## PE – LONG TERM PLAN/ PROGRESSION DOCUMENT

Curriculum Rationale : Repeated encounters, build knowledge and understanding of concepts, increasing complexity, sequencing is about readiness

F1 – AUTUMN	F1 – SPRING	F1 - SUMMER	F2 – AUTUMN	F2 - SPRING	F2 - SUMMER
BODY MANAGEMENT	GYMNASTICS	SPEED, AGILITY AND	BODY MANAGEMENT 1/2	GYMNASTICS 1/2	SPEED, AGILITY AND
Balancing on one foot,	Simple movements –	TRAVEL	Control of body parts,	Movements eg jumping,	TRAVEL 1/2
climbing stairs, using hands	walking, running, rolling,	Variety of rolling/ sliding.	stretch, reach, extend,	sliding, rolling over and	Change direction at speed,
and feet to negotiate	crawling. Replicate basic	Range of jumps/ take offs	perform specific movements.	under apparatus. Gross	choice and instruction.
obstacles.	demonstrations.	and landings. Hands and	Rolling/ sliding, jumping,	motor and coordination.	Changes in speed (actions).
COOPERATE AND SOLVE	DANCE	feet combinations.	take-off and landing, hands	Learn shapes, balances and	Agility based activities,
PROBLEMS	Hear and respond to music.	MANIPULATION AND CO-	and feet in different	rolls. Begin to link actions.	recognise differences
Introduce to common	Move using simple	ORDINATION	combinations	DANCE 1/2	between more actions (eg
equipment – bean bags,	movements to music.	Introduce agility vocabulary	COOPERATE AND SOLVE	Recognise actions/	softly, powerfully). Relate
cones, hoops, balls and		eg move slowly, quickly,	PROBLEMS 1/2	movements can be	to music and percussion
colours eg Find the red		loudly, quietly	Sort common equipment,	performed to music. Copy,	beats.
bean bag.			solve problems around them.	repeat and perform. Count	MANIPULATION AND CO-
			Follow instructions, solve	and move to beats of 8.	ORDINATION 1/2
			problems using equipment.	Partner/ group work.	Send/ receive variety of
					objects with different body
					parts. Throwing and
					catching. Control objects
					in a space. Coordinate
					body parts.

Y1 – AUTUMN	Y1 – SPRING	Y1 - SUMMER	Y2 – AUTUMN	Y2 – SPRING	Y2 - SUMMER
OAA	GYMNASTICS 1/2	RUN/JUMP/THROW 1/2	OAA	GYMNASTICS 1/2	RUN/JUMP/THROW 1/2
Following instructions,	Simple gymnastics actions/	Link running and jumping.	Teamwork problem solving,	Combine elements into a	Move quickly – awareness
matching symbols, partner	shapes. Apply basic	Refine running, throwing	copy and create movement	floor sequence.	of others, create power,
challenge	strength. Link into a	techniques.	pattern, blindfold trust.	Create power in jumps.	speed and control, best
Lessons 1,2,4	sequence. Begin to carry	Increase stamina and core	(Lessons 1,3,4)	Take weight in hands and	throw, quick feet, static and
	simple apparatus. Range of	strength. Collaborative		move in different ways. Use	dynamic balances. Run over

ATTACK/ DEFEND/SHOOT	recognised point balances.	working. Improve strength,	ATTACK/DEFEND/SHOOT	flexibility in a bridge.	longer distances, improve
1/2	Turn, twist, rock, roll.	balance, agility, co-	1/2	Perform a teddy roll. Releve	strength, create power,
Hit a target (throw), Defend	SEND / RETURN 1/2	ordination.	Send/ receive feet,	walk in a sequence.	breathing techniques,
a target, intercept, roll/slide	Send an object with hand	HIT/CATCH/RUN 1/2	dribbling, passing, body	Perform movements,	cooperate with a partner,
balls/ beanbags, shoot,	or bat. Move towards a	Hit objects with hand/bat.	control, equipment control,	strength in back support,	listen to others and work as
Introduce concept of a	moving ball. Send/ return	Track and retrieve a rolling	simple tactics, recognising	frog jump, leap frog, L sit.	a team.
game, simple defence	balls. Track/ intercept/ stop	ball. Throw and catch a	quality of self and others.	Rhythm and flow to a	HIT/CATCH/RUN 1/2
tactics, balance for control,	objects.	variety of balls and objects.	Basic attacking play, 4 v 3	sequence.	Develop hitting skills variety
aim at different targets.		Hit a ball off an object eg	DANCE 1/2	SEND/RETURN 1/2	of bats, Feeding / bowling
Game situation dependent	Improving agility, balance,	cone. Introduce early	Describe transitions from	Introduce the concept of	skills, Hit and run to score
on cohort (eg 2v2/ 3 v 3).	coordination	fielding retrieving ball and	shapes and balances. Move	opposition, tennis racquet,	points in games.
		placing back on base.	imaginatively responding to	basic rally.	
DANCE 1/2			music, working as part of a		
Respond to a range of			group creating and		
stimuli. Space, direction			performing.		
and level, speed, different			Sophisticated formations		
body parts. Introduce			individually. Copy, repeat		
movement patterns and			and create dance actions.		
link actions to make					
movement phrases.					

Y3 – AUTUMN	Y3 - SPRING	Y3 - SUMMER	Y4 –AUTUMN	Y4 – SPRING	Y4 - SUMMER
OAA	GYMNASTICS (1/2)	ATHLETICS	OAA	GYMNASTICS (1/2)	ATHLETICS
Communication – complete	HANDBALL	Jumping and hopping	Collaboration, problem	BASKETBALL	Challenge ourselves in
a task/ challenges, working	Pass/ catch effectively and	sequences, run – different	solving, blindfolded trust,	Change direction –	range of tasks, accelerate,
with others, map reading,	accurately, blocking and	speeds, approach and jump	points of compass,	crossover dribble. Person to	run and jump-one footed
routes on maps, trust based	intercepting, passes to	hurdles, pull- throw	orienteering, partner work	person marking to stop ball.	take off, sling action throw
activities.	attack, move into a space in	technique for javelin,	courses and maps, symbols	Bounce pass, jump shot,	(discus), exchange baton,
FOOTBALL	a game.	skipping techniques,	from a key.	passing and moving with a	application in competition.
Send with some accuracy,	TAG RUGBY	keeping a score accurately.	FOOTBALL	team mate.	SWIMMING
keeping possession, passing,	Short pass in a game,	BADMINTON	Defensive skills (marking,	TAG RUGBY	25m
building attacking play,	understand tag protocol in	Rules of badminton, Serve,	tackling), passing and	Creating an attack as a	BADMINTON
basic rules, shoot, pass,	games, agility to evade	forehand hitting.	trapping, different	team, accurate passing,	Forehand and backhand-
dribble.	being tagged, backward	CRICKET	directions/ parts of feet,	start of an attack, keep	explore and apply. Trick
HOCKEY	pass, introduction to	Hit stationary ball- straight	passing for distance,	possession, change of	shots.
		drive, bowl under arm,	evaluating skills,		CRICKET

Manipulate objects (stick	defending- close down	correct footwork to strike,	implementing skills in a	speed, create attacking	Hit ball different directions,
and ball) with safety and	space.	stop moving ball, throw	game.	opportunities.	Anticipate when to run to
control, game-based agility,		over arm, perform as	HOCKEY		score singles, intercept a
play in hockey type invasion		wicket keeper.	Basic hockey skills –		moving ball, bowl overarm,
game.		ROUNDERS	dribbling/ pushing, basic		pull shot, field bouncing
DANCE (1/2)		Different roles and rules in	rules of hockey, apply		ball.
Practise and put together a		rounders.	tactics in a game situation,		
performance.		Hit moving ball- straight	increase speed and agility.		
Perform using facial		drive.	DANCE (1/2)		
expression.		Play in a game.	Freeze frames in routines.		
Perform with a prop.			Practise and perform		
Improvisation.			different formations in		
Compositional ideas to			dance.		
dance solo, diet and in a			Communicating one simple		
group.			theme to an audience.		

Y5- AUTUMN	Y5 – SPRING	Y5 - SUMMER	Y6 –AUTUMN	Y6 -SPRING	Y6- SUMMER
OAA (3 Lessons)	GYMNASTICS (1/2)	ATHLETICS	OAA (3 Lessons)	GYMNASTICS (1/2)	ATHLETICS
Communicating, blindfold	BASKETBALL	Run for speed/ distance	Orientate a map, scavenger	BASKETBALL	Sprint start, 3 phases triple
partner, designated route,	Blocking to stop shooting,	individually and team,	hunt, pyramid balances	Counterattack – fast break,	jump, heave throw
speed, safety, recall	Front pivot, forward pass,	different jumping styles,	FOOTBALL	retreat drible, free throw, v-	technique, scissor jump,
navigation and destinations.	wing play to build attack as	jumping further, develop	Choosing attacking and	cut, drive to the basket, 3-	record and relay results,
FOOTBALL	a team, one-handed push,	push-throw, exchange	defending strategies,	point shot, how different	assess own ability.
Position and formation,	create space using box-out,	baton – restricted area,	recognising and describing	points are awarded.	TENNIS
attack and defence tactics,	triple-threat position.	STEP principles.	good performance, devise	NETBALL	Backhand shot – lob, Full
movements at speed, turn	NETBALL	TENNIS	and teach drills, speed,	Work as a team to improve	tennis scoring system,
with a ball, restricted	Appropriate passing, finding	Rules of tennis, serve,	accuracy, penalty shoot.	group tactics, play within	develop doubles, p[lay and
positions, changing	space, dodging techniques,	forehand serve. Volley and	HOCKEY	the rules, blocking skills,	tactics to improve.
positions.	pivoting and quick turns,	overhead shots, New shots	Choose/ implement	develop defensive skills.	CRICKET
HOCKEY	closer shooting positions,	in game situation, tennis	strategies and tactics.		Ring field, track and catch a
Combine skills (eg dribbling	react and move quickly.	rules, play with others –	Combine skills at speed.		high ball, short-pitched
and push pass), select and		competitive game.	Recognise and describe		bowl, work in a pair to
apply skills in a game,		CRICKET	good individual and team		restrict runs, play an on-
different positions, increase		Link a range of skills in	performance.		drive, set an attacking field.
power and strength of		combination, team choose,	DANCE (1/2)		OAA (Residential)
		use and adapt rules in a			

passes, move ball over	game, recognise power,	Collaboration – more	Reef knot, designing a
longer distances.	flexibility apply to cricket.	complex compositional	game, problem solving,
DANCE (1/2)	OAA(3 lessons)	ideas. Talk about different	refine and adapt a task.
Perform different styles of	Communication recall from	styles of dance with	
dance fluently and clearly.	memory, challenging task,	understanding, appropriate	
Refine and improve dances.	imagination, morse code -	vocab. Demonstrate	
Adapt to include space	interpreting	narrative. Show tension	
rhythm and expression.		through pattern and	
Inspire explosive action.		formation.	
Owning and exploring new			
movement possibilities.			