

2023/2024	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception/ Year 1	Move with Max:	Move with Max:	Move with Max:	Move with Max:	Move with Max:	Move with Max:
	The Gruffalo	The Gruffalo	Aliens	Aliens	Tiny Whale a	Tiny Whale a
			Love Underpants	Love Underpants	Fishy Tale	Fishy Tale
	Football (Go Well)	Dance (Go Well)				
			Fundamental	Gymnastics (Go	Invasion Games	Striking & Fielding
			Movement Skills	Well)	(Go Well)	Games (Go Well)
			(Go Well)			
Year 1/Year 2	Football (Go Well)	Dance (Go Well)	Fundamental	Gymnastics (Go	Invasion Games	Striking & Fielding
			Movement Skills	Well)	(Go Well)	Games (Go Well)
	Gymnastics –	Games – Ten	(Go Well)			
	Making Shapes	Point Hoop		Invasion Games –	Athletics – Honey	Athletics – Colour
			Dance – Moving	Three Touch Ball	Pot Game	Match
			Along			
Additional Active	Fit 4 Life	Fit 4 Life	Fit 4 Life	Fit 4 Life	Fit 4 Life	Fit 4 Life
Opportunities	After School Club	Escape Room	Silent Disco	Intra-School	After School Club	Sports Day
		After School Club	After School Club	Competition		After School Club
				After School Club		
	Inter-School Sporting events throughout the calendar year TBC					



PE in the Early Years

Aims

Physical Development Areas of Learning

Physical activity is important in children's all-round development and to enable them to pursue healthy and active lives. Through opportunities to be active, children develop:

- coordination
- control
- precision of movement
- strength
- the habit of exercise
- precision when using small tools correctly

Physical development is split into two categories; Gross Motor and Fine Motor. For the purpose of PE lessons, the main focus will be that of Gross Motor with teacher incorporating Fine Motor into daily activities within the classroom.

EYFS - Content

Gross Motor

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.

Pupils should be taught to:

- master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities
- participate in team games, developing simple tactics for attacking and defending
- perform dances using simple movement patterns.



Autumn	Spring	Summer	
Move with Max	Move with Max	Move with Max	
Into the Woods	Up in space	Under the Sea	
Focus skills:	Focus skills:	Focus skills:	
Rolling	Negotiating space and obstacles safely with the	Kicking	
•Skipping	consideration of themselves and others.	•Throwing	
• Jumping	●Running	• Jump	
•Striking a ball with an implement • Dancing	•Skipping	Catching	
	•Throwing	Striking a ball with an implement	
	Balance		
	Key Vocabulary		
Space, safe, pause, obstacle, skip, dance, strike, equipment, aim, (relevant equipment), routine	Space, obstacle, balance, climb, coordinate, skip, throw, underarm, overarm, aim, (relevant equipment)	Overarm, underarm, right, left, stance, aim, target (relevant equipment)	
The Gruffalo by Julia Donaldson	Aliens Love Underpants by Claire Freedman and Ben Cort	Tony Whale A Fishy Tale by Joshua George	



PE in Key Stage 1

Aims

The national curriculum for physical education aims to ensure that all pupils:

- develop competence to excel in a broad range of physical activities
- are physically active for sustained periods of time
- engage in competitive sports and activities
- lead healthy, active lives

KS1 - Content

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.

Pupils should be taught to:

- master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities
- participate in team games, developing simple tactics for attacking and defending
- perform dances using simple movement patterns.



Autumn 1	Spring 1	Summer 1				
Gymnastics – Making Shapes	Dance – Moving Along	Athletics – Honey Pot Game				
Key Vocabulary						
Roll, perform, jump, slide, tuck, gallop, bend, apparatus, floor, observe, sequence, heartbeat, relax, stretch	Creative, space, body control, practice, speed, journey, movement, direction, composition, level, stretch	Walking, jogging, running, obstacle, speed, direction, turn, relay, stride, oxygen, performance, analyse				
Football (Go Well)	Fundamental Movement Skills – Go Well	Invasion Games – Go Well				
Positions, tactics, faint, bounce pass, decision making, communication, support, marking, awareness, coordination	Go, stop, move, run, walk, still, stand Space, safe, obstacle, balance, climb, coordinate	Defend, space, shoot, release, score, control, balance				
Suggested Texts						
World at Your Feet by Rob Parker	Giraffes Can't Dance by Giles Andreae	She's Got This by Laurie Hernandez				
Autumn 2	Spring 1	Summer 1				
Autumn 2 Games – Ten Points Hoop	Spring 1 Invasion Games – Three Touch Ball	Summer 1 Athletics – Colour Match				
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	Invasion Games – Three Touch Ball					
Games – Ten Points Hoop Move, lock, throw, under arm, defend, space, shoot,	Invasion Games – Three Touch Ball Key Vocabulary Receive, shoot, attack, defend, opponent, dodge, score,	Athletics – Colour Match Run, hop, catch, skip, step, directions, forwards, backwards, throw, side wards, high, low, accuracy,				
Games – Ten Points Hoop Move, lock, throw, under arm, defend, space, shoot, release, score, control, balance	Receive, shoot, attack, defend, opponent, dodge, score, pass, travel, control, release	Athletics – Colour Match Run, hop, catch, skip, step, directions, forwards, backwards, throw, side wards, high, low, accuracy, distance, sprint, fast, height, slow				
Games – Ten Points Hoop Move, lock, throw, under arm, defend, space, shoot, release, score, control, balance Dance (Go Well) Character, gesture, communication, props, narrative,	Receive, shoot, attack, defend, opponent, dodge, score, pass, travel, control, release Gymnastics (Go Well) Floor, mat, sequence, mirror, turn, speed, travel, front support, back support, symmetry, perform, leap, land	Run, hop, catch, skip, step, directions, forwards, backwards, throw, side wards, high, low, accuracy, distance, sprint, fast, height, slow Striking & Fielding Games – Go Well Kicking, following, speed, watching, striking, sprint,				