> </ul>	
	<ul> <li>Field, defend and</li> </ul>	• Field, defend and	technique to perform	<ul><li>Display an</li></ul>	confidently and	
	attack tactically	attack tactically	at an optimum level in	understanding of	proficiently over a	
	by anticipating	by anticipating	different types of	fair play, working		
		the direction of	throw, jump and run)	well with others &		

	the direction of play).  • Utilise new skills in competitive situations, as an individual or part of a team).	play).  • Utilise new skills in competitive situations, as an individual or part of a team).		leading a medium sized group).  • Utilise new skills in competitive situations, individually or part of a team.	distance of at least 25 metres.  • Use a range of strokes effectively, for example, front crawl, backstroke and breaststroke.	
Pupils should be able to do (Skills being developed)	Passes a ball over a short distance (<5 m), a mid-range distance (5-10 m), and a longer distance (>10 m) Passes and receives a ball whilst running.  Demonstrates some control whilst stopping, running or changing direction with a ball.  Demonstrates perseverance  Undertakes	Passes a ball over a short distance (<5 m), a mid-range distance (5-10 m), and a longer distance (>10 m) Passes and receives a ball whilst running.  Demonstrates some control whilst stopping, running or changing direction with a ball.  Demonstrates perseverance	Demonstrates perseverance  Undertakes directed physical activity for 15 minutes.  Recognises the effects of exercise on the heart rate.  Identifies the parts of the body some exercises affect.  Recognises what constitutes a healthy, balanced diet.	Demonstrates some rhythmic and expressive qualities in their dance.  Changes level, direction and pace during dance  Demonstrates some rhythmic and expressive qualities in their dance.  Performs basic routines with some fluency and control.  Remembers a basic routine lasting sixteen counts.	Applies safety considerations when participating in an activity/using equipment.  Answers questions about the water safety code  Collects three objects which are fully submerged, in one breath.  Controls breathing when swimming  Creates own water safety code	Demonstrates perseverance  Begins to choose a particular throw to return the ball quickly and accurately.  Demonstrates some control whilst stopping, running or changing direction with a ball.  Demonstrates a range of throwing actions using a variety of objects.  Demonstrates different combinations of
	directed physical activity for	Undertakes		Demonstrates	Demonstrates a range of swimming	jumps with control.

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	15 minutes	directed physical	perseverance	strokes which are	
		activity for		generally	
	Communicates	15 minutes	Changes level,	coordinated,	
	effectively with		direction and pace	e.g. backstroke kick,	
	teammates within a	Communicates	during dance.	breaststroke arms.	
	competitive game.	effectively with			
		teammates within		Demonstrates an	
	Congratulates the	a competitive		awareness of how to	
	winning team	game.		pace themselves in	
	appropriately.			distance challenges.	
		Congratulates the			
	Demonstrates	winning team		Explains how to attract	
	elements of good	appropriately.		attention if in	
	sportsmanship, e.g.			difficulties in water.	
	no showboating,	Demonstrates			
	being a good	elements of good		Skulls on the back,	
	winner or loser, etc.	sportsmanship, e.g.		feet first.	
		no showboating,			
	Describes and plays	being a good		Skulls on the back,	
	within basic rules	winner or loser, etc.		head first.	
	Develops in-game				
	decision making.	Describes and		Suggests safe ways to	
	Follow the referee's	plays within basic		help someone in	
	decisions.	rules.		difficulties in the water.	
		Develops in-game			
	Keeps to the player	decision making		Suggests what they	
	they are marking	Follow the referee's		think needs work,	
	and attempts to	decisions.		e.g. breathing	
	avoid their marker.			techniques.	
		Keeps to the player			
	Maintains spacing	they are marking		Swims 10 metres	
	between	and attempts to		wearing light clothing	
	teammates	avoid their marker.		Swims on back for 15	
				metres.	

	and moves into a space to provide passing options with reminders.  Begins to choose a particular throw to return the ball quickly and accurately.	Maintains spacing between teammates and moves into a space to provide passing options with reminders.			Swims on front for 15 metres  Treads water for 30 seconds  Demonstrates perseverance	
Key terminology	Court player Goalie Corner throw Penalty throw Throw in Throw out Throw on Goal	Passing Shooting Strike Technique Possession Attacking Defending	Consume Energy Warm Up Cool down Stamina Intensity	Commands Freeze Inside Outside Sequence Music	Water Safety 25 metres Strokes Front crawl Backstroke Breaststroke	Agility Coordination Balance Direction Catch