# PE Progression of Skills

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# OUR VISION FOR TREWIRGIE INFANTS'SCHOOL

'We care, we help, we succeed'



# OUR MISSION:

- To inspire children to engage in learning, and be valued members of a caring, supportive, and successful school.
- For all our children to develop life- long learning skills; to be independent and creative thinkers and to be socially confident.
- To enable children to be successful through a curriculum that captures their interests, stimulates their ideas, encourages inquisitiveness and critical thinking and meets their needs.

At Trewirgie Infants' & Nursery School, PE lessons are taught creatively and actively to enthuse and engage our children to be fit and healthy. It follows the National Curriculum aims and objectives but is delivered following the Arena scheme to show progression and continuity of skills. Being active is part of who we are and as a school, we understand that children need opportunities to be active in lessons throughout the day, not just in formal P.E. lessons.



# Curriculum statement

INTENT	IMPLEMENTATION	IMP <i>AC</i> T
(curriculum design, coverage and	(curriculum delivery, teaching and assessment)	(attainment and progress)
appropriateness)		
At Trewirgie Infants and Nursery School we want to ensure that all children are physically active and physically literate. We believe fast paced and exciting high quality P.E lessons will inspire children to lead a healthy life style. All lessons are well structured, building on skills taught previously following the ARENA scheme of work. The children are taught the vocabulary to understand the different parts of the body affected by exercise and the different movements that they do during the lesson. Each lesson provides opportunities for children to support, evaluate and challenge themselves to beat their own personal best. We believe that children have every opportunity to access many different skills or sports during their time at Trewirgie Infant School.	To ensure that high quality P.E is taking place throughout the whole school, we implement a curriculum which is progressive from EYFS through to Year 2. P.E lessons are planned through the Arena PE scheme of work, with a focus on skills progression. P.E lessons have a strong focus on step by step skills progression leading to a different games and activities. The subject leaders work closely alongside teachers through model lessons and pop-ins to ensure that knowledge and skills are progressive through the school.  As a school we use Pupil conferencing to assess the children's knowledge and skills and enjoyment of what they have learnt through their topics and check it is purposeful learning. Photos will be taken and used as evidence.	Children will become more active; have a greater understanding of the benefits of being healthy and an understanding of different sports they can participate in the local community and school. Our Children will be equipped with the knowledge to enable them to understand the opportunities today and how vital it is to them to stay fit and healthy in life. Children will be able to use key vocabulary when discussing Physical Education and Physical activity. Children will understand and use the key skills of: Coordination, Balance and Agility in all lessons. Children will feel inspired and have the desire to take part in active extra-curricular clubs (in or out of school).

# Physical Education

# National Curriculum aim:

Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations.

EYFS	YEAR 1	YEAR 2	
EYFS  ELG - Children know the importance for good health of physical exercise and a healthy diet, and talk about ways to keep healthy and safe. They manage their own basic hygiene and personal needs successfully, including dressing and going to the toilet independently.  ELG - Children are confident to try new activities, and to say why they like some activities more than others. They are confident to speak in a familiar group, will talk about their ideas, and will choose the resources they need for their chosen activities. They say when they do or don't need help.	I can use the skills I have learned to roll, throw, catch, strike and kick a ball in a small game and competitive situation.  I can use the skills I have learned to jump and bound, run, move in different directions and balance in different shapes and in competitive situations.  I can recall and perform a dance based on Animals.  I can describe the work of others.  I can use the skills I have learned to bowl, roll, throw, catch, strike and hit a ball in a small game situation.  I can use the skills bouncing, dribbling, passing and receiving and apply them to a Basketball game.  I can choose 2 - 4 different gymnastic actions and link these together, using the floor and apparatus with a start and finish positions.  I am beginning to increase the distance I can jump, hop and leap by improving my technique.  I am active daily and take part in playground activities.  I know the names of 2 games which I can play which make me out of breath I can follow instructions and play safely with others.  I can describe my own work in PE.  I can practice and perform a dance based on celebrations. I can work with a partner, using levels and travel actions in my dance.	I can create and perform a short dance based on dinosaurs with a start and finish in my dance.  I can create a gymnastic sequence using the floor and apparatus of 4 different actions showing stretched and curled actions with different pathways and moving in different directions, including a start and finish position.  I can play a mini soccer game and I am beginning to understand attack and defence.  I can send, receive and steer a ball in a competitive situation.  I can work with a partner to complete an orienteering course of 10 controls on a playground.  I can work in a group to cross an imaginary river safely, using only the equipment on the river bank to help me and work as part of a team.  I can include a jump in my gymnastic sequence using the floor and apparatus.  I can recall and perform most of the dance on Antarctica making some comments on others work.  I can increase the distance I jump by improving my technique and link a hop, jump and leap together, using my arms to help increase distance, my head for balance and my legs for a good take-off and landing  I can play a cricket game using the following skills: hit the ball a range of distances off a batting tee, bowl a ball underarm or overarm towards a target a designated area, allowing the ball to bounce once. I can stop the ball and throw back to the bowler or a set of stumps.  I am active daily and take part in physical activities with my family. I know the difference between healthy foods and unhealthy foods. I can describe my actions and those of others using simple terms.	

# PE:DANCE

# National Curriculum aim:

To create and perform short dances based on themes.

EYFS	YEAR 1	YEAR 2	
I can create and perform a short dance based on creatures under the sea. I can move in a range of ways to perform a motif. I can move in a range of ways to perform a motif.	I can recall and perform a dance based on Animals. I can describe the work of others. I can practice and perform a dance based on celebrations. I can work with a partner, using levels and travel actions in my dance.	I can create and perform a short dance based on dinosaurs. I can make sure I have a start and finish in my dance.  I can recall and perform most of the dance on Antarctica making some comments on others work.	
Lesson 1-Fairy Tales Intent -Children can travel in different ways to music. Implementation Explore moving around the hall not bumping in to anyone, varying the way the children move around the hall.	Builds on: EYFS - will experience moving in different ways learning to control their body movements. They begin to use language to describe the movements. They will begin to talk what they like about a dance.  Lesson 1-Animals	Builds on: EYFS and Y1 - Children have experience moving in different ways , at different speeds and levels listening to music. They will work in small groups to perform several movement together.	
Future Learning: Year 1  Lesson 2-Fairy Tales Intent -Children can make different gestures and actions being the BIG BAD WOLF! Implementation Recap moving in different ways around the hall. Making big lunging movements like the BIG BAD	Intent -Children can use large and small body actions to create a dance about a cat.  Implementation Discuss animals and how they move their different body parts. Turning and stretching movements. Concentrating on movements of a cat. Sequence 3 movements together to form a dance.  Future Learning: Year 2	Lesson 1-Dinosaurs Intent -Children can create a dance using large and small body movements. Implementation Talk about dinosaurs. Move like dinosaurs stomping, turning, stretching etc. Travel in different ways like different dinosaurs. Link 3 dinosaur movements together to create a dance.	
WOLF! Future Learning: Year 1	Lesson 2-Animals  Intent -Children can include a change in level and speed in their dance,  Implementation Discuss animals that might find in the sea. Make wave	Future Learning: Year 3  Lesson 2-Dinosaurs	
Lesson 3-Fairy Tales  Intent - Children can in groups of 3 perform a small dance phrase.	patterns with foot. Working in small groups create a dance for sea creature. <mark>Future Learning:</mark> Year 2	Intent -Children can create a dance including change in level and speed.  Implementation Read beginning of Dinosaurumpus! Using the	
Implementation Children start to count the beats of the music to tell them when to start building the next house.  Future Learning: Year 1	Lesson 3-Animals  Intent -Children can create animal shapes to make a dance about a polar bear and a penguin.	phrases from the story to inspire dinosaur movements. Ch.  Weave in and out of each other and when T shouts dinosaur name have to make the movement. In groups of 3 create a dinosaur dance.	
Lesson 4-Fairy Tales  Intent -Children can in groups perform a small dance	Implementation Move travel around the hall and when freeze have to make an animal shape. Think of way polar bears and penguins move and copy. Making polar bear and penguin shapes in pairs.	Future Learning: Year 3	
building the stick and straw.  Implementation Explore how they will collect the different materials for each house. Build the houses using the materials and what happens when the houses	Future Learning: Year 2  Lesson 4-Animals	Lesson 3-Dinosaurs  Intent -Children can create a dance linking different movements together.	
get blown down.	Intent -Children can create a dance about the rainforest.	Implementation Re cap dinosaurs from last week. Freeze to create dinosaur shapes. Choose 3 dinosaurs movements and link	

Future Learning: Year 1

# Lesson 5-Fairy Tales

Intent -Children create a dance building brick house.
Implementation Explore how they will collect the heavy bricks. Stacking bricks to build the house. What do they do when they know the wolf is approaching.

Future Learning: Year 1

# Lesson 6-Fairy Tales

Intent -Children can put all sections of dance together for a performance.

Implementation Re tell the story of the Three Little Pigs to music. Showing a different action for each house built and the wolf blowing the houses down. Recorded on ipads.

Future Learning: Year 1

# Lesson 1-Toys

Intent -Children can show basic travelling steps to move in different ways like a toy.

Implementation Demonstrate big steps and little steps. Walk backwards and forwards. Tall steps and short steps and learn to freeze for a photo.

Future Learning: Year 1

# Lesson 2-Toys

Intent -Children can repeat movements in character using the Toys theme.

Implementation To do actions to the rhyme Teddy Bear, Teddy Bear... Think about how different toys move. In pairs taking turns to choose a toy and copy the movement.

Future Learning: Year 1

#### Lesson 3-Toys

Intent -Children can move like a toy working at different levels.

Implementation Act out the story "Going on a Bear Hunt" Recap toy movements from last week. Talk about Implementation Look at pictures of animals in the rainforest and name them. Travelling over and under as explores of the rainforest. Focus on monkeys and facial expressions. Link 6 monkey movements together to crerate a dance.

Future Learning: Year 2

#### Lesson 5-Animals

Intent -Children can practice and perform a dance.

Implementation Discuss the different dances completed so far, discussing the different movements. Focus on animal s from hot places. Think about how sand moves. Choose 3 different movements from animals that live in hot climates rolling stretching and curling to create a dance

Future Learning: Year 2

# Lesson 6-Animals

Intent -Children can create and perform a dance and comment on other childrens work

Implementation Which dance have they enjoyed so far? Why? T calls out animal names and children have to remember how they moved. Decide as a class animals would like to perform. Perform the dance together recording on i-pad.

Future Learning: Year 2

#### Lesson 1-Celebration

Intent -Children can create large and small body movements.
Implementation Halloween, looking at how cats move. Look at facial expressions scary cats, happy cats, sad cats. Movement of cats grooming, purring, jumping, walking, running. In 3's make a dance about a cat.

Future Learning: Year 2

# Lesson 2-Celebration

Intent -Children can include a change in level and speed in a dance.
Implementation Look at movement of different fireworks. Rocket,
Sparkler, Catharine wheel, willow. Move round the room and when T says a firework children have to perform. In pairs create their own firework dance.

Future Learning: Year 2

to create ad ance.

Future Learning: Year 3

# Lesson 4-Dinosaurs

Intent - Children can perform a dance about a dinosaur romp.
Implementation Travel over, under, through swamp as explorers and when T shouts dinosaur alert ch. Need to change into a dinosaur. T read story and ch. Act it out. Shake shake Shudder... ch. Turn into explorers.

Future Learning: Year 3

# Lesson 5-Dinosaurs

Intent -Children can practice develop and perform a dance.
Implementation Discuss the different dinosaur movements. In pairs follow my leader. Explore different ways of performing movements to create a dance. Mirror, side by side, Canon.
Future Learning: Year 3

#### Lesson 6-Dinosaurs

Intent -Children can perform a dance about a dinosaur and comment on other children's work.

Implementation Discuss last weeks lesson. How we can improve it. Crete a class dance together. Include solo's duets and small groups.

Future Learning: Year 3

#### Lesson 1-Antartica

Intent -Children can create a dance using different steps about a shoal of fish.

Implementation Talk about penguins and how they move. Create a short dance created around the different movements of a penguin.

Future Learning: Year 3

# Lesson 2-Antartica

Intent -Children can create a dance using different steps about a shoal of fish.

Implementation Talk about the explorers of Antarctica. How would you keep warm? Wrap arms around body. Slow sliding movement through the snow. Create a short dance 4 movements.

unwrapping toys. Which bit start with? How will the toy feel? (uncurling)

Future Learning: Year 1

# Lesson 4-Toys

Intent -Children can move in character to tell a story linking movements together.

Implementation Re tell the story of a lost bear. Recap movements of toys. Talk about how the toys would escape a toy box. Slow movements.

Future Learning: Year 1

# Lesson 5-Toys

Intent -Children can work with a partner to tell a story about a puppet.

Implementation The ch. Move round like toys but when T wakes freeze and then transform into another toy. Look at movement of a puppet and move the different parts of body like a puppet.

Future Learning: Year 1

# Lesson 6-Toys

Intent -Children can tell a story using the movements they have learnt about their favourite toy.

Implementation Move like a toy freeze but if don't look like a toy have to be put in the toy box. Retell a story about 2 toys escaping from a toy box.

Future Learning: Year 1

## Lesson 1-Under the sea

Intent -Children can create a dance using different steps about a shoal of fish.

Implementation Swimming like fish in a circle and when hear shark hide. Make different pathways around the hall like fish. Follow my leader.

Future Learning: Year 1

# Lesson 2-Under the sea

Intent -Children can create a dance using different levels and speed.

# Lesson 3-Celebration

Intent -Children can create a Chinese Dragon Dance.

Implementation Watch CBeebies Celebrating Chinese New Year, Let's Celebrate. In pairs repeat 4 actions, Fan, drums, dragon and butterfly to create a dance on different levels and different speeds.

Future Learning: Year 2

# Lesson 4-Celebration

**Intent** -Children can create a snow dance showing different shapes and travel movements.

Implementation Talk about winter. Ch. Make shapes and actions to the winter words the T calls out. In pairs make own winter dance. Counting 1-2-3-4 and then changing the movement.

Future Learning: Year 2

# Lesson 5-Celebration

Intent -Children can perform a dance about Christmas.

Implementation Discuss words associated to Christmas. Make action together for snowflake, reindeer, Father Christmas, snow angel. In pairs children choose 4 movements and link them together concentrating on fluency of the movements.

Future Learning: Year 2

# Lesson 6-Celebration

**Intent** -Children can create a dance about celebration and comment on other childrens work.

Implementation Discuss the celebrations and dances made so far, and the different movements. As a class decide what celebration dance want to perform. Will there be solo's duets small groups? Perform dance and record on i-pad.

Future Learning: Year 2

Future Learning: Year 3

#### Lesson 3-Antartica

Intent -Children can create a dance using different steps about a shoal of fish.

Implementation Look at Explorers and Penguins in a photograph. What do Explorers do when they see a penguin. Photographs, notes, drawings. In pairs create a dance between the interaction beteen the Explorer and the Penguin.

Future Learning: Year 3

# Lesson 4-Antartica

Intent -Children can create a dance using different steps about a shoal of fish.

Implementation Look at "Happy Feet" clip when the penguins are dancing. Learn the dance and perform as a class.

Future Learning: Year 3

#### Lesson 5-Antartica

Intent -Children can create a dance using different steps about a shoal of fish.

Implementation Create a dance about how the Explorers travelled to Antarctica and saw a penguin. Linking the movement together with fluency. Perform and record on i-pad.

Future Learning: Year 3

#### Lesson 6-Antartica

Intent -Children can create a dance using different steps about a shoal of fish.

Implementation Discuss how would record the movements, stick men. Practice and Perform dance to class. Comment on each others dances. Record on i-pad.

Implementation Discuss creatures that live in the sea.

Make shapes like sea creatures put into a sequence of 6

Make shapes like sea creatures put into a sequence of 6 shapes put together to form a dance.

Future Learning: Year 1

# Lesson 3-Under the sea

Intent -Children can create a duet of 5 different starfish.

Implementation A sea adventure starting at the bottom of the ocean going towards the surface. Jump skip dive and float.

Future Learning: Year 1

# Lesson 4-Under the sea

Intent -Children can perform a dance about the creatures from the sea.

**Implementation** Recap previous taught games and put together to perform a dance.

Future Learning: Year 1

# Lesson 5-Under the sea

Intent -Children can develop performance skills.

Implementation Rehearsing dance from previous week ready to perform in front of their peers.

Future Learning: Year 1.

# Lesson 6-Under the sea

Intent -Children can create and perform a dance about animals around the world.

Implementation Perform their sea creature dance in front of Peers. Record on I pad to watch afterwards together on IWB.

# PE: Games

Master basic movements including running, jumping, throwing and catching,... participate in team games, developing simple tactics for attacking and defending.

EYFS	YEAR 1	YEAR 2
I can begin to use the skills I have learned to start and stop, move in different directions, balance in different shapes, bounce and pass a ball in a small game situation. I can use the skills I have learnt to bounce a ball over a line in a game.  I can take part in a mini Olympic Activity Circuit to show that can run, throw and jump with support.  I can run, throw and jump with a little prompting.  I can begin to use the skills I have learned to jump and bound, run and move in different directions and balance in different shapes.  I can take part in an agility course using the skills I have learnt to bound, hop, jump and skip - I can take turns with other children  I can you begin to use the skills I have learned to underarm throw, overarm throw, dribble using a uni hoc stick and strike a ball using a tennis racket.	I can use the skills I have learned to roll, throw, catch, strike and kick a ball in a small game situation.  I can demonstrate the skills I have learned, to throw jump and run in a competitive situation.  I can begin to use the skills I have learned to bowl, roll, throw, catch, strike and hit a ball in a small game situation.  I can use the skills I have learnt over this term (bouncing, dribbling, passing and receiving) and apply them to a Basketball game.  I am beginning to increase the distance I can jump by improving my technique and I can hop, jump and leap  I can begin to use the skills I have learned to play a competitive game. (ready position, volley, return the ball).	I can use my throwing skills to play a Frisbee golf game as in the pupil challenge.  I can play a mini soccer game and I am beginning to understand attack and defence.  I can send, receive and steer a ball in a game situation.  I can demonstrate the skills I have learned in a competitive situation.  I can work with a partner to complete an orienteering course of 10 controls on a playground.  I can work in a group to cross an imaginary river safely. I can use only the equipment on the river bank to help me and work as part of a team.

# Lesson 1-Fundamentals 1

Intent -Children can follow simple instructions.

Implementation Children jog in a designated area and can stop when told. Lily pad game-squats landing bending knees. Follow foot markers leaping from one foot to another.

Future Learning: Year 1

# Lesson 2- Fundamentals 1

Intent -Children can run.

Implementation Jogging in designated area with cones playing running games. Remembering one foot in front of the other like leaping from last week.

Future Learning: Year 1

# Lesson 3- Fundamentals 1

Intent -Children can move sideways.

Implementation Children jog round and stop when told.

Talk about different ways can travel. Have a go at moving different ways. Concentrate on moving sideways. Moving on the balls of their feet.

Future Learning: Year 1

# Lesson 4- Fundamentals 1

Intent -Children can move in different directions.
Implementation Play magic beans, moving in different ways. Think about different ways we can move. Do we always have to move forwards? When backwards looking over their shoulder. Their eyes need to be looking where they are going.

Future Learning: Year 1

# Lesson 5- Fundamentals 1

Intent -Children can stay stable and balanced in different positions.

Implementation Children need to make different seaside shapes with their body. Starfish, Crab, Seahorse, Fish. Moving into space T chooses a creature and ch. Have to make the shape concentrating on balancing. Holding muscles strong.

Builds on: EYFS - will experience moving learning to pace themselves. They will start learning simple games to play using tennis rackets, cricket bats and uni hoc sticks. They will start to be competitive and understand it's the taking part that's important. They will start regulating their own games following simple rules.

#### Lesson 1 - Games 1

Intent -Children can roll a ball

Implementation Play dishes and domes (mountains and craters) see arena planning. Roll ball around body arms legs neck and shoulders. Roll ball along a line. Rolling ball with a partner. Roll side by side. Playing rolling games see Arena Planning.

Future Learning: Year 2

## Lesson 2- Games 1

Intent -Children can throw and catch a ball.

Implementation Play Rabbits see Arena Planning. Getting use to holding a ball. Transfer from hand to hand. Throw up in the air and catch it. Throw up clap and catch. Throw with a partner. Throwing and catching game see Arena Planning.

Future Learning: Year 2

#### Lesson 3- Games 1

Intent -Children can control and kick a ball

Implementation Play Traffic Lights Game. Demonstrate how to dribble a ball. Dribble the ball through cones. Play kicking and receiving games see Arena Planning.

Future Learning: Year 2 football

# Lesson 4- Games 1

Intent -Children can strike a ball with a bat.

Implementation Demonstrate how to hold a bat. Balance ball/ beanbag on racket. Play striking games see Arena planning.

Future Learning: Year 2 cricket

#### Lesson 5- Games 1

Intent -Children can use new skills to play a game.

Implementation Play Beans game. Recap skills learnt last lesson. Play target games in small groups. See Arena planning. Act out Sailor Sailor song.

Builds on: EYFS and Y1 - Children have experience moving in different ways, at different speeds. Starting to use sport equipment to begin to play simple games of cricket, football and tennis. Starting to become more competitive.

#### Lesson 1- KS1 Games 3

Intent -Children can carry, stop, move and control a ball.
Implementation
Play Follow my Leader. Explore moving with a
ball. Stop and swop balls. Carry the ball relay. In teams of 4 or
5

Future Learning: Year 3

#### Lesson 2- KS1 Games 3

Intent -Children can move with the ball avoiding obstacles.
Implementation Play Frogs and Pike see Arena Planning. Explore movement with a range balls avoiding obstacles. Carrying, travelling and bouncing the ball.

Future Learning: Year 3

# Lesson 3- KS1 Games 3

Intent -Children can move with and pass a ball.

Implementation Play Trains see Arena planning. Exploring movement with the ball and catching. Practice throwing and catching ball on spot first. Moving with the ball and throwing to partner to catch.

Future Learning: Year 3

#### Lesson 4- KS1 Games 3

Intent -Children can aim and throw a frisbee for distance
Implementation Running and balancing on different body parts.
Explore how to throw a frisbee and watch how it moves. Practice cross-body throw. Who can throw the furthest?
Future Learning: Year 3

# Lesson 5- KS1 Games 3

Intent -Children can aim and throw a frisbee towards a target.
Implementation Play touch down. See Arena planning. Revise the action of throwing the frisbee. Practice in pairs aiming for partners feet. Aiming in a simple game of Frisbee.
Future Learning: Year 3

Future Learning: Year 1

# Lesson 6- Fundamentals 1

Intent -Children can complete the pupil challenge.
Implementation Jog into space changing direction. Listen instruction GO STOP UP DOWN Then challenge do opposite to instructions. Hoop Run, Parachute Games.
Future Learning: Year 1

# Lesson 1 - Fundamentals 2

Intent -Children can move with control, walking, jogging, running and sprinting without bumping into other children.

Implementation Coloured cones game. Explore different ways of walking. What makes a good walk?

Future Learning: Year 1

# Lesson 2- Fundamentals 2

Intent -Children can bound with rhythm and balance.
Implementation Running around finding space and stopping when told by T. Look at jumping. Start on two feet and land on two feet behind knees as land. Jump into hoop. Jump from a bench and table.
Future Learning: Year 1

# Lesson 3- Fundamentals 2

Intent -Children can hop and leap remembering to bend their knees.

Implementation Ch. Learn to balance on one leg.
Transferring weight from one side to the other. Balance on right and left foot. Move hopping on one foot and then the other. The higher your balanced foot more unstable.
Remember to bend knees as land. Pass the bean bag game.
Future Learning: Year 1

# Lesson 4- Fundamentals 2

Intent -Children can skip with control and rhythm on their own and with a partner.

Implementation Copy cat game. Old Mc Donald had a son/daughter. Introduce skipping walking from one foot to another swinging arms. Then add a bounce and increase

Future Learning: Year 2

# Lesson 6- Games 1

Intent -Children can use new skills to play a game.

Implementation Play the pirate game. Get into groups of 3. Ch. Play small games 3v3 and using cones as goals. Paly relay races using ball skills. Pepper Pot Game (catch) Golf, Mini cricket game.

Future Learning: Year 2

#### Lesson 1 - KS1 Fundamentals

Intent -Children can follow instructions and move in different ways.
Implementation Jogging following the commands Go Stop UP Down. Ch.
Each have a cone stand over cone. Jog around when T shouts home cone need to go back to their cone. Shipwrecked Game see Arena planning.
Future Learning: Year 2

# Lesson 2- KS1 Fundamentals

Intent -Children can move in different directions and remain balanced. Implementation Split the group into 5 groups. Each group have a ball. Run across the area giving the ball to the next person in group. After 3 minutes introduce another ball. Ch. Have to focus on not bumping into each other. Cat and Mouse game see Arena planning. Good cop/ bad cop see Arena planning.

Future Learning: Year 2

# Lesson 3- KS1 Fundamentals

Intent -Children can catch a ball in different ways.

Implementation Play Home cone again from last week. Play 20-10-10. Ch. In pairs have 2 tennis balls. Stand 5 steps apart and pass 1 ball to each other and complete 20 catches 2 handed. Play catch see Arena planning. Future Learning: Year 2

#### Lesson 4- KS1 Fundamentals

Intent -Children can throw underarm with a range of sport equipment. Implementation Discuss top tips for catching. Have a hoop in pairs children have to bounce the ball inside hoop and catch the ball. Need to throw over or under arm. Target throwing see Arena Planning. Underarm throwing game using cricket stumps.

Future Learning: Year 2

# Lesson 6- KS1 Games 3

Intent -Children can use frisbee to play frisbee golf.
Implementation Play alphabet shapes see Arena planning. Revise the actions of throwing the frisbee. Practice with a partner aiming for their feet. Play a game of frisbee Golf in small groups.
Future Learning: Year 3

# Lesson 1- Football (Arena are still writing this module of work 10/7/2020)

Intent -Children can

**Implementation** 

Future Learning: Year 3

# Lesson 2- Football

Intent -Children can

**Implementation** 

Future Learning: Year 3

# Lesson 3- Football

Intent -Children can

**Implementation** 

Future Learning: Year 3

# Lesson 4- Football

Intent -Children can

**Implementation** 

Future Learning: Year 3

# Lesson 5- Football

Intent -Children can

**Implementation** 

Future Learning: Year 3

# Lesson 6- Football

Intent -Children can

**Implementation** 

speed. Ch. Working in pairs skipping holding hands. Pass the bean bag game.

Future Learning: Year 1

# Lesson 5- Fundamentals 2

Intent -Children can take part in an agility course using bounding, hopping, jumping and skipping

Implementation Recap the skills learnt so far hopping, running, skipping bounding. Remembering to look forward and use their arms.

Future Learning: Year 1

# Lesson 6- Fundamentals 2

Intent -Children can demonstrate with increased confidence and skill what they have learnt.

Implementation Complete the pupil challenge. See Arena Schemes of work.

Future Learning: Year 1

# Lesson 1- EYFS Games 1

Intent -Children can stop and start with control.
Implementation Move around the area as different animals. Ch. Follow simple instruction GO STOP UP and DOWN. Play opposite game. Play freeze. When music plays ch either skip jog jump hop. When music stops have to freeze.

Future Learning: Year 1

# Lesson 2- EYFS Games 1

Intent -Children can. Stay balanced and stable in different positions.

Implementation Play Sea Creatures game. Ch. Stand with feet apart and imagine the wind blowing them. Wind is fierce or gentle. Bean Bag balance. Bench and 4 ch. Pick up bean bag walk along the bench a drop it the other end. Future Learning: Year 1

# Lesson 5- KS1 Fundamentals

Intent -Children can hit a ball effectively.

Implementation Play Home Cone Game. Throw tennis ball into the air how many times can they clap before catching it. Throw ball like a rainbow from one hand to the other.

Future Learning: Year 2

# Lesson 6- KS1 Fundamentals

Intent -Children can hit a ball and move in a competitive situation.

Implementation Each ch. Has tennis ball. Throw ball up in the air catch, clap and catch and rainbow throw. Rainbow throw with clap in the middle. Play Cat and Mouse see Arena planning. Run Rabbit see Arena planning.

Future Learning: Year 2

# Lesson 1- Games 2

Intent -Children can roll and stop a ball.

Implementation Ch. Run around the playground and T shouts a number and the children have to get into that group number. In pairs has a tennis ball roll the ball between them Hot potato. Move further away must not throw a ball.

Future Learning: Year 2

# Lesson 2- Games 2

Intent -Children can throw and catch a ball whilst moving.

Implementation Ch. Run around the playground and T shouts a number and the children have to get into that group number. Recap Hot Potato from last week rolling the ball between pairs. Progress to standing and throwing ball underarm to partner. Use basketballs. End of lesson have pairs lined up and have to travel throwing ball between them from one end of the playground to the other.

Future Learning: Year 2

#### Lesson 3- Games 2

Intent -Children can control a ball whilst moving.

Implementation Play game of rabbits see Arena Planning. Demonstrate how to kick and control a ball. Kick a football around a cone. Keeping the ball near them. Slowly pick up the pace they travel.

Future Learning: Year 2

# Lesson 1- Games 4

Intent -Children can catch and throw a ball.

Implementation Play Giants, Wizards and Dwarfs see Arena Planning. In a circle practice throwing and catching. Hot potato In pairs practice different throws and catches.

Future Learning: Year 3

# Lesson 2- Games 4

Intent -Children can send and receive a ball in a game.
Implementation Play pass the ball, see Arena planning. Recap throwing different ways. Practice passing the ball as travel down the playground. Passing the ball in a game to travel down the playground.

Future Learning: Year 3

# Lesson 3- Games 4

Intent -Children can send receive and intercept a ball in a game. Implementation Play North, South, East, West. Revise different ways of throwing and catching a ball. Play Piggy in the middle practicing intercepting a ball. Play a small game passing and intercepting the ball.

Future Learning: Year 3

# Lesson 4- Games 4

Intent -Children can move a ball using your feet.

Implementation Simple parachute game see Arena planning. Focus on football dribbling concentrating on looking up not at the ball. Using uni hoc sticks and try dribbling ball. Play small games with 4 children.

Future Learning: Year 3

#### Lesson 5- Games 4

Intent -Children can dribble a ball with control in a relay game.
Implementation Play Home Cone see Arena planning. Recap how to move ball with feet. Dribble around cones. Revise how to control ball with uni hoc stick. Teams of 4 play small games with a football or uni hoc stick.

# Lesson 3- EYFS Games 1

**Intent** -Children can bounce a ball and pass a ball at a target.

Implementation Animal square game moving like different animals. Basketball bounce. Cones 3 steps apart. Drop ball and catch with two hands. Bounce ball with finger tips. Two handed bounce. One hand bounce alternate hands. Bounce the ball and move around the hall.

Future Learning: Year 1

# Lesson 4- EYFS Game 1

Intent -Children can listen to instructions and move in different ways with control.

Implementation Cone game moving around the hall different ways returning to cone when T shouts HOME. Criss Cross Game, Cat and Mouse game. Sailor went to sea actions. See Arena planning.

Future Learning: Year 1

#### Lesson 5- EYFS Games 1

Intent -Children can use taught skills to play a game.
Implementation Play magic Beans. Play the Game Fishy
Fishy Fishy. Good Cop Bad Cop. See arena planning.
Future Learning: Year 1

# Lesson 6- EYFS Games 1

Intent -Children can use taught skills to play a game.
Implementation Run, jog, walk around and follow simple commands said by teacher STOP GO UP DOWN. Recap all the games taught. Freeze Dance, Fishy, Fishy, Fishy, Good Cop/Bad Cop, Hoop Passing, Cat and Mouse.

Future Learning: Year 1

# Lesson 1 - Fundamentals Athletics 1

Intent -Children can move and run in different ways and at different speeds.

Implementation Make big steps and small steps. Hold pictures of animals up and the children have to move like the animal. Work in partners moving like the different animals.

# Lesson 4- Games 2

Intent -Children can bounce a ball.

Implementation Play rabbits see Arena planning. Demonstrate how to bounce a basketball using fingertips when you bounce not the palm of your hand. Let the ch. Investigate the right height to bounce the ball to maintain control. Play Hot Basketball, see Arena planning.

Future Learning: Year 2

# Lesson 5- Games 2

Intent -Children can bounce a ball whilst moving.

Implementation Play dishes and Domes (Mountains and Craters) Re cap what have learnt so far. Letting the ch. Recap skills taught so far. Play the Chase, see Arena planning. Play Cats and Mice see Arena planning. Future Learning: Year 2

# Lesson 6- Games 2

Intent -Children can use bouncing skills to play a game of basketball.

Implementation Play Dishes and Domes. Recap basketball skills. Play dribbling games. Explain the rules of basketball. Split into 3v3 games of basketball. Play for 6 minutes and then play another team.

Future Learning: Year 2

# Lesson 1- KS1 Striking and Fielding

Intent -Children can throw and catch a ball over various distances.
Implementation Play Dishes and Domes. Throwing and catch different sized balls. Can use beanbags. Throw and catch with a partner. Have a hoop and bounce the ball in the hoop and partner catches the ball. 2v2 catch ball bounces once in the hoop and the ch. Need to catch the ball. Roll and catch ball, Remembering to cap hands.

Future Learning: Year 2 cricket

# Lesson 2- KS1 Striking and Fielding

Intent -Children can aim a ball accurately and hit a target.

Implementation Play rabbits see Arena planning. Set up target ch. To throw over and under arm to get the targets accurately. Team target game. Ch. Have to keep score. Set up cricket stumps, ch have to run between stumps whilst fielding team pass the ball around themselves. Stop once everyone has caught the ball.

Future Learning: Year 2 cricket

# Lesson 6- Games 4

Intent -Children can send, receive and steer a ball towards a target in a game.

Implementation Set up simple dribble ball course. In pairs ch. Dribble stop and send ball to partner. Practice turning ball with foot. Revise how to control ball with uni hoc sticks. Pass the ball in pairs. Pairs passing relay.

Future Learning: Year 3

#### Lesson 1 - Cricket

Intent -Children can control a bat and get into a bowling position. Implementation Play cone race see Arena Planning. Using a bat and ball the children try and hit the ball through as many goals as possible. Play Be a Star see Arena planning. Play Bowling for lines see Arena planning.

Future Learning: Year 3

#### Lesson 2- Cricket

Intent -Children can bat and bowl with more accuracy.
Implementation Each ch has a ball/ beanbag. Move around an area do different kinds throwing and catching. Hit 3 balls off a cone and then the fielders have to put the balls back on the cones whist batter scores runs.

Future Learning: Year 3

#### Lesson 3- Cricket

Intent -Children can catch and receive a ball and score a run in cricket.

Implementation Play Robbing the nest see Arena planning. In pairs players have to visit different goals and pass the ball back and forth to complete two catches. Play Run Rabbit see planning. Future Learning: Year 3

# Lesson 4- Cricket

Intent -Children can run up and bowl a ball in cricket.

Implementation Play Doge ball. Play Scoring Goals see Arena planning. Play Gates see Arena planning.

Future Learning: Year 1

#### Lesson 2- Fundamentals Athletics 1

Intent -Children can change direction and speed with control and throw a beanbag into a space.

Implementation Put a beanbag on their head. Move slowly round the room can they change direction, turn, change height.

Future Learning: Year 1

# Lesson 3- Fundamentals Athletics 1

Intent -Children can run at different speeds over obstacles.

Implementation Follow the teacher around the room, vary speed, hop, jump, stride and tip toe. Set up an obstacle race. Create own obstacle race.

Future Learning: Year 1

# Lesson 4- Fundamentals Athletics 1

Intent -Children can jump and land in different ways.
Implementation Play Traffic Lights Game. Can name animals that jump. Demonstrate jumping what parts of body move. Move arms to help us. Explore different way of landing 1 foot and 2 feet. Jump with a partner using a beanbag to mark where they land.

Future Learning: Year 1

#### Lesson 5- Fundamentals Athletics 1

Intent -Children can throw a bean bag accurately over a distance.

Implementation Moving round the room arms out to side. Flapping up and down. Jog on spot and flap arms. Name different birds and how they fly. In pairs using a beanbag ch. Face each other 5 steps apart. Slide the beanbag so it sits at partners feet. Throw beanbag under arm to land at feet.

Future Learning: Year 1

#### Lesson 6- Fundamentals Athletics 1

Intent -Children can jump a distance.

# Lesson 3- KS1 Striking and Fielding

Intent -Children can bowl a ball at a target.

Implementation Play the Traffic Lights game. Demonstrate different ways of bowling the ball over and under arm. Bowling ball at targets. Play targets hoops see Arena planning. Get Them out, see Arena planning. Beat the Bowler, see Arena planning.

Future Learning: Year 2 cricket

# Lesson 4- KS1 Striking and Fielding

Intent -Children can hit a ball with a bat.

Implementation Play The Sun and The Frost, see Arena planning. Ch. Getting use to hitting a ball with a bat. Can use beanbags if needed. Try and keep a beanbag/ ball in the air. In pairs 1 person throws ball other bats it away for partner to catch. Put ball on cone and bat away for partner to get. Play mini cricket game, see Arena planning.

Future Learning: Year 2 cricket

# Lesson 5- KS1 Striking and Fielding

Intent -Children can use the skills learnt to play a game.

Implementation Play Beans. Recap target games from previous weeks. Play Beat the Bowler, see Arena planning. Play Mini cricket game see Arena planning. Play Chain Gang, see Arena planning.

Future Learning: Year 2 cricket

# Lesson 6- KS1 Striking and Fielding

Intent -Children can use the skills learnt to play a game.

Implementation Play Pirates see Arena planning. Play quick cricket games.

Future Learning: Year 2 cricket

# Lesson 1- Athletics 1

Intent -Children can run in a co-ordinated way at different speeds for short and long distances.

Implementation Play Mr Man, walking and running in space. Ch practice different ways to run, jog walk, run and sprint. Tell a story and the children have to listen for the instructions. Running and Walking Games, see Arena Planning. Foxes and Hounds see Arena planning.

Future Learning: Year 2- Athletics 1

# Lesson 5- Cricket

Intent -Children can bat and bowl during a competition.

Implementation Play Throw and follow see Arena planning. Play Hit and win see Arena planning for small games.

Future Learning: Year 3

#### Lesson 6- Cricket

Intent -Children can bat and bowl and field during a competition.

Implementation Play Yes No Wait see Arena planning. Play small games of quick cricket.

Future Learning: Year 3

# Lesson 1- Athletics 1

Intent -Children can run in a co-ordinated way at different speeds for short and long distances.

Implementation Play Mr Man, walking and running in space. Ch practice different ways to run, jog walk, run and sprint. Tell a story and the children have to listen for the instructions. Running and Walking Games, see Arena Planning. Foxes and Hounds see Arena planning.

Future Learning: Year 3-

# Lesson 2- Athletics 1

Intent -Children can throw a range of objects.

Implementation Pasta game, see Arena Planning. Ch. Get use to throwing a ball hand to hand and too a partner. Ch. To explore different ways of throwing. Throwing Games, see Arena planning. Future Learning: Year 3

# Lesson 3- Athletics 1

Intent -Children can run and jump over obstacles

Implementation Play jungle Explorers, see Arena planning. Ch, try and step over different height objects. Gradually increasing the pace. Can they make fewer paces between the different obstacles.

Future Learning: Year 3

#### Lesson 4- Athletics 1

Intent -Children can run short and fast and can pace for longer distances.

Implementation Read going on a bear hunt and act out the story. Jump over the stream. Jumping in puddles. Making the distance between the mat bigger each time ch. Jump.

Future Learning: Year 1

#### Lesson 1 - Fundamentals Athletics 2

Intent -Children can take part in a simple relay.
Implementation Introduce the phrase On your marks get set GO! Relay race in pairs passing a beanbag between them. Then teams of 4. Traffic lights game.

Future Learning: Year 1

#### Lesson 2- Fundamentals Athletics 2

Intent -Children can throw in a co ordinated way.
Implementation Coloured Cones game. Divide class in 2.1 group play feed the animals and the other group plays cone bean bag golf. See Arena planning. Use cones, hoops and beanbags to create their own games.

Future Learning: Year 1

# Lesson 3- Fundamentals Athletics 2

Intent -Children can throw a variety of objects in a coordinated and control way.

Implementation Play Bumper cars. See Arena planning.
Talk about a Fun Fair. Divide class into 4 groups. Each do
a different throwing activity see Arena planning.
Future Learning: Year 1

# Lesson 4- Fundamentals Athletics 2

Intent -Children can jump further than they have jumped before.

Implementation Gear Game see Arena planning. Jump across a running track. Jump in different ways finding out which jump goes the furthest. In pairs practice jumping from different take off and landing positions.

Future Learning: Year 1

#### Lesson 5- Fundamentals Athletics 2

Intent -Children can run, jump and throw independently.

# Lesson 2- Athletics 1

Intent -Children can throw a range of objects.

Implementation Pasta game, see Arena Planning. Ch. Get use to throwing a ball hand to hand and too a partner. Ch. To explore different ways of throwing. Throwing Games, see Arena planning.

Future Learning: Year 2 Athletics 1

#### Lesson 3- Athletics 1

Intent -Children can run and jump over obstacles

Implementation Play jungle Explorers, see Arena planning. Ch, try and step over different height objects. Gradually increasing the pace. Can they make fewer paces between the different obstacles.

Future Learning: Year 2 Athletics 1

# Lesson 4- Athletics 1

Intent -Children can run short and fast and can pace for longer distances.

Implementation Play Traffic Lights Game. Demonstrate how to run effectively, practice running varying the pace. Running in and out of obstacles. Small team races. Running races. Pass the beanbag relay race. Future Learning: Year 2 Athletics 1

# Lesson 5- Athletics 1

**Intent** -Children can demonstrate a variety of jumps and link them together.

Implementation Play magic Beans, see Arena Planning. Recap how to land safely when jumping. Take it in turns to jump with a partner. 1 foot to 2 feet 2 feet to 1 foot 2 feet to 2 feet. Jumping games, see Arena planning.

Future Learning: Year 2 Athletics 1

#### Lesson 6- Athletics 1

**Intent** -Children can confidently apply the skills learnt to throw, jump and run in a competition.

Implementation Play crow see Arena planning. Circuit of athletics events set up and the children rotate round. Target throwing, Target jumping, 3

Implementation Play Traffic Lights Game. Demonstrate how to run effectively, practice running varying the pace. Running in and out of obstacles. Small team races. Running races. Pass the beanbag relay race.

Future Learning: Year 3

#### Lesson 5- Athletics 1

Intent -Children can demonstrate a variety of jumps and link them together.

Implementation Play magic Beans, see Arena Planning. Recap how to land safely when jumping. Take it in turns to jump with a partner. 1 foot to 2 feet 2 feet to 1 foot 2 feet to 2 feet. Jumping games, see Arena planning.

Future Learning: Year 3

# Lesson 6- Athletics 1

Intent -Children can confidently apply the skills learnt to throw, jump and run in a competition.

Implementation Play crow see Arena planning. Circuit of athletics events set up and the children rotate round. Target throwing, Target jumping, 3 stepping stones and coconut shy.

Future Learning: Year 3

# Lesson 1- Athletics 2

Intent -Children can choose the right pace to run for a long distance.

Implementation Traffic Lights Game. In pairs ch. Run between cones passing a beanbag between them. Ch. Run in a circle around the playground. Children jog round the playground. Pace. The sprinting challenge.

Future Learning: Year 3

#### Lesson 2- Athletics 2

Intent -Children can improve the distance they can throw a range of objects.

Implementation Beanbag challenge, balancing beanbag on different body parts and travelling in different ways. Practice throwing beanbag underarm/ overarm. Discuss how to throw further, point of release. Pairs have to beat where partner throw the ball. Use Javelins and throw over arm.

Implementation Ch in teams of 3 or 5. Taking in turns to collect the nearest beanbag returning to their team each time. Remind about last week Fun Fair of activities. Split class into 4 groups see Arena Planning. Traffic Lights Game.

Future Learning: Year 1

# Lesson 6- Fundamentals Athletics 2

**Intent** -Children can run, jump and throw independently in a competition.

Implementation Move round different ways, speed, direction. Today it is the Olympics. Split class into 4 groups have activities rotate the children round.

Future Learning: Year 1

# Lesson 1 - Striking and Fielding

Intent -Children can throw under arm.

Implementation Ch. Jog and change direction. Use the command Go Stop Up Down. In pairs 6 steps apart throw beanbag underarm landing at partners feet. Hoops and nets, see Arena Planning. In teams of 4.

Future Learning: Year 1

# Lesson 2- Striking and Fielding

Intent -Children can aim when throwing under arm.
Implementation Catching Home Cone Catching see Arena planning. Catching a bean bag. Hit cone game, put opposite foot forward, swing arm and look at target. See Arena planning. Pairs catching game see Arena planning.
Future Learning: Year 1

# Lesson 3- Striking and Fielding

Intent -Children can control a ball using a tennis racket.
Implementation Recap how to throw. Throw the ball between each other. Pairs dribbling. Using tennis racket and ball slalom between cones.

Future Learning: Year 1

# Lesson 4- Striking and Fielding

Intent -Children can control a ball using a uni hoc stick.

stepping stones and coconut shy.

Future Learning: Year 2 Athletics 1

#### Lesson 1- Athletics 2

Intent -Children can choose the right pace to run for a long distance. Implementation Traffic Lights Game. In pairs ch. Run between cones passing a beanbag between them. Ch. Run in a circle around the playground. Children jog round the playground. Pace. The sprinting challenge.

Future Learning: Year 2

#### Lesson 2- Athletics 2

Intent -Children can improve the distance they can throw a range of objects.

Implementation Beanbag challenge, balancing beanbag on different body parts and travelling in different ways. Practice throwing beanbag underarm/ overarm. Discuss how to throw further, point of release. Pairs have to beat where partner throw the ball. Use Javelins and throw over arm.

Future Learning: Year 2

# Lesson 3- Athletics 2

Intent -Children can run over hurdles.

Implementation Play Beans game, have equipment out for children to step over. Split class into 4 groups, each group has obstacles to travel over and rotate groups after 5 minutes.

Future Learning: Year 2

# Lesson 4- Athletics 2

**Intent** -Children can improve the distance they can jump by improving their technique.

Implementation Play follow my leader. Introduce to standing long jump. Introduction to triple jump. See Arena Planning.

Future Learning: Year 2

#### Lesson 5- Athletics 2

Intent -Children can take part in a competition sharing and taking turns.

Implementation Play Dishes and Domes (Mountains and Craters) Divide class into 4 each has a score card. Compete in Javelin, Standing Long

Future Learning: Year 3

#### Lesson 3- Athletics 2

Intent -Children can run over hurdles.

Implementation Play Beans game, have equipment out for children to step over. Split class into 4 groups, each group has obstacles to travel over and rotate groups after 5 minutes. Future Learning: Year 3

#### Lesson 4- Athletics 2

Intent -Children can improve the distance they can jump by improving their technique.

Implementation Play follow my leader. Introduce to standing long jump. Introduction to triple jump. See Arena Planning.

Future Learning: Year 3

# Lesson 5- Athletics 2

Intent -Children can take part in a competition sharing and taking turns.

Implementation Play Dishes and Domes (Mountains and Craters) Divide class into 4 each has a score card. Compete in Javelin, Standing Long jump, long distance running., hurdles. Play circle and catch.

Future Learning: Year 3

# Lesson 6- Athletics 2

**Intent** -Children can take part in a competition sharing and taking turns.

Implementation Play warm up game 1-2-3-4-5 see Arena Planning. Need to beat score from last week see Arena Planning.

Future Learning: Year 2

#### Lesson 1 - Outdoor and Adventure

Intent -Children can explain what orienteering is and know some map symbols.

Implementation Explain orienteering is using a map to find things. Play follow my leader. Play arrows and jigsaw, see Arena planning. In groups 5-6 ch. Match symbols to words.

Implementation Traffic lights Game. Introduce speed bumps, bypass and roundabout. Pairs Dribble game see Arena Planning. Using a uni hoc stick and a tennis ball. Play Goal scorer see Arena planning.

Future Learning: Year 1

# Lesson 5- Striking and Fielding

Intent -Children can throw overarm.

Implementation Play animal squares. Pairs throwing game. See Arena planning. Soft Javelin throw see Arena planning.

Future Learning: Year 1

# Lesson 6- Striking and Fielding

Intent -Children can put the skills they have learnt into practice.

Implementation In pair using 2 cones and 4 bean bags 6 steps apart. Pairs Dribbling see Arena planning. Hit and Run see Arena planning.

Future Learning: Year 1

jump, long distance running., hurdles. Play circle and catch .

Future Learning: Year 2

# Lesson 6- Athletics 2

Intent -Children can take part in a competition sharing and taking turns.
Implementation Play warm up game 1-2-3-4-5 see Arena Planning. Need
to beat score from last week see Arena Planning.

Future Learning: Year 2

# Lesson 1- KS1 Net and Wall

Intent -Children can get in the ready position to receive a ball.

Implementation Play Dish and Domes. Practice ready position on balls of feet. In pairs one person goal other person needs to score and swop. Play cross fir see Arena planning.

Future Learning: Year 2

# Lesson 2- KS1 Net and Wall

Intent -Children can send and receive a ball.

Implementation Play rabbits see Arena planning. Getting use to have a ball transfer hand to hand. Throw and catching. With a partner various distance throw and catch. Look at throwing different balls in different ways.

Future Learning: Year 2

#### Lesson 3- KS1 Net and Wall

Intent -Children can use a racket to return a ball.

Implementation Play Traffic lights game. Hold a ball and drop it and then catch it. Show how to hold a racket. Play caterpillar see Arena planning. Play serve to partner see Arena planning.

Future Learning: Year 2

#### Lesson 4- KS1 Net and Wall

Intent -Children can use a racket to return a ball with accuracy.

Implementation Play Jack Frost and the sun. In pairs throw the ball and partner hits the ball with a racket. Throw ball against wall partner hits and they have to catch. Play in or out see arena planning.

Future Learning: Year 2

#### Lesson 5- KS1 Net and Wall

# Lesson 2- Outdoor and Adventure

Intent -Children can follow simple trail and remember map symbols from last week.

Implementation Share tips about orienteering and recap map symbols from last week. Play Trail game, follow a trail rope around the school. Play map symbols running game in teams of 5-6 relay race match symbols and words.

Future Learning: Year 3

# Lesson 3- Outdoor and Adventure

Intent -Children can recognise pictures and relate them to areas on the ground.

Implementation Play punching Control cards, see Arena planning.
Complete a phot trail, see Arena planning.

Future Learning: Year 3

# Lesson 4- Outdoor and Adventure

Intent -Children can navigate using a simple map.

Implementation On a bench in groups of 5-6 can they stand on the bench and change positions so they are reversed without falling to the floor. Play First Steps see Arena planning.

Future Learning: Year 3

# Lesson 5- Outdoor and Adventure

Intent -Children can work collaboratively to complete a problem.
Implementation Play Squirrels and Tress. To cross the river using 2 hoops and a rope. When in hoop safe. Only 1 person in hoop at a time.

Future Learning: Year 3

#### Lesson 6- Outdoor and Adventure

Intent -Children can use a map in pairs to orienteer.

Implementation Map symbol running game. Orientate a map of the school. Identify the features circled. Need to find the letters found at each point on the map and discover the mystery word.

Intent -Children can use the skills to play a game. Implementation Play magic beans. Introduce rallies. Partners practice hitting ball to each other with rackets. Future Learning: Year 2 Lesson 6- KS1 Net and Wall Intent -Children can use the skills to play a competitive game. Implementation Pirate ship Game. Play rackets with targets. On small courts play mini games of tennis. Future Learning: Year 2

PE: Gymnastics

Master basic movements including developing balance, agility and co-ordination, and begin to apply these in a range of activities.

Master basic movements including developing balance, agility and co-ordination, and begin to apply these in a range of activities.			
EYFS	YEAR 1	YEAR 2	
I can show a variety of actions using the floor and where appropriate, the apparatus, such as; walking, running, slithering, sliding, jumping, galloping, rolling, skipping, hopping, sidestep balancing and climbing. I can show control and coordination in my actions. I can find a space.	I can choose 2 - 4 different gymnastic actions and link these together, so that I do one after the other, using the floor and apparatus. I can make a shape at the beginning and the end of my movements. (Start and finish positions).  I can create a gymnastic sequence using the floor and apparatus of 4 different actions in which I can show stretched and curled actions. I can include a start and finish position.	I can create a gymnastic sequence using the floor and apparatus of 4 different actions in which I can show stretched and curled actions. I can include a start and finish position.  I can join together four actions showing different pathways and moving in different directions. I can either, start on the floor and finish on the apparatus or start on the apparatus and finish on the floor.  I can choose 2-4 different gymnastic actions. I can include a jump in my sequence.  I can link these together, so I do one after the other, using the floor and apparatus.  I can make a shape at the beginning and the end of my movements. (Start and finish positions)	
Lesson 1- Gymnastics 1	Builds on: EYFS - will experience moving in different ways learning to	Builds on: EYFS and Y1 - Children have experience moving in	
Intent -Children can listen and follow instructions. Implementation	control their bodies and begin to link different movements together.  They begin to use language to describe the movements and start to	different ways , and on apparatus in a controlled way. Children now choose the apparatus and start to link several different	
Future Learning: Year 2	include apparatus in their sequences. They will begin to talk what they like and how they can improve their performance.	skills together using the floor and the apparatus.	
Lesson 2- Gymnastics 1			
Intent -Children can move in a variety of ways with		Lesson 1- Directions and Pathways	
control and can make some gymnastic shapes.	Lesson 1-Travelling, jumping and landing.	Intent -Children can move in different directions in straight	
Implementation	Intent -Children can balance and hop with control.	lines with control.	
Future Learning: Year 2	Implementation Move on feet in different ways stop and freeze into a wide/ narrow/ long shape. Can bounce and hop around the room. Make	Implementation Play Home maker with cones. Ch. Stand and run in a straight line avoiding other children. Can run in 3 different	
Lesson 3- Gymnastics 1	high bounces and small bounces. Choose 3 different jumps and put into a	lines avoiding children. Can travel in a line on different parts of	
Intent -Children can move like an animal and describe the	sequence.	their bodies.	
movements.	Future Learning: Year 2	Future Learning: Year 3	
Implementation	, 500 E	,	
Future Learning: Year 2	Lesson 2- Travelling, jumping and landing.	Lesson 2- Directions and Pathways	
	Intent -Children can jump high from the floor and apparatus with	Intent -Children can move in different directions using curved	
Lesson 4- Gymnastics 1	control.	pathways.	
Intent -Children can balance on different parts of their	Implementation Play washing machine see area planning. Bounce on balls	Implementation Play Home maker with cones. Introduce curved	
body showing tension.	of feet. Swing arma and jump high. Move with a partner and make	pathways. Make different letter shapes with their bodies. Using	

# **Implementation**

Future Learning: Year 2

# Lesson 5- Gymnastics 1

Intent -Children can move with control using different pathways showing a balance at the start and finish with body tension.

# **Implementation**

Future Learning: Year 2

# Lesson 6- Gymnastics 1

Intent -Children can roll in different ways with control on mats.

# Implementation

Future Learning: Year 2

# Lesson 1- Gymnastics 2

Intent -Children can help get apparatus out safely. Can travel on the floor and apparatus neatly with control.

Implementation Children move and stop in different ways. Stop and make different shapes with their bodies.

Teaching getting the benches out safely. (4 children to a corner) move along bench using hands and feet. Moving on balls of feet to get on and off. Half perform to class their routine and then swop.

Future Learning: Year 1

# Lesson 2- Gymnastics 2

Intent -Children can jump safely from the floor and apparatus with control.

Implementation Move and stop in different directions. Squat and jump as high as they can. Jump from the floor from a standing position. Jump as high as they can landing safely on feet Get benches out and a mat to land on. Travel along bench and jump off.

Future Learning: Year 1

# Lesson 3- Gymnastics 2

Intent -Children can balance neatly on apparatus and travel smoothly on the floor using all the space.

sequence of 3 movements together.

Future Learning: Year 2

# Lesson 3-T ravelling, jumping and landing.

Intent -Children can make different shapes in the air with control.

Implementation Different ways of travelling around the room. In pairs lie on ground and make long thin shapes., different shapes with bodies. Link jumping travelling and a landing. Perform to the rest of the class.

Future Learning: Year 2

# Lesson 4- Travelling, jumping and landing.

Intent -Children can travel with control using different body parts and levels.

Implementation Travel round the rooms in different ways. Travel using different heights. Get benches and tables out look at different ways to travel using different body parts.

Future Learning: Year 2

# Lesson 5- Travelling, jumping and landing.

Intent -Children can create a sequence of movements.

Implementation Travel hands and feet in different ways. Using the apparatus and mats. Choose two pieces of apparatus and make a routine traveling and jumping. Record on i-pad.

Future Learning: Year 2

# Lesson 6- Travelling, jumping and landing.

**Intent** -Children can evaluate their sequence from last week and make improvements.

Implementation Look at video from last week. Talk about how we can improve. Introduce a start and finish position. Practice and perform infront of the class.

Future Learning: Year 2

# Lesson 1 - Basic Skills

Intent -Children can make a variety of gymnastic shapes and travel and stop linking 2 shapes together.

Implementation Move on balls of feet in different ways. Practice making different shapes with bodies. Try and link different shapes together. Using a bench travel and make a shape in a small routine.

Future Learning: Year 2

different parts of body travel in curved pathways. Explore curved pathways on benches and tables.

Future Learning: Year 3

# Lesson 3- Directions and Pathways

**Intent** -Children can jump along different pathways on the floor and apparatus.

Implementation Play washing machine. Make pathways using jumps. Explore different types of jumping. Choose 3 different jumps to put into a routine. Transfer skills onto apparatus.

Future Learning: Year 3

# Lesson 4- Directions and Pathways

Intent -Children can link different pathways together.
Implementation Play washing machine. Recap jumping from last week. Introduce travelling in a zig zag pattern. Link a straight curved pathway with a turn. Transfer skills onto benches and tables.

Future Learning: Year 3

# Lesson 5- Directions and Pathways

Intent -Children can create a sequence of movements.

Implementation Follow my leader different pathways. Move different ways using different parts of body. Join 4 actions together to perform a sequence. Then add 2 pieces of apparatus to their routine working in pairs.

Future Learning: Year 3

# Lesson 6- Directions and Pathways

Intent -Children can evaluate their performance last week and make improvements.

Implementation Move around in different pathways on different parts of body. After making improvements from last weeks sequence with partner record on I pad.

Future Learning: Year 3

# Lesson 1 - Stretching and Curling

Intent -Children can use large and small body actions.
Implementation Move on feet creating curled and stretched shapes. Explore different ways of traveling forwards, backwards

Implementation Move around the hall in different ways. Stop and freeze making different shapes with their bodies. Teach getting the wall bars out. Explain the rules. Teach getting out the tables. Recap benches and mats. Divide class into groups for each apparatus and rotate. Travelling from one piece of apparatus to another.

Future Learning: Year 1

# Lesson 4- Gymnastics 2

Intent -Children can explore the apparatus and use it in different ways safely.

Implementation Play washing machine see Arena Planning.
Teach the children to get out ropes safely. Its for climbing not swinging. Recap getting other apparatus out.
Explore apparatus going over under round and off.
Future Learning: Year 1

# Lesson 5- Gymnastics 2

Intent -Children can show a variety of shapes and actions on the floor and the apparatus.

Implementation Play traffic Lights game. Recap getting the apparatus out safely. Use the apparatus showing different ways of traveling and making shapes with body. Concentrating on control.

Future Learning: Year 1

# Lesson 6- Gymnastics 2

**Intent** -Children can show confidence, control and coordination in their actions.

Implementation Play traffic lights game. Recap getting the apparatus out safely. Demonstrate control, coordination and confidence in their use of the apparatus. Alternate moving and a balance for 1-2 minutes as perform to class. Record on i-pad.

Future Learning: Year 1

#### Lesson 2- Basic Skills

Intent -Children can jump safely from floor and apparatus with control. Implementation Play Washing Machine. Ch. Practice jumping as high as possible, making different shapes and landing safely. Jump from a bench making different shapes. Split class in half and perform.

Future Learning: Year 2

#### Lesson 3- Basic Skills

Intent -Children can balance on large and small body parts and recognise good shapes and suggest improvements.

Implementation Play magic beans. Practice balances on large parts of body. Practice balances on small parts of body. Travel and balance on apparatus.

Future Learning: Year 2

# Lesson 4- Basic Skills

Intent -Children can roll in different ways with control linking a jump, roll and balance.

Implementation Different ways of moving on hands and feet. Practice rolling sideways on mat taking turns. Teddy bear roll. Practice different start positions to perform a roll. On apparatus can they jump and perform a roll on mat.

Future Learning: Year 2

# Lesson 5- Basic Skills

Intent -Children can create a sequence of movements.

Implementation Different ways of moving hands and feet. Explore the apparatus performing different jumps and rolls. Putting together a sequence of movements. Record on I pad.

Future Learning: Year 2

# Lesson 6- Basic Skills

Intent -Children can evaluate sequence form last week, practice and making improvements a perform.

Implementation Look at last weeks video. Practice sequence from last week and start improving adding a start and finish position.

Future Learning: Year 2

and sideways. Travelled stretched and curved. Transfer skills on to a bench.

Future Learning: Year 3

# Lesson 2- Stretching and Curling

Intent -Children can safely jump from the apparatus to the floor using stretched and curved shapes.

Implementation Play washing machine. Recap how to land safely. Make different shapes when jumping. Can jump from apparatus of different height. Perform a pike or straddle jump. Transfer to apparatus.

Future Learning: Year 3

# Lesson 3- Stretching and Curling

Intent -Children can balance on different parts of body showing stretched and curved shapes.

Implementation Play Magic Beans. Explore balances on different parts of body and hold for 3 seconds. Transfer to apparatus and including travelling.

Future Learning: Year 3

# Lesson 4- Stretching and Curling

Intent -Children can link a roll jump and balance.

Implementation Recap different stretches taught so far. Explore different ways to roll. Forward roll taught. Create a sequence to travel across mat involving a jump roll and balance. Perform to the class.

Future Learning: Year 3

# Lesson 5- Stretching and Curling

Intent -Children can a sequence of movements.

Implementation Exploring different ways to travel, roll and balance on the apparatus. Choose 2 pieces of apparatus to perform on include a long stretch and a curved stretch. Record sequence on paper. Children watch and make comments.

Future Learning: Year 3

# Lesson 6 - Stretching and Curling

Intent -Children can evaluate their sequence and make improvements.

Implementation Look at last weeks video. Practice sequence from last week and start improving adding a start and finish position.
Future Learning: Year 3

