

PE Curriculum Plan

By the end of studying Physical Education at Beechwood Primary School, children will be able to answer questions such as:

- How can you live a healthy and active lifestyle?
- How can you develop your competence in an aspect of the PE curriculum?
- How can you improve your performance in an aspect of the PE curriculum?
- How can you develop creativity in an aspect of the PE curriculum?
- Can you explain a time that you have needed to show persistence in an aspect of the PE curriculum?
- What is team spirit?

Our PE units are planned using our chosen scheme of work: PE Planning

Units and End Points

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Movement Development	<u>Dance</u>	<u>Fitness</u>	Ball Skills	Throwing and Catching	Fun and Games
	To move and balance in different ways To move, on, over and under equipment To play imagination games To move into space To take part in races and tag games	To move in different ways: To copy actions from a teacher To move to the music To copy actions from a partner : To create your own actions and movements	To move in different ways To copy actions from a teacher To move to the music To copy actions from a partner To create your own actions and movements	To explore a ball To move the ball around the body To travel with the ball To play with others To throw a ball	To explore a ball To move the ball around the body To travel with the ball To play with others To throw a ball	To move in lots of different ways To move into space To play games with others To use equipment in games To keep score
Year 1	Dodgeball To move in different ways. To roll a ball To move the ball in different ways. To receive a ball successfully.	Dance To move changing direction and speed To move with control To work individually and with others	Fitness To move at speed, safely To change directions whilst moving at speed To jump two feet to two feet To jump one foot to the other	Tennis Move into space. To control your body when moving. To control the tennis ball with hands. To track different size balls. To copy actions	Cricket To move in different ways. To catch and stop a ball. To strike a ball To recognise space To follow simple rules of the game.	Rounders To move in different ways. To catch and stop a ball. To strike a ball To recognise space To follow simple rules of the game.



	To throw the ball overarm and underarm. To play games using skills learnt	To move to music showing expressive qualities of dance To create linked movement phrases To participate in a performance	To balance on apparatus and on the floor To play games in teams against others	To hit a ball with hand	To try and find ways to win games.	To try and find ways to win games.
	Netball To copy actions To roll a ball. To throw and catch a ball. To bounce a ball To move with a ball To defend by blocking a target.	Gymnastics To move in different ways. To be able to perform 5 key shapes To perform one shape after another To link movements. To move on different body parts To participate in a performance.	Golf To move without a ball. To move with a ball. To control a ball. To hold/grip a golf club. To control a ball with a racket/golf club. To move a ball towards a target.	Hockey To move fluently. To use equipment safely and correctly. To control a ball with hands. To hold a hockey stick correctly. To stop a ball using a hockey stick. o play games.	Athletics Move into space To throw underarm To land safely when jumping To run and jump on the balls of your feet To throw towards a target To play games using throwing accuracy	Orienteering To move in different ways. To work with other children in class. To begin to problem solve. To follow rules. To take turns To understand basic features on a map.
Year 2	Dodgeball To move in different ways, changing speed and direction To increase accuracy when throwing using underarm and underarm technique. To move quickly To send a ball at different speed To catch a ball To compete in game	Dance To move in different ways. To move to music showing expressive qualities of dance. To repeat short dance phrases with greater control. To be creative and compose short dances. To describe a performance accurately To perform with control and coordination	Fitness To move and weave with coordination. To move for periods of time without tiring. To move on and across apparatus with control To move at speed with control. To perform star jumps and high knees with control To compete against others.	Tennis Change direction when moving. To control your body and equipment. To catch a ball a tennis ball. To run and jump on the balls of your feet. To hit a ball with hands and racket. To compete against yourself and others.	Cricket To move confidently To use an underarm throwing technique. To choose simple tactics in game To move into space. To strike a ball into space. To compete with others.	Rounders To move confidently To use an underarm throwing technique. To choose simple tactics in game To move into space. To strike a ball into space. To compete with others.
	Netball To copy actions and ideas. To control a ball whilst moving.	Gymnastics To remember and perform 5 key shapes. To move smoothly with control.	Golf To move at different speeds. To push and roll a ball.	Hockey To move into space showing awareness of others. To move with control.	Athletics To run with control. To control your body and equipment when throwing.	Orienteering To move in different ways. To work well with others and independently. To use a simple map.



Year 3	To throw and catch a ball with control. To throw a ball at different speeds :To play in games against others. To try find ways to win games. Dodgeball To throw the ball underarm. To develop striking skills.: To move in different ways – at speed. To catch a ball at different heights To use tactics to win games. To participate in dodgeball games.	To perform basic gymnastic actions such as balancing and jumping. To link movements and shapes. To use different pieces of equipment and apparatus. To form simple sequences Dance To show fluency when moving. To link movement patterns together. Collaborate with others. Perform at the same time as a partner. Perform as various characters when moving to music Communicate feelings through dance.	To participate in rolling games To use a putter to push a ball. To begin to show the correct putting technique. To accurately send a ball. Fitness To combine movements. To move with control when tired. To hold own body weight in shapes such as front support and crab To perform fast feet with coordination. To perform a number of sit ups. To show control during different movements	To pass/receive a ball with control. To dribble a ball using a hockey stick. To move towards a goal to defend it. To compete against others trying to score. Tennis Can watch, track, and catch a tennis ball successfully. To move changing direction and speed To balance a tennis ball on a racket. To hit the tennis ball with some control To perform a forehand serve using the correct grip. To hit a ball into space (at different speeds and	To run with the correct arm technique To run and jump on the balls of your feet. show a correct pull throw technique To compete against yourself. Cricket Throw a ball with increasing accuracy and distance. Catch a ball with increasing consistency. Successfully hit a ball from a tee Hit a ball with correct technique. Choose fielding skills to make it difficult for an opponent. Work well as part of a	To understand competition. To solve problems on your own and with others. To participate in an orienteering event. Rounders Throw a ball with increasing accuracy and distance. Catch a ball with increasing consistency. Successfully hit a ball from a tee Hit a ball with correct technique. Choose fielding skills to make it difficult for an opponent. Work well as part of a
	<u>Netball</u>	Gymnastics	<u>Golf</u>	heights) to try beat an opponent. Hockey	team. Athletics	team. Orienteering
	To pass/ send a ball with increasing accuracy To move in front of passing lines to intercept the ball. To demonstrate a correct chess pass technique. To keep good control of the ball. To move off the ball when attacking. Play in small sided games, employing simple tactics.	To perform 9 key shapes. To travel using different body parts at different speeds. To create and experiment with sequences. To create sequences of shapes, balances, rolls and travel. To share ideas in a group. To recognise own successes.	To successfully hit the target using a putt shot. To play putting games. To begin to chip the ball over obstacles. To play games with others. To compete in target games against others. To hit the ball with control	To hold a hockey stick correctly and safely To use a push pass. To make a standing tackle. To keep control of the ball when moving To demonstrate the Indian dribble. To play hockey games against others	To throw a variety of different objects To jump with control. To run with the correct arm technique. To run in races. To compete against others. To follow the rules.	To communicate effectively with others To move confidently with control. To make a map. To understand the different points on a map. To compete against others. To complete a picture orienteering event



Year 4	<u>Dodgeball</u>	<u>Dance</u>	<u>Fitness</u>	<u>Tennis</u>	<u>Cricket</u>	Rounders
	To move the ball quickly To develop side shot throw. To move in different ways – at speed. To use body positioning and control to help when catching. To discuss and apply tactics needed in dodgeball games. To participate in dodgeball games using skills learnt.	To move using a range of patterns. To link movement patterns together showing consistency. Work on your own, with a partner and in a group. Create, practise, and perform more complex dances. To experiment with speed, tension and continuity. To perform actions with clarity of movement.	To work well with others. To work hard for long periods of time. To perform a lunge safely. To move at speed with coordination. To skip using a skipping rope. To perform a number of crunches with purpose	Can watch, track, and catch a tennis ball successfully. To move effectively to get in a good position. To perform a basic forehand action with increasing accuracy. To perform a basic backhand shot with increasing accuracy. To hit a tennis ball into space (at different speeds and heights) to try beat an opponent To keep a rally going using a range of shots	Run, jump and catch in combination. Catch a ball with good control. To understand the rules of cricket. Hit a ball towards a target. Use space when fielding to make it difficult for opponents. Participate in modified competitive games, showing good teamwork.	Run, jump and catch in combination. Catch a ball with good control. To understand the rules of cricket. Hit a ball towards a target. Use space when fielding to make it difficult for opponents. Participate in modified competitive games, showing good teamwork.
	Netball	<u>Gymnastics</u>	Golf	Hockey	Athletics Athletics	<u>Orienteering</u>
	To pass/ send a ball with increasing accuracy and appropriate pace. To choose the right pass for the situation To demonstrate a correct bounce pass To find and use space well to keep possession To know simple tactics to help achieve success Play in small sided games, employing simple tactics.	To travel with purpose with others. To perform weight bearing balances. To perform elements with control and rhythm. To create longer sequences of movements, shapes, balances, and rolls. To work with others mirroring and cannoning. To jump from height.	To successfully hit the target using a putt shot. To play putting and chipping games. To apply the chipping technique in games. To play games with others. To compete in chipping games against others. To apply correct techniques when competing.	To collaborate with others in team games. To use a push pass accurately. To get in a low position when dribbling and/or passing To dribble a ball whilst changing direction To use a slap pass. To employ simple tactics in games	To throw an object using both a pushing and pulling technique. To combine different types of jumping. To run for distance. To run in races of varied distances To take part in athletic events To perform competitively with others	To work cooperatively as part of a team To make a map with symbols. Participate in team games solving problems with others To understand the compass points. To use thumbing and folding techniques take part in an orienteering event.
Year 5	Dodgeball To throw a ball at a moving target To increase the pace of a side shot To play catching games.	Dance To be inspired by music and different stimuli. To move showing expressive qualities.	Fitness To perform squats with correct technique. To sustain physical movements for periods of time	Tennis To demonstrate a good ready position and fast paced movements. To vary shot selection — speed, height, direction.	Cricket To throw and bowl in different ways. To play a drive shot successfully.	Rounders To throw and bowl in different ways. To play a drive shot successfully.



	To move quickly with control. To participate in games fairly. To use peer evaluation to discuss strategies and tactics and apply these to your own game	To dance using a range of movement patterns To create and structure sections of dance. To work as part of a team. To perform to an audience.	To perform a press up. To hold a plank position still. To skip using a rope for increased periods. work to improve performance.	To play shots on the forehand and backhand side of the body To use a variety of different shots, and serves, hitting with increasing consistency To employ some tactics in games. To participate in a successful rally.	To play a block shot when appropriate. To stop a ball when fielding To choose effective positions when fielding. To participate in team games against others.	To play a block shot when appropriate. To stop a ball when fielding To choose effective positions when fielding. To participate in team games against others.
	Netball To pass the ball in a variety of different ways with confidence and control. To find ways to help attack. To mark an opponent. To keep possession of the ball when faced with opponents. To work together as a team, showing good awareness of others. To use tactics in game situations.	Gymnastics To travel with confidence choosing different pathways. To travel fluently on the floor and on/off apparatus. To perform a safety roll To perform more complex balances. To link more complex movements, such as jump to roll. To create and perform a routine on apparatus.	Golf To increase consistency when putting. To practise the drive technique. To putt and chip with accuracy. To increase accuracy when chipping for height apply chipping techniques into games. To apply the correct techniques when competing.	Hockey To confidently pass accurately. To choose when to dribble, when to pass and when to shoot. To defend in a team. To compete in small sided games. To mark a player to stop them getting the ball To decide on ways to defend in games.	Athletics To combine running and jumping: To combine running and throwing To compete in short distance races To compete in long distance running. To practise to combine different types of jump. throw in different ways with accuracy and control.	Orienteering To problem solve in teams. To work within your team, communicating, trusting, and valuing each other. To understand scaling To understand the legend. To develop map building skills. To complete a single control event.
Year 6	Dodgeball To throw a ball with accuracy and pace. To use the most appropriate throwing technique for the situation. To catch a ball at different heights and speed. To dodge a ball by jumping, galloping and jockeying. To participate in competitive games.	Dance To move in a way that reflects the music. To show ideas through dance. To combine movements fluently. To apply basic compositional principles when creating dances. To share ideas in groups to create a routine. To perform with rhythm and confidence.	Fitness To perform squat jumps with good technique. To perform lunge jumps with good technique To compete against others. To compete against yourself to improve To perform plank walks with control. To perform physical tasks for longer periods.	Tennis To know and describe the correct grip and stance when holding a racket To adopt a good ready position & move with purpose. To play shots overhead and on the forehand and backhand side of the body. To hit the ball accurately and with control whilst moving at a quick pace.	Cricket To retrieve, catch, intercept, and stop a ball when fielding. To pay shots that allow the ball to be hit to different areas of the field into spaces. To bowl overarm. To use skills and tactics to outwit opponents when fielding.	Rounders To retrieve, catch, intercept, and stop a ball when fielding. To pay shots that allow the ball to be hit to different areas of the field into spaces. To bowl overarm. To use skills and tactics to outwit opponents when fielding.



discuss and apply tactics			To employ tactics in	To use skills and tactics to	To use skills and tactics to
in games.			games.	outwit opponents when	outwit opponents when
			: To participate in games	batting.	batting.
			following the rules and	To participate in	To participate in
			scoring correctly	competitive games.	competitive games.
<u>Netball</u>	<u>Gymnastics</u>	Golf	<u>Hockey</u>	<u>Athletics</u>	<u>Orienteering</u>
To pass the ball in a variety	To show flexibility and	To successfully hit the	To pass the ball to keep	To use a run up when	To show confidence in
of different ways with	technique when performing	target when putting and	possession in game	jumping.	group activities.
confidence and control	gymnastic elements.	chipping.	situations	To use the correct	To plan effectively.
To move with purpose	To show different	To develop the drive	To dribble the ball whilst	combination of jumps to	To understand a complex
when attacking.	combinations and	technique	under pressure.	complete the triple jump	map.
To choose when to mark a	pathways when travelling.	To develop the techniques	To apply defending	To run with control and	To scale a map effectively.
player and when to cover	To use space creatively	of the different shots on	principles in games.	purpose over varied	To choose successful
space.	when travelling	more difficult courses	To compete in games.	distances	approaches to tasks.
To apply basic principles	To perform high quality	To compete against others	To apply attacking	To throw an object by	To complete an adapted
for attacking.	jumps, rolls and group	applying skills learnt.	principles in games.	overarm, underarm, pulling,	control event.
To apply basic principles	balances.	To discuss, watch and	To understand positions	pushing and slinging.	
for defending.	To show rhythm and	evaluate the professional	and roles of individuals in	To use a run up when	
Apply basic principles for	creativity when working	game.	team games.	throwing.	
attacking and defending in	with others	To apply the correct		To practise to improve	
game situations.	To explain why a	techniques when		throwing distance.	
	performance is good and	competing			
	how it can be improved.				