

Tacolneston & Morley CE VA Primary Schools Federation



As each has received a gift, use it to serve one another, as good stewards of God's varied grace 1 Peter 4:10

Work together, learn together, grow together...

PE YEARLY OVERVIEW

YEAR GROU	Core Skills	Invasion Games	Strike and Field Games		Athletics	Dance/Movement		Gymnastics
EYFS	ELG: They move confidently in a range of ways, safely negotiating space. ELG: Children know the importance for good health of physical exercise, and a healthy diet, and talk about ways to keep healthy and safe. ELG: They manage their own basic	Shows increasing control over an object in pushing, patting, throwing, catching or kicking it.		•	Negotiates space successfully when playing racing and chasing games with other children, adjusting speed or changing direction to avoid obstacles.	Experiments with different ways of moving. ELG: Children show good control and coordination in large and small movements.	•	Jumps off an object and lands appropriately Travels with confidence and skill around, under, over and through balancing and climbing equipment.

1	hygiene and personal needs successfully, including dressing independently. ELG: Children play cooperatively, taking turns with others. ELG: Children are confident to try new activities, and say why they like some activities more than others. • Participate in	Begin to move at	• Is beginning	Understands speed in simple	Explore different hady shapes	Jump off from one or two foot and
	warm up activities. Exercise safely and with some control. Follow rules and demonstrate 'fair play'. Show awareness of good sportsmanship. Discuss own performance. Begin to describe how the body	move at different speeds. Starts and stops quickly. Tap/kick a ball accurately. Stop a rolling ball with one or two hands. Begin to change speed and direction	to demonstrat e eye/hand and eye/foot co- ordination. Roll or throw a ball accurately. Begin to catch larger balls with one or two hands.	speed in simple terms. • Performs basic components of movement e.g. run, jump, hop.	 body shapes. Use movements to communicate ideas. Move smoothly from a position of stillness to a travelling movement with some control. Copy simple sequences of movement. 	or two feet and land on one or two feet. Show control and co-ordination when moving. Copy simple actions/movemen ts. Holds body weight/position of stillness for short periods of time.

feels during and after activities.	advantage • Follow simple tactics	 Begin to show control and accuracy with apparatus. Is aware of personal space and can Identify suitable spaces to move in to. 		 Begin to show improvements in an action or movement. Begin to engage in a group performance. 	
 Copy/follow warm up activities correctly. Exercise safely by finding appropriate spaces and using apparatus safely. Follow a number of rules and routinely show 'fair play' Show an understanding of good sportsmanship. 	and co- ordination when moving at different speeds. Maintains balance whilst changing direction	 Demonstrat es eye/hand and eye/foot coordination. Throw a ball underarm. Catch a large ball with one or two hands. Is aware of the space around them and the space of others and 	 Adopt a basic technique for running long and short distances. Performs movement skills in simple activities e.g. skipping. 	 Move smoothly from a position of stillness to a travelling movement. Change height and direction with control Use dance movements to communicate ideas. Copy longer sequences of actions/movements. 	 Jump off from one or two feet and land on one or two feet with control. Holds individual balances using a variety of body parts. Is developing postural control when performing physical actions.

 Describe own performance as well as what others have done. Describe how the body feels during and after activities. 	 Combine changes in speed and direction to gain an advantage. Use simple tactics to attack or defend. 	is beginning to use this information to choose suitable spaces to move to.		 Put together simple dance steps to form a sequence. Make changes to an action or movement to make simple improvements. 	
 Begin to explain why it is important to warm up. Explain how to stay safe when exercising. Follow a set of rules and engage in 'fair play'. Begin to demonstrate good sportsmanship. Describe differences between own and others' performances. 	 Use changes in speed, direction or height effectively. Accelerates quickly from a stationary position. Move into appropriate spaces to pass and receive. Use tactics to keep possession. Work as part of a team, communicati 	 Demonstrat es eye/hand and eye/foot coordination to execute movement skills e.g. striking a ball with a bat. Throw a ball overarm. Catch a ball accurately with one or two hands. Moves efficiently 	 Sprint over a short distance and conserve energy for a longer distance. Begins to perform specialised movement skills/techniques. 	 Choose movements to communicate a mood or feeling. Perform dance sequences with control, coordination and rhythm. Move in time to music. Create dance sequences using a variety of steps and actions. Suggest ways that others could improve their actions or performances. 	 Demonstrate different types of jumps with one and two feet take-offs and landings. Holds individual and partner balances with control. Describes what the core' is and demonstrates how it supports the body.

	0 0-	nto suitable paces.		
 Explain why it is important to warm up and the effect it has on the body. Explain how to stay safe when exercising, applying basic safety principles. Follow rules competitively, but fairly and appropriately. Demonstrate good sportsmanship. Compare own performance with others' performance. 	 Use a range of changes in speed, direction or height effectively. Accelerates quickly from a stationary position in response to movement challenges e.g. moves quickly to close down opponent. Work as part of a team to create space. Use a range of tactics to keep 	 Use a different style for running short and long distances. Performs specialised movement skills/techniqu es. Throw with accuracy to hit a target. When hrowing for listance hrow accurately. Catch a ball accurately with one land. Use a different style for running short and long distances. Performs specialised movement skills/techniqu es. 	 Choose and combine movements to communicate mood or feeling. Refine movements to create and perform a sequence. Perform dance sequences effectively and in time with music. Evaluate and compare other people's work to improve own performance. 	 Demonstrate a number of basic jumps showing control when taking off and landing. Combine partner balances with linking movements. Explains and demonstrates how to make a balance more stable.

5 • Explain why it is important/page	 Work effectively as part of a team, communicati ng to gain advantages. Choose effective tactics to attack or defend. Use a wide 		• Select	Express emotion and fooling	Use a range of impossible showing.
important/neces ary to warm up a cool down. Explain why physical exercise good for health. Follow a set of advanced rules. Encourage good sportsmanship in others. Modify and refir skills to improve performance.	changes in speed, direction or height effectively and with control. Consistently accelerates quickly from	greater control, accuracy and efficiency.	appropriate pace for running various distances. Performs specialised movement skills/techniqu es with precision.	 and feeling through dance. Begin to perform with precision, control and fluency. Refine movements further to perform in sequence with a change in direction, level or speed. Plan and perform to an audience. Describe how one's self or 	jumps showing increasing height and distance. Perform counterbalances with a partner; demonstrate control. Demonstrates good postural control when performing balances.

		• Work	with one or		others could	
		individually	two hands		improve an action	
		or as part of a	accurately		or performance.	
		team to	(e.g. tennis		or performance.	
		exploit space	ball).			
		and gain an	banj.			
		advantage.				
		Choose effective				
		tactics to				
		keep possession.				
		• Show				
		consistency and control in				
		team games: play with				
		greater speed				
		and flow.				
		Choose different				
		tactics to				
		attack or				
		defend				
		accurately.				
6	Begin to	Staying in	Use a	Demonstrate	Express a range of	Demonstrate
	effectively lead a	control,	variety of	accurate	emotions and	different jumps
	warm up.	change	techniques	control,	feelings through	showing power,
	Explain why	speed, height	to throw for	technique,	dance.	control and
	regular, safe	or direction	accuracy	speed and	dance.	consistency in
	i egulai, sale	of direction	accuracy	specu and		consistency in

exercise is good for fitness and health. • Follow a set of advanced rules competitively, but fairly. • Encourage and model good sportsmanship for others. • Evaluate, model and refine skills to improve performance.	to maintain advantage. Adopt tactics to create space and exploit space individually and as part of teams. Use a variety of tactics to keep possession and progress towards eg. a goal. Use a range of tactics as part of a team to gain an advantage. Devise own tactics to attack or defend effectively.	and distance. Catch a small ball with one or two hands and return it efficiently.	stamina in running. Consistently performs specialised movement skills / techniques in practice and performance environments.	 Perform with precision, control and fluency. Devise complex sequences that include changes in direction, level and speed. Create, prepare and perform confidently and effectively for an audience. Demonstrate and model how an action or performance could be improved. 	taking off and landing. Perform sequences of counterbalance with consistency, fluidity and good body tension.
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TRIPS AND VISITS

Year 4 – Eaton Vale – See OAA document

Year 4 (plus any from subsequent years who do not meet 25m objective) – Swimming

- Enter the water carefully in a variety of ways.
- Enter a pool of safe depth with a jumping entry.
- Move freely in the water
- Float and move without swimming aids
- Propel themselves in water using different swimming aids, arms and leg actions and basic strokes
- Use recognised arm and leg actions, lying on their front and back
- Swim unaided for a sustained period of time over a distance of at least 25 metres using arms and legs to move.
- Swim between 50 and 100 metres and keep swimming for 45 to 90 seconds
- Use a range of recognised strokes [for example, front crawl, back crawl, breaststroke, sculling, floating and surface diving].
- Swim confidently and fluently on the surface and under water.
- Pace themselves in floating and swimming challenges related to speed, distance and personal survival
- Suggest activities and practices to help improve their own performance
- Recognise how swimming affects their body, and pace their efforts to meet different challenges.
- Explain effects of swimming on temperature and appearance; breathing and heart-rate.