

SURREY STREET PRIMARY SCHOOL

PE

Our whole-school Curriculum Development Leader for PE is Mr G Iszchak

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Clubs	Cross country and indoor athletics	Dance	Gymnastics	Cricket	Athletics	Orienteering
Year 6 Hall	<p>Netball</p> <p>Can field, defend and attack tactically by anticipating the direction of play Can lead others when called upon Is a good role model to others</p> <p>Inter-class competition</p>	<p>Indoor Athletics</p> <p>Is a good role model to others Can choose the best pace for running over a variety of distances Shows control in take-off and landing when jumping Competes with others and keeps track of personal best performances, setting challenging targets for improvement</p> <p>Inter-class competition</p>	<p>Hockey</p> <p>Can field, defend and attack tactically by anticipating the direction of play Can lead others when called upon Is a good role model to others</p> <p>Inter-class competition</p>	<p>Rugby</p> <p>Can field, defend and attack tactically by anticipating the direction of play Can lead others when called upon Is a good role model to others</p> <p>Inter-class competition</p>	<p>Tennis</p> <p>Can use forehand and backhand strokes in racket games Is a good role model to others</p>	<p>Rounders</p> <p>Can strike a bowled or volleyed ball with increasing accuracy Can field, defend and attack tactically by anticipating the direction of play Can lead others when called upon Is a good role model to others</p> <p>Inter-class competition</p>
Year 6 Dance studio	<p>Football</p> <p>Can field, defend and attack tactically by anticipating the direction of play</p>	<p>Dance - Thriller</p> <p>Can vary speed, direction, level and body rotation during floor performances</p>	<p>Gymnastics</p> <p>Can vary speed, direction, level and body rotation during floor performances</p>	<p>Cricket</p> <p>Can strike a bowled or volleyed ball with increasing accuracy</p>	<p>Athletics</p> <p>Is a good role model to others Can choose the best pace for</p>	<p>OAA</p> <p>Recognises and uses orienteering equipment: control cards, punches,</p>

	<p>Can lead others when called upon Is a good role model to others</p>	<p>Can perform expressively and hold a precise and strong body posture Can create and perform complex, well executed sequences with high energy / slow grace and maintain this Is a good role model to others Shows control in take-off and landing when jumping</p>	<p>Can perform expressively and hold a precise and strong body posture Can perform complex moves that combine strength and stamina gained (e.g. cartwheels and handstands) Can create and perform complex, well executed sequences with high energy / slow grace and maintain this Is a good role model to others Shows control in take-off and landing when jumping</p>	<p>Can field, defend and attack tactically by anticipating the direction of play Can lead others when called upon Is a good role model to others</p>	<p>running over a variety of distances Shows control in take-off and landing when jumping Competes with others and keeps track of personal best performances, setting challenging targets for improvement</p> <p>Inter-class competition</p>	<p>orienteering markers. Punches control cards in the correct numbered box.</p>
--	--	--	--	--	---	---

<p>Year 5 Hall</p>	<p>Football</p> <p>Can choose and combine techniques in games Can work alone or with team mates in order to gain points or possession Can choose appropriate tactics for a game Upholds the spirit of fair play and respect in all competitive situations</p>	<p>Indoor Athletics</p> <p>Track and field Upholds the spirit of fair play and respect in all competitive situations Can throw accurately and refine performance by analysing technique and body shape Can compete with others and keep track of personal best performances,</p>	<p>Hockey</p> <p>Can choose and combine techniques in games Can work alone or with team mates in order to gain points or possession Can choose appropriate tactics for a game Upholds the spirit of fair play and respect in all</p>	<p>Tag rugby</p> <p>Can choose and combine techniques in games Can work alone or with team mates in order to gain points or possession Can choose appropriate tactics for a game Upholds the spirit of fair play and respect in all</p>	<p>Athletics</p> <p>Track and field Upholds the spirit of fair play and respect in all competitive situations Can combine sprinting with low hurdles over 60m Can throw accurately and refine performance by analysing technique and body shape</p>	<p>Rounders</p> <p>Can work alone or with team mates in order to gain points or possession Can strike a bowled or volleyed ball with some accuracy Can choose appropriate tactics for a game Upholds the spirit of fair play and respect in all competitive situations</p>
---------------------------	--	---	---	--	--	---

	Inter-class competition	setting targets for improvement Inter-class competition	competitive situations Inter-class competition	competitive situations Can throw accurately and refine performance by analysing technique and body shape Inter-class competition	Can compete with others and keep track of personal best performances, setting targets for improvement Inter-class competition	Can throw accurately and refine performance by analysing technique and body shape Inter-class competition
Year 5	Netball Can choose and combine techniques in games Can work alone or with team mates in order to gain points or possession Can choose appropriate tactics for a game Upholds the spirit of fair play and respect in all competitive situations Can throw accurately and refine performance by analysing technique and body shape Inter-class competition	Dance Can compose creative, imaginative and well-executed sequences, including a range of movements Can express ideas in original and imaginative ways Link sequences of movements effectively	Gymnastics Can compose creative, imaginative and well-executed sequences, including a range of movements Can express ideas in original and imaginative ways Link sequences of movements effectively	Cricket Can work alone or with team mates in order to gain points or possession Can strike a bowled or volleyed ball with some accuracy Can choose appropriate tactics for a game Upholds the spirit of fair play and respect in all competitive situations Can throw accurately and refine performance by analysing technique and body shape	OAA Recognises basic orienteering symbols and colours. Encourages co-operation and discussion in group work	Tennis
Year 4 Hall/Dance studio	OAA	Dance Superheroes	Gymnastics	Quidditch	Athletics Track and field	Rounders

	<p>Co-operation with a team</p> <p>Shows all the physical skills needed for orienteering: agility, balance, co-ordination whilst holding or looking at the map.</p>	<p>Can plan, perform and repeat sequences</p> <p>Can move in a clear, fluent and expressive manner</p> <p>Can travel in a variety of ways</p> <p>Can create dances and movements that convey a clear idea</p> <p>Is an effective team member</p>	<p>Can plan, perform and repeat sequences</p> <p>Can move in a clear, fluent and expressive manner</p> <p>Can travel in a variety of ways</p> <p>Can jump in a number of ways, using a run up if appropriate</p>	<p>Can choose appropriate tactics to cause problems for the opposition</p> <p>Is an effective team member</p> <p>Can lead a team effectively</p> <p>Can throw with accuracy to hit a target or cover a distance</p> <p>Inter-class competition</p>	<p>Can run over a longer distance, conserving energy to sustain performance</p> <p>Can throw with accuracy to hit a target or cover a distance</p> <p>Can compete with others and aim to improve personal best performances</p> <p>Inter-class competition</p>	<p>Can strike a ball and field with control</p> <p>Is an effective team member</p> <p>Can lead a team effectively</p> <p>Can throw with accuracy to hit a target or cover a distance</p> <p>Inter-class competition</p>
Year 4	<p>Swimming</p> <p>Can swim unaided up to 25 metres</p> <p>Can control leg and arm movements</p>					
Year 3 Hall	<p>OAA</p> <p>Understands symbols and a key.</p> <p>Shows spatial awareness of the relationship of shapes to each other by transferring information on a plan to reality.</p>	<p>Dance Space</p> <p>Can refine movements into sequences</p> <p>Changes direction, speed and level during a performance</p>	<p>Gymnastics</p> <p>Uses stretches to develop suppleness</p> <p>Can swing and hang from equipment safely using hands</p>	<p>Netball/Bench ball</p> <p>Can throw and catch various objects / balls with control and accuracy</p> <p>Follows rules of games and play fairly</p> <p>Can maintain possession of a ball</p> <p>Passes to teammates when appropriate</p> <p>Can use a range of throwing techniques (underarm / overarm)</p>	<p>Athletics Track and field</p> <p>Can throw and catch various objects / balls with control and accuracy</p> <p>Can sprint over a short distance up to 60m</p> <p>Can use a range of throwing techniques (underarm / overarm)</p> <p>Can compete with others</p> <p>Can improve personal best performance</p>	<p>Tennis</p> <p>Can throw and catch various objects / balls with control and accuracy</p> <p>Follows rules of games and play fairly</p> <p>Can use a range of throwing techniques (underarm / overarm)</p> <p>Can compete with others</p>

				Can compete with others Inter-class competition	Inter-class competition	
Year 3	Swimming					
Year 2 Hall	Tag Rugby Shows control when throwing a ball Can develop basic tactics for small team games Can lead others in small game situations Inter-class competition	Indoor Athletics Track and field Can set themselves targets to improve their performance Inter-class competition	Hockey Can develop basic tactics for small team games Can hit a ball with control, using appropriate equipment Can lead others in small game situations Inter-class competition	Netball/Benchball Shows control when throwing a ball Can develop basic tactics for small team games Can lead others in small game situations Inter-class competition	Athletics Track and field Can set themselves targets to improve their performance Inter-class competition	Tri-golf Shows control when throwing a ball Can hit a ball with control, using appropriate equipment Can lead others in small game situations Inter-class competition
Year 2 Dance studio	OAA Understands how a map relates to a picture. Co-operation with a partner Uses hand – eye co-ordination when running with a map	Dance – season Can copy and remember moves and positions. Can stretch and curl to develop increasing flexibility Can choose appropriate movements to communicate mood / feelings / ideas	Gymnastics Can copy and remember moves and positions. Can travel by rolling forwards, backwards and sideways Can hold a position whilst balancing on different points of their body Can stretch and curl to develop increasing flexibility	Cricket Shows control when throwing a ball Can hit a ball with control, using appropriate equipment Can lead others in small game situations Inter-class competition	Multi-skills Can set themselves targets to improve their performance Can copy and remember moves and positions. Can hold a position whilst balancing on different points of their body Can stretch and curl to develop increasing flexibility Shows control when throwing a ball	Tennis Shows control when throwing a ball Can hit a ball with control, using appropriate equipment

			Can climb safely on large equipment		Can hit a ball with control, using appropriate equipment Can lead others in small game situations	
Year 1 Hall	Multi-skills Shows control when rolling a ball Can catch a ball / moving object Can kick a ball with control Can run with control Can jump with control	Indoor Athletics Track and field Can run with control Can jump with control Inter-class competition	Hockey Shows control when rolling a ball Can run with control Inter-class competition	Netball/benchball Can catch a ball / moving object Inter-class competition	Athletics Track and field Can run with control Can jump with control Inter-class competition	Tri-golf Shows control when hitting a ball Inter-class competition
Year 1 Dance studio	OAA Understands the concept of a map or plan. Uses agility when running.	Dance – space, fireworks Can move with control, coordination and awareness of space Can link two or more actions to make a sequence Can show contrasts (eg: small / tall, straight / curved, wide / narrow) Can stretch and curl to develop flexibility Can jump in a variety of ways and land with some control and balance	Gymnastics Floorwork Can move with control, coordination and awareness of space Can link two or more actions to make a sequence Can show contrasts (eg: small / tall, straight / curved, wide / narrow) Can stretch and curl to develop flexibility Can jump in a variety of ways and land with some control and balance	Cricket Shows control when hitting a ball Can catch a ball / moving object Inter-class competition	Tennis Can catch a ball / moving object Shows control when rolling a ball	Football Shows control when rolling a ball Can catch a ball / moving object Can kick a ball with control