A Heronsgate School

Year 3	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
			Indoc	or P.E.		
Unit title	Badminton	Dance - Flintstones	Gym	Rounders	Swimming	Swimming
NC Statements	 play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending 	perform dances using a range of movement patterns	 develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics] 	 play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending 	 swim competently, confidently and proficiently over a distance of at least 25 metres use a range of strokes effectively [for example, front crawl, backstroke and breaststroke] perform safe self-rescue in different water-based situations. 	 swim competently, confidently and proficiently over a distance of at least 25 metres use a range of strokes effectively [for example, front crawl, backstroke and breaststroke] perform safe self-rescue in different water-based situations.
Fundamental Skills Development	Developing fine-motor skills to use a racquet effectively. To develop physical literacy skills in order to think tactfully.	Manipulative skills – No equipment required. Locomotor – run, crawl, skip, hop, slide, steer, skip Non-locomotor – twist, turn, pivot, Participation – Participation – Performing to an audience.	Manipulative skills – use of mats (spatial awareness) Locomotor – straight jump, star jump, Non-locomotor – hold position, balance Participation – Sequencing balances	Manipulative skills – accurate feed, Locomotor – run, pivot, Non-locomotor – throw, catch, communicate Participation – Rounders – scoring rounders and fielding for the opposition team.	Manipulative skills – No equipment required. Locomotor – backstroke, breaststroke, butterfly, front-crawl Non-locomotor – balance Participation – swim 25 metres unaided	Manipulative skills – No equipment required. Locomotor – backstroke, breaststroke, butterfly, front-crawl Non-locomotor – balance Participation – swim 25 metres unaided
Participation opportunities	Playing a competetive game. Trying to score points.	Perform a dance to an audience.	Sequencing balances	Playing a competetive game. Trying to score points.	Swim 25 metres unaided	Swim 25 metres unaided
Potential technical errors	Not being able to hold the racquet (selecting the wrong size). Not being able to control a shuttlecock. Not using the space correctly. Being too close to the net and not being able to hit the shuttlecock (children should be futher away and then run/step into a shot). Not being able to server accurately. Getting confused between the different types of shots.	Not being able to hold certain balances. Not being able to traverse an area effectively.	Not being able to follow the correct technique when performing rolls.	Not being able to accurately hit the rounders ball. Forgetting to keep hold of the rounder bat when running. Spatial awareness issues. Not bowling accuately.		
Learning sequence Statements in bold are essential, others are desirable	 LO: To demonstrate the 'get ready' position. LO: To perform a two-handed throw using the forehand and backhand action. LO: To return to the centre of the court after each throw. LO: To control a ball with a racquet. LO: To hit a self-feed with a racquet after two bounces towards a target. LO: To move the ball. 	 LO: To move into and out of held positions with control. LO: To travel using different pathways. LO: To move together as a small group in the same direction staying connected at all times. LO: To move from high to low in a variety of different ways. To use a turning movement to travel in different directions. LO: To tell a story through movement – building a stone age house. 	LO: To use a range of balances and rolls to create a sequence. LO: To use the apparatus in order to develop a sequence. LO: To use a range of leaps, jumps and forward roles to develop a sequence.	 LO: To show the correct batting action for rounders. LO: To learn 3 rules for bowling. LO: To bat a bowled ball into a space. LO: To throw from back stop to a post accurately. LO: To decide when to stop running around the posts when batting. LO: To catch a ball under pressure. LO: To explain how to score in rounders when batting. 	LO: To swim 25m unaided.	LO: To swim 25m unaided.



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Year 3	Au	tumn 1		Autumn 2	Sp	ring 1		Spring 2	Summer	1	Summer 2
						Indoor P.E.					
Unit title	Badminton		Dance - Flin	ntstones	Gym		Rounders		Swimming		Swimming
	LO: To impleme to score a point	ent simple tactics t.					LO: To play a and understa batting and f	a game of rounders and the basic rules for ielding.			
Tier 2 vocabulary	Forehand	Serve	twist	turn	jump		bowl	Run			
	Backhand	Overhead	pivot	run			pivot				
	Rally		crawl								
Tier 3 vocabulary	Shuttlecock	Self-feed			Forward roll	Backwards roll	base	rounder			
					Straight jump	Star jump	stump				



Year 3	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
			Outdo	or P.E.		
Unit title	Tag Rugby	Hockey	Netball	OAA	Cricket	Tennis
NC Statements	• play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending	• play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending	• play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending	 take part in outdoor and adventurous activity challenges both individually and within a team 	• play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending	• play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending
Fundamental Skills Development	Manipulative skills – Accurate feed with a rugby ball Locomotor – run in unison, removing a tag belt safely. Kick Non-locomotor – backwards pass, score a try Participation – Tag Rugby – scoring points following Tag Rugby rules	Manipulative skills – Accurate feed with a hockey stick Locomotor – run in unison, area discipline Non-locomotor – strike a hockey ball, use the correct side of a hockey stick. Spatial awareness in a game context. Participation – Hockey – scoring points following Hockey rules	Manipulative skills – Accurate feed with a netball Locomotor – move in unison, area discipline Non-locomotor – heel turn bounce, shoot, communicate Participation – Netball – scoring points following Netball rules	Manipulative skills – Use of a compass. Navigate an area efficiently and safely. Locomotor – Walk Non-locomotor – Navigate Participation – Complete a range of orienteering activities.	Manipulative skills – Accurate feed with a cricket bat. Accurate feed with a cricket ball Locomotor – field, jog, sprint Non-locomotor – strike, overarm throw, catch Participation – Cricket – scoring runs following cricket rules. Fielding effectively.	Manipulative skills – accurate feed. Understanding height and distance. Locomotor – Sprint, jog, side-step Non-locomotor – twist, turn, pivot, underarm, overarm, serve, rally Participation – Tennis – scoring points in a game. Using the net if confident enough.
Participation opportunities	Participation – Tag Rugby – scoring points following Tag Rugby rules	Participation – Hockey – scoring points following Hockey rules	Participation – Netball – scoring points following Netball rules	Participation – Complete a range of orienteering activities.	Participation – Cricket – scoring runs following cricket rules. Fielding effectively.	Participation – Tennis – scoring points in a game. Using the net if confident enough.
Potential technical errors	Not beng able to remove a 'tag belt' correctly. Not being able to hold the rugby ball correctly. Not being able to throw the tag rugby ball accurately.	Not being able to hold a hockey stick correctly. Not being able to strike the hockey ball correctly.	Not being able to perform the step shot in order to score a net. Not being able to use spatial awareness in a game situation.	Not being able to use short and clear instructions.	Not being able to use spatial awareness in a game situation. Not being able to perfomr the overarm bowl.	Not being able to hold the racquet accurately. Not being able to use spatial awareness in a game situation.
Learning sequence Statements in bold are essential, others are desirable	LO: To dodge and avoid the other time to keep possession of tags. LO: To know the effect of a line defence. LO: To be able to catch and throw a rugby ball. LO: To use formations in a game. LO: To apply the rules of Tag Rugby	 LO: To dribble a ball with control. LO: To pass the ball over a longer distance to a stationary player. LO: To pass and move with a partner unopposed. LO: To shoot the ball accurately at a target. LO: To work as a team to pass the ball with increasing speed and accuracy. LO: To perform a block tackle. LO: To plan simple tactics to play the core task. 		 LO: To lead a blindfolded partner around an obstacle course. LO: To take part in satellite activities and encourage team members. LO: Follow an obstacle course. 	 LO: Catch a ball/beanbag accurately. LO: Catch a ball successfully from a partner. LO: Hit a ball accurately. LO: 'Feed" the ball accurately. LO: Hit a ball when rolled or bounced. LO: To develop throwing and catching skills. LO: To strike a ball accurately. 	 LO: To be able to change speed at pace. LO: To work well with a partner. LO: To understand why we return to the centre of the court. LO: To be able to control the ball with hands (A & D). LO: To understand how they should feel after a warmup. LO: To be able to perform chassis and side steps. LO: To develop ball control. LO: To develop ability to throw a ball/shuttle to a target. LO: To work together to follow instructions.



Year 3	Autumn 1	Autumn 2	Spring 1	Spring 2	S	ummer 1	S	ummer 2
			Οι	door P.E.				
Unit title	Tag Rugby	Hockey	Netball	OAA	Cricket		Tennis	
							LO: To develo LO: To develo	vith racket/bat p aiming skills pp racket skills e to adapt own
Tier 2 vocabulary			pass		stumps	strike	serve	forehand
				compass			backhand	
Tier 3 vocabulary			net		stump	Overarm bowl	slice	



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Year 4	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
			Indoo	or P.E.	1	
Unit title	Badminton	Table-Tennis	Dance	Dance	Gym	Tennis
NC Statements	 play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending 	• play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending	 perform dances using a range of movement patterns 	 perform dances using a range of movement patterns 	 develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics] 	 play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending
Fundamental Skills Development	Manipulative skills – accurate feed Locomotor – side-step, chassis Non-locomotor – twist, turn, pivot, confidence with both hands Participation – Badminton – scoring points in the game.	Manipulative skills – Accurate feed, use of angles, holding the correct side of the paddle. Managing the weight of the paddle. Locomotor – Side-step Non-locomotor – Turn, twist, pivot Participation – Table – Tennis, scoring points in the game.	Manipulative skills – No equipment required. Locomotor – march, attack and defend Non-locomotor – hold position, facial expression Participation – Performing to an audience.	Manipulative skills – No equipment required. Locomotor – follow, mirror, travel using different heights and speed. Non-locomotor – choreographing a dance. Use of shapes. Hold a controlled move. Participation – Performing to an audience.	Manipulative skills – use of mats (spatial awareness) Locomotor – straight jump, star jump, tuck jump, pike jump, straddle, forward roll, backwards roll, Non-locomotor – hold position, balance, sequence Participation – Sequencing balances and rolls.	Manipulative skills – accurate feed. Understanding height and distance. Locomotor – Sprint, jog, side-step Non-locomotor – twist, turn, pivot, underarm, overarm, serve, rally Participation – Tennis – scoring points in a game. Using the net if confident enough.
Participation opportunities	Participation – Badminton – scoring points in the game.	Participation – Table – Tennis, scoring points in the game.	Participation – Performing to an audience.	Participation – Performing to an audience.	Participation – Sequencing balances and rolls.	Participation – Tennis – scoring points in a game. Using the net if confident enough.
Potential technical errors	Not being able to use spatial awareness in a game situation. Not being able to hold a racquet correclty. Not being able to control the weight of the shuttlecock. Not being able to perfom the underarm/overarm shots.	Not being able to hold the paddle accurately. Not being able to use spatial awareness in a game situation.	Not being able to link together a range of balances.	Not being able to link together a range of balances.	Not being able to use apparatus safely.	Not being able to hold the racquet accurately. Not being able to use spatial awareness in a game situation.
Learning sequence Statements in bold are essential, others are desirable	 LO: To be able to change speed at pace. LO: To work well with a partner. LO: To understand why we return to the centre of the court. LO: To be able to control the ball with hands (A & D). LO: To understand how they should feel after a warmup. LO: To be able to perform chassis and side steps. LO: To develop ball control. LO: To develop ability to throw a ball/shuttle to a target. 	LO: To develop pace (movement). LO: To control a ball. LO: To develop cooperation skills and ball control. LO: To throw at a target.	 LO: To demonstrate stillness holding a position with control at different levels. LO: To march in time to the music and in unison with your group. LO: To create a motif for the chorus to show the Gladiator attacking and defending. LO: To use gesture and facial expression to show the crowd's reaction to a gladiator fight. LO: To analyse and describe the differences between the gladiators. LO: To stay in character throughout the whole dance 	 LO: To copy and follow your partner changing dynamics when moving, e.g. height and speed. LO; to create a motif to show the theme of dance. LO: To use gesture to express the feeling of receiving an electric shock. LO: To perform a variety of different shapes in the air and hold a pose on a controlled landing. LO: To choreograph a short sequence working together in pairs or a small group creating movements based on a chosen theme. 	 LO: To explore the basic gymnastics rolls showing good body tension. LO: To explore the basic gymnastic balances in pairs/small groups. LO: To explore basic gymnastics balances using apparatus. LO: To explore gymnastics jumps landing safely off of apparatus. LO: Explore basic gymnastic jumps and weight transfer skills off and on apparatus. LO: Learn the technical names for gymnastic jumps. 	 LO: To decide whether to use an underarm or overarm throw depending on distance of target. LO: To remain well balanced when moving to catch a ball. LO: To catch a high ball with 2 hands before it bounces. LO: To hit a self-feed with a racquet after 1 bounce. LO: To hit a forehand shot towards a target. LO: To move to return the ball from a bounce feed on the forehand side. LO: To perform a forehand volley from a full toss feed.



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Year 4	Αι	utumn 1	Au	tumn 2	S	pring 1	S	pring 2	Su	mmer 1	S	Summer 2
						Indo	or P.E.					
Unit title	Badminton		Table-Tennis		Dance	Dance		Dance			Tennis	
	instructions. LO: To be able ball/shuttle w LO: To develo LO: To develo	ith racket/bat p aiming skills p racket skills e to adapt own			even when tra between phra		LO: To transit between phra		skills off and or LO: To develop	transfer weight		
Tier 2 vocabulary	Forehand	Serve	serve	forehand	twist	turn	twist	turn	jump		serve	forehand
	Backhand	Overhead	backhand		pivot	run	pivot	run			backhand	
	Rally				crawl		crawl					
Tier 3 vocabulary	Shuttlecock	Self-feed	paddle						Forward roll	Backwards roll	slice	
									Straight jump	Star jump		



A Heronsgate School

Year 4	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
			Outdo	or P.E.		
Unit title	Basketball	Outdoor Fitness	Football	OAA	Cricket	Athletics
NC Statements	 play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending 	 use running, jumping, throwing and catching in isolation and in combination 	 play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending 	 take part in outdoor and adventurous activity challenges both individually and within a team 	 play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending 	 use running, jumping, throwing and catching in isolation and in combination
Fundamental Skills Development	Manipulative skills – Accurate feed with a basketball Locomotor – area discipline, dribble with the basketball Non-locomotor – chest pass, floor pass, shoot Participation – Basketball – scoring points following Basketball rules.	Manipulative skills – Use of trim-trail. Use of fitness related equipment. Locomotor – run, sprint, jog, gallop, slide, crawl, chassis, skip Non-locomotor – Throw, catch, maintain stamina, hold, control Participation – Complete a range of fitness related activities, based on conditioning the body and building on established stamina.	Manipulative skills – Accurate feed with a football. Being able to control a football with feet. Locomotor – side-step, sprint, run, jump, leap, dive Non-locomotor – kick, catch, head Participation – Football – scoring goals following football rules	Manipulative skills – Use of a compass. Navigate an area efficiently and safely. Locomotor – Walk Non-locomotor – Navigate Participation – Complete a range of orienteering activities.	Manipulative skills – Accurate feed with a cricket bat. Accurate feed with a cricket ball Locomotor – field, jog, sprint Non-locomotor – strike, overarm throw, catch Participation – Cricket – scoring runs following cricket rules. Fielding effectively.	Manipulative skills – Using a baton effectively in a relay. Lane discipline. Using a crash mat safely. Locomotor – Sprint, run, job, launch, throw, catapult Non-locomotor – Throw, leap, spatial awareness. Participation – Compete in a range of different athletics events.
Participation opportunities	Participation – Basketball – scoring points following Basketball rules.	Participation – Complete a range of fitness related activities, based on conditioning the body and building on established stamina.	Participation – Football – scoring goals following football rules	Participation – Complete a range of orienteering activities.	Participation – Cricket – scoring runs following cricket rules. Fielding effectively.	Participation – Compete in a range of different athletics events.
Potential technical errors	Not being able to travel correctly. Not being able to perform passess accurately. Not using spatial awareness in a game situation.	Not being able to manage pace/endurance skills. Not being able to perform core muscle stretches/balances.	Not being able to strike the football. Not being able to change direction. Not being able to use spatial awareness in a game situation.	Not being able to use a map correctly.	Not being able to use spatial awareness in a game situation. Not being able to perfomr the overarm bowl.	Not being able to sprint accurately. Not being able to perform a relay race effectively. Not being able to manage pace efficiently.
Learning sequence	LO: To be able to pass and receive with increased control and accuracy.	LO: To set a personal challenge to beat own score. LO: To describe cardio-vascular	LO: To control the ball when travelling. LO: To pass the ball with control.	LO: To know how to follow a set of instructions. LO: To know how to use control	LO: To develop fielding and throwing skills. LO: To grip and use the bat	LO: To be able to sprint effectively. LO: To recognise how to improve
Statements in	LO: To be able to use a variety of	fitness.	LO: To pass and receive the ball	cards.	correctly.	my ability to sprint.
bold are essential, others are desirable	passes to keep possession. LO: To be able to use the jump, stop and pivot techniques and to understand the travel rules.	LO: To show endurance when performing in a boot camp circuit. LO: To strengthen core muscles	with control. LO: To shoot the ball at a target from varying distances to score a	LO: To know how to find the way around a course LO: To know how to evaluate their	LO: To put skills into a match situation. LO: To organise and take part in a	LO: To demonstrate how to change a baton correctly. LO: To work well with a group to
	LO: To be able to pass and receive the ball on the move.	by performing exercises to improve core strength. LO: To increase leg strength by	point. LO: To pass the ball to a partner avoiding a defender.	own performance LO: To know how to follow a simple map.	cricket tournament.	complete a task. LO: To be able to run continuously for 30 seconds.
	LO: To be able to keep your head up whilst dribbling and to be able	performing squat and lunge exercises.	LO: To make a decision on when to successfully intercept the ball.	LO: To know how to record information collected at controls.		LO: To be able to cooperate with others.
	to dribble with both right and left hands.	LO: To perform in activities to raise heart rate and explain why	LO: To mark a player with the	LO: To know how to use a map.		LO: To be able to increase speed
	LO: To be able to use the correct shooting technique from close range.	this happens.	ball. LO: To recall at least three basic rules of the game.	LO: To begin to understand that symbols on a map represent an object.		at the end of a distance run. LO: To know how to control breathing when running.



Year 4	Αι	ıtumn 1	Autu	ımn 2		Spring 1	S	pring 2	Su	mmer 1		Summer 2
						Οι	itdoor P.E.					
Unit title	Basketball		Outdoor Fitnes	S	Football		ΟΑΑ		Cricket		Athletics	
	LO: To know h defensive play										techniques LO: To show improvemen LO: To know pull throwing LO: To work devise a wa LO: To know pull techniqu LO: To know pull techniqu LO: To follo safety proce LO: To be a with control. LO: To be a perform hop sequence. LO: To be a for jumping	with a partner to rm up. v how to perform a ue. w simple throwing dures. ble to hop and jump ble to copy and s and jumps in a set ble to identify 3 tips for distance. ble to work in groups
Tier 2 vocabulary	basket	dribble	strength		dribble	shoot			strike	bat	Throw	pull
	Chest-pass	Floor-pass					compass		Overarm bowl		jump	hop
									stump	stumps		
Tier 3 vocabulary	travel	Slam-dunk	Cardio-vascular	core							pace	



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Year 5	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
			Indoc	or P.E.		
Unit title	Badminton	Gym	Dance	Gym	Rounders	Indoor Fitness
NC Statements	 play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending 	 develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics] 	 perform dances using a range of movement patterns 	 develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics] 	 play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending 	 develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
Fundamental Skills Development	Manipulative skills – accurate feed Locomotor – side-step, chassis, Non-locomotor – twist, turn, pivot, confidence with both hands, serve (forehand, backhand), overhead shot, rally Participation – Badminton – scoring points in the game. Focus on spacing	Manipulative skills – use of mats (spatial awareness) Locomotor – straight jump, star jump, tuck jump, pike jump, straddle, forward roll, backwards roll Non-locomotor – hold position, balance Participation – Sequencing balances and rolls.	Manipulative skills – No equipment required. Locomotor – moving without gravity Non-locomotor – hold position, balance Participation – Performing to an audience	Manipulative skills – Use of springboards and box equipment Locomotor – straight jump, star jump, tuck jump, pike jump, straddle, forward roll, backwards roll, cartwheels, vaults Non-locomotor – hold position, balance Participation – Sequencing of different jumps, leaps, hold and balances.	Manipulative skills – accurate feed, Locomotor – run, pivot, Non-locomotor – throw, catch, communicate, bat Participation – Rounders – scoring rounders and fielding for the opposition team.	Manipulative skills – Use of cones for spatial awareness, skipping ropes, floor ladders Locomotor – agility, change of direction, side-step, leap, gallop, skip Non-locomotor – strength, conditioning and cardiovascular holds Participation – Creating a circuit and participating in other circuits.
Participation opportunities	Participation – Badminton – scoring points in the game. Focus on spacing	Participation – Sequencing balances and rolls.	Participation – Performing to an audience	Participation – Sequencing of different jumps, leaps, hold and balances.	Participation – Rounders – scoring rounders and fielding for the opposition team.	Participation – Creating a circuit and participating in other circuits.
Potential technical errors	Not being able to use spatial awareness in a game situation. Not being able to hold a racquet correclty. Not being able to control the weight of the shuttlecock. Not being able to perfom the underarm/overarm shots.	Not being able to use apparatus safely.	Not being able to link together a range of balances.	Not being able to use apparatus safely.	Not being able to strike the ball correctly. Not being able to bowl accurately. Not being able to use spatial awareness in a game situation.	Not being able to perform technical moves.
Learning sequence Statements in bold are essential, others are desirable	 LO: To be able to control the shuttle with a racquet. LO: To be able to serve underarm. LO: To return a shuttle. LO: To perform the overhead action. LO: To learn the basic rules and tactics for a game. LO: To perform the backhand shot. LO: To select the best shot to use depending on height and direction of the shuttle. 	 LO: Perform combinations of actions and agilities that show clear differences between levels, speeds and directions. LO: Perform actions, shapes and balances clearly, consistently and fluently, with good body tension and extension. LO: Repeat accurately a longer sequence with more difficult actions, with an emphasis on extension, clear body shape and changes in direction. 	 LO: To use gesture to show a farewell/goodbye action. LO: To work as a group to create a rocket pose. LO: To create a movement that reflects the feeling of weightlessness. LO: To create a dance motif for the chorus to perform in unison as a whole class. LO: To respond to a stimulus to create three group poses. LO: To show smooth transitions from on phrase of dance to another. 	 LO: Take more responsibility for their own warm-up. LO: Know how muscles work, how to stretch, and how to carry out strengthening exercises safely. LO: Know why strength and suppleness are important in gymnastics. LO: Watch and comment on the quality of movements, shapes and balances, and the way apparatus is used. LO: Identify which aspects were performed consistently, accurately, fluently and clearly. 	 LO: To show the correct batting action for rounders. LO: To learn three rules for bowling. LO: To bat a bowled ball into a space. LO: To throw from the back stop to a post accurately. LO: To decide when to stop running around the posts when batting. LO: To catch a ball under pressure. LO: To explain how to score in rounders when batting. 	 LO: To perform in a circuit of activities to improve strength, conditioning and cardiovascular. LO: To perform in a circuit of activities to improve speed and stamina. LO: To perform consistently good coordination skills when under pressure. LO: To improve agility and coordination skills when performing a set routine. LO: To cooperate well with a partner when performing tasks to improve core.



Year 5	Αι	utumn 1	Au	tumn 2		Spring 1	Sp	oring 2		Summer 1
						Ind	loor P.E.			
Unit title	Badminton		Gym		Dance		Gym		Rounders	
	LO: To rally us shots.	sing a variety of	for their own w LO: Know how how to stretch carry out stret exercises safe LO: Know why	ner or a small e responsibility warm-up v muscles work, n, and how to ngthening ely			LO: Suggest im speed, direction composition.	provements to and level in the	LO: To play and unders batting and	tand the ba
Tier 2 vocabulary	Forehand	Serve	jump		twist	turn	jump		bowl	Run
	Backhand	Overhead			pivot	run			pivot	
	Rally				crawl					
Tier 3 vocabulary	Shuttlecock	Self-feed	Forward roll	Backwards roll			Forward roll	Backwards roll	base	rour
			Straight jump	Star jump			Straight jump	Star jump	stump	



r 1	Sumi	mer 2
	Indoor Fitness	
of rounders basic rules for	LO: To show a ra direction when pe exercises.	pid change in erforming agility
un	agility	
under	Body- conditioning	Coordination

Year 5	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
			Outdo	or P.E.		
Unit title	Tag Rugby	Netball	Hockey	OAA	Tennis	Cricket
NC Statements	 play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending 	 play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending 	play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending	 take part in outdoor and adventurous activity challenges both individually and within a team 	 play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending 	 play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending
Fundamental Skills Development	Manipulative skills – Accurate feed with a rugby ball Locomotor – run in unison, removing a tag belt safely. Kick Non-locomotor – backwards pass, score a try Participation – Tag Rugby – scoring points following Tag Rugby rules	Manipulative skills – Accurate feed with a netball Locomotor – move in unison, area discipline Non-locomotor – heel turn bounce, shoot, communicate Participation – Netball – scoring points following Netball rules	Manipulative skills – Accurate feed with a hockey stick Locomotor – run in unison, area discipline Non-locomotor – strike a hockey ball, use the correct side of a hockey stick. Spatial awareness in a game context. Participation – Hockey – scoring points following Hockey rules	Manipulative skills – Use of a compass. Navigate an area efficiently and safely. Locomotor – Walk Non-locomotor – Navigate Participation – Complete a range of orienteering activities.	Manipulative skills – accurate feed, Locomotor – run, pivot, Non-locomotor – throw, catch, communicate, bat to the left/right Participation – Rounders – scoring rounders and fielding for the opposition team.	Manipulative skills – Accurate feed with a cricket bat. Accurate feed with a cricket ball Locomotor – field, jog, sprint Non-locomotor – strike, overarm throw, catch Participation – Cricket – scoring runs following cricket rules. Fielding effectively.
Participation opportunities	Participation – Tag Rugby – scoring points following Tag Rugby rules	Participation – Netball – scoring points following Netball rules	Participation – Hockey – scoring points following Hockey rules	Participation – Complete a range of orienteering activities.	Participation – Rounders – scoring rounders and fielding for the opposition team.	Participation – Cricket – scoring runs following cricket rules. Fielding effectively.
Potential technical errors	Not beng able to remove a 'tag belt' correctly. Not being able to hold the rugby ball correctly. Not being able to throw the tag rugby ball accurately.	Not being able to perform the step shot in order to score a net. Not being able to use spatial awareness in a game situation.	Not being able to hold a hockey stick correctly. Not being able to strike the hockey ball correctly.	Not being able to use a map effectively.	Not being able to hold the racquet accurately. Not being able to use spatial awareness in a game situation.	Not being able to use spatial awareness in a game situation. Not being able to perfomr the overarm bowl.
Learning sequence Statements in bold are essential, others are desirable	 LO: I can perform evasion skills as an attacker with ball in hand. LO: I can perform the role of defending through marking moving players. LO: I can control and pass ball from hand to players on the run. LO: I can develop game decision making. LO: I can carry the ball in two hands. LO: I can perform evasion skills. LO: I can communicate with members of my team. LO: I can perform a role when defending. 	 LO: To land correctly when catching a ball in netball. LO: To perform three different passes with control and accuracy. LO: To pass and receive on the move demonstrating correct footwork. LO: To shoot with accuracy (scoring 50% of the time). LO: To dodge to move into a space. LO: To mark a player without the ball. LO: To know where each position stands on a court for a centre pass in Hi5 netball. LO: To know three basic rules for netball. 	 LO: To dribble the ball at speed and change direction. LO: To demonstrate dribbling and passing the ball on the move. LO: To perform reverse stick to change direction. LO: To dribble the ball around a defender and tackle the ball from another player. LO: To shoot at goal from a crossed ball. LO: To demonstrate dodging to lose your opponent to mark another player without the ball. LO: To plan tactics for a short corner situation. LO: To plan an activity to develop passing over both long and short distances. 	 LO: To know how to plan a route using a map. LO: To know how to work together as a team. LO: To know how to draw a map. LO: To know how to use symbols to show different landmarks. LO: To know how to follow a set route. LO: To know how to record information accurately at the control sites. LO: To know the eight points of a compass. LO: To know how to follow a set route. LO: To know how to follow a set route. LO: To know how to follow a set route. LO: To know how to follow a set route. LO: To know how to follow a set route. 	 LO: To cooperate with a partner; to adopt the ready position; to develop sending skills with control. LO: To co-operate with a partner; to maintain the ready position; to develop forehand and backhand techniques; LO: To co-operate with a partner; to understand 'over and in' tactic – developing spatial awareness; to always try to 'maintain court position' LO: To co-operate with a partner; to co-ordinate both arms to serve; to control the ball when serving LO: To co-operate with a partner; to control the ball over different distances; 	 LO: I can use the correct technique for throwing and catching a ball. LO: I can hold and use a cricket bat correctly. LO: I can throw using under/over arm techniques. LO: I can begin to develop skills needed for fielding. LO: I can begin to use the correct method for bowling in cricket. LO: I can use tactics and work with team mates to win a game. LO: I can take part in and help keep a game of cricket going using my understanding of the rules.



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A Heronsgate School

Year 5	Autu	ımn 1	Autumn 2		Spring 1		Spring 2		Summer 1		Summer 2	
	Outdoor P.E.											
Unit title	Tag Rugby Netball		Hockey		OAA		Tennis		Cricket			
							LO: To know ho coordinates on a LO: To record in accurately.	a map.	LO: To recognise the 5 basic ways to win a point; to practise playing points and scoring.			
Tier 2 vocabulary	defend	catch	dodge	pass	dribble	passing	landmarks	route	racquet	net		
			mark		tackle						strike	bat
											Overarm bowl	
Tier 3 vocabulary	tag				corner	strike	compass		Over-and-over tactic		stump	stumps



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Year 6	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
			Indoc	or P.E.		
Unit title	Dance	Gym	Dance	Gym	Badminton	Rounders
NC Statements	 perform dances using a range of movement patterns 	 develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics] 	perform dances using a range of movement patterns	 develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics] 	 play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending 	 play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending
Fundamental Skills Development	Manipulative skills – No equipment involved. Locomotor – twist, turn, pivot, balance, roll, crawl, skip, hop Non-locomotor – facial expressions to show motifs, reacting to different people's expressions, balance, hold. Participation – Performing to an audience.	Manipulative skills – Use of springboards and box equipment Locomotor – straight jump, star jump, tuck jump, pike jump, straddle, forward roll, backwards roll, cartwheels, vaults Non-locomotor – hold position, balance Participation – Sequencing of different jumps, leaps, hold and balances.	Manipulative skills – No equipment required. Locomotor – Crawl, slide, dance in unison. Non-locomotor – turning at different levels. Move in time with the music. Stretch, curl Participation – Performing to an audience.	Manipulative skills – Use of springboards and box equipment Locomotor – straight jump, star jump, tuck jump, pike jump, straddle, forward roll, backwards roll, cartwheels, vaults Non-locomotor – hold position, balance Participation – Sequencing of different jumps, leaps, hold and balances.	Manipulative skills – accurate feed, understanding the flight of the shuttle Locomotor – side-step, chassis, sprint, lunge Non-locomotor – twist, turn, pivot, confidence with both hands, serve (forehand, backhand), overhead shot, rally Participation – Badminton – scoring points in the game. Focus on spacing	Manipulative skills – accurate feed, Locomotor – run, pivot, Non-locomotor – throw, catch, communicate, bat to the left/right Participation – Rounders – scoring rounders and fielding for the opposition team.
Participation opportunities	Participation – Performing to an audience.	Participation – Sequencing of different jumps, leaps, hold and balances.	Participation – Performing to an audience.	Participation – Sequencing of different jumps, leaps, hold and balances.	Participation – Badminton – scoring points in the game. Focus on spacing	Participation – Rounders – scoring rounders and fielding for the opposition team.
Potential technical errors	Not being able to link together a range of balances.	Not being able to use apparatus safely.	Not being able to link together a range of balances.	Not being able to use apparatus safely.	Not being able to use spatial awareness in a game situation. Not being able to hold a racquet correclty. Not being able to control the weight of the shuttlecock. Not being able to perfom the underarm/overarm shots.	Not being able to strike the ball correctly. Not being able to bowl accurately. Not being able to use spatial awareness in a game situation.
Learning sequence Statements in bold are essential, others are desirable	LO: To be able to perform a variety of linked moves that reflect intimidation. LO: To develop a short motif to	LO: to set out apparatus safely, to perform a basic gymnastic roll with control and describe to a partner how to improve the roll, to remember and use the correct terminology for different rolls. LO: to perform gymnastic jumps with correct take off and landing techniques, to attempt gymnastic jumps with good body tension, to perform a linking sequence of moves which the children can perform competently. LO: to learn the correct terminology for some basic and advanced gymnastic balances, to assist with teaching	 LO: To use gesture to develop a phrase to demonstrate waking. LO: To explore different ways of turning at different levels. LO: To mirror a partner with fluidity and in time to the music. LO: To create a group phrase using opposing actions words. LO: To be able to dance in unison as a whole class. LO: To create a sequence to perform in time with a group and to the music. 	LO: to set out apparatus safely, to perform a basic gymnastic roll with control and describe to a partner how to improve the roll, to remember and use the correct terminology for different rolls. LO: to perform gymnastic jumps with correct take off and landing techniques, to attempt gymnastic jumps with good body tension, to perform a linking sequence of moves which the children can perform competently. LO: to learn the correct terminology for some basic and advanced gymnastic balances, to assist with teaching	 LO: To be able to throw up a ball for self feed for an underarm serve. LO: To return a ball using a forehand shot after one bounce. LO: To perform a forehand volley. LO: To describe the action used for a drop shot. LO: To explain why we moved back to the centre of the court after each hit. LO: To serve using an overarm action. LO: To return the ball using a backhand shot. 	 LO: To show the correct batting action for rounders. LO: To learn three rules for bowling. LO: To bat a bowled ball into a space. LO: To throw from the back stop to a post accurately. LO: To decide when to stop running around the posts when batting. LO: To catch a ball under pressure. LO: To explain how to score in rounders when batting.



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Year 6	Autumn 1	Autumn 2	Spri	ing 1	Spri	ing 2	Sun	nmer 1
				Indoo	or P.E.			
Unit title	Dance	Gym	Dance		Gym		Badminton	
		 balances to a partner, to perform a group balance with control. LO: to set out an apparatus station in a group responsibl To practice and develop the cartwheel skill. To develop a sequence with an increasing number of skills. LO: To choose 8-10 skills to I part of a sequence. To perfor the sequence to another class member. To evaluate a performance and offer positive feedback. LO: To adapt their sequence be performed in a group. To arrange and organise their sequence so that the groups start and finish in different positions. 	y. De m s re		balances to a pa perform a group control. LO: to set out a station in a group To practice and cartwheel skill. sequence with a number of skills LO: To choose a part of a sequent the sequence to member. To eva performance an feedback. LO: To adapt th be performed in arrange and org sequence so that start and finish positions.	 balance with n apparatus up responsibly. develop the To develop a an increasing 8-10 skills to be nce. To perform another class aluate a d offer positive eir sequence to a group. To janise their at the groups 		
Tier 2 vocabulary	balance	balance roll	balance		balance		racquet	net
		bounce					forehand	
Tier 3 vocabulary	sequencing		Sequencing				Self-feed	Overa



1	Summer 2						
	Rounders						
	LO: To play a game of rounders and understand the basic rules for batting and fielding.						
at	base	strike					
<i>.</i>	field	Stille					
	noid						
verarm action	stump						

Year 6	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1
Unit title NC Statements Fundamental Skills Development Participation opportunities Characterical			Outdo	or P.E.	
Unit title	Basketball	Football	Tennis	OAA	Cricket
NC Statements	 play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending 	 play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending 	 play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending 	 take part in outdoor and adventurous activity challenges both individually and within a team 	 play competitive gar modified where appr [for example, badmi basketball, cricket, for hockey, netball, roun tennis], and apply ba principles suitable for attacking and defender
Skills	Manipulative skills – Accurate feed with a basketball Locomotor – area discipline, dribble with the basketball Non-locomotor – chest pass, floor pass, shoot Participation – Basketball – scoring points following Basketball rules.	Manipulative skills – Accurate feed with a football. Being able to control a football with feet. Locomotor – side-step, sprint, run, jump, leap, dive Non-locomotor – kick, catch, head Participation – Football – scoring goals following football rules	Manipulative skills – accurate feed. Understanding height and distance. Locomotor – Sprint, jog, side-step Non-locomotor – twist, turn, pivot, underarm, overarm, serve, rally Participation – Tennis – scoring points in a game. Using the net if confident enough.	Manipulative skills – Use of a compass. Navigate an area efficiently and safely. Locomotor – Walk Non-locomotor – Navigate Participation – Complete a range of orienteering activities.	Manipulative skills – Accur with a cricket bat. Accurate a cricket ball Locomotor – field, jog, spri Non-locomotor – strike, ove throw, catch Participation – Cricket – sc following cricket rules. Field effectively.
	Participation – Basketball – scoring points following Basketball rules.	Participation – Football – scoring goals following football rules	Participation – Tennis – scoring points in a game. Using the net if confident enough.	Participation – Complete a range of orienteering activities.	Participation – Cricket – so following cricket rules. effectively
	Not being able to travel correctly. Not being able to perform passess accurately. Not using spatial awareness in a game situation.	Not being able to strike the football. Not being able to change direction. Not being able to use spatial awareness in a game situation.	Not being able to hold the racquet accurately. Not being able to use spatial awareness in a game situation.	Not being able to use a compass accurately.	Not being able to use sp awareness in a game sit Not being able to perfon overarm bowl.
sequence Statements in bold are essential,	· · · · · · · · · · · · · · · · · · ·	 LO: To perform dribbling and turning skills to keep possession of the ball. LO: To pass the ball accurately over both long and short distances. LO: To choose when and where to pass the ball to another player. LO: To shoot from different angles in front of the goal. LO: to close down play to perform a block tackle. LO: To perform basic goalkeeping skills. LO: To control the ball with different part of the body. LO: To demonstrate the correct technique for a throw in. 	 LO: To be able to throw up a ball or a self feed for an underarm serve. LO: To return a ball using a forehand shot after one bounce. LO: To perform a forehand volley. LO: To describe the action used for a drop shot. LO: To explain why we move back to the centre of the court after each hit. LO: To serve using an overarm action. LO: To return the ball using a back hand shot. LO: To work with a partner to cover the court in doubles. 	 LO: To know how to plan a route using a map. LO: To know how to work together as a team. LO: To know how to draw a map. LO: To know how to use symbols to show different landmarks. LO: To know how to follow a set route. LO: To know how to record information accurately at the control sites. LO: To know the eight points of a compass. LO: To know how to follow a set route. LO: To know how to follow a set route. LO: To know how to follow a set route. LO: To know how to follow a set route. LO: To know how to follow a set route. 	 LO: I can use the correct technique for throwing a catching a ball. LO: I can hold and use a bat correctly. LO: I can throw using unarm techniques. LO: I can begin to developed for fielding. LO: I can begin to use the method for bowling in cr LO: I can use tactics and with team mates to win a LO: I can take part in an keep a game of cricket gusing my understanding rules.



r 1	Summer 2
	Netball
games, appropriate idminton, et, football, rounders and ly basic le for efending	play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending
ccurate feed urate feed with	Manipulative skills – Accurate feed with a netball
sprint e, overarm	Locomotor – move in unison, area discipline
– scoring runs Fielding	Non-locomotor – heel turn bounce, shoot, communicate Participation – Netball – scoring points following Netball rules
t – scoring runs les. Fielding ly	Participation – Netball – scoring points following Netball rules
e spatial e situation. rfomr the	Not being able to perform the step shot in order to score a net. Not being able to use spatial awareness in a game situation.
rrect ng and	LO: To perform the chest and bounce pass.
ise a cricket	LO: To be able to dodge effectively.
g under/over	LO: To preform the 'feint dodge' and develop shooting skills.
evelop skills	LO: To understand the role of the centre player. LO: To be able to defend
se the correct in cricket. s and work win a game. n and help ket going ding of the	effectively. LO: To perform netball skills in a match scenario.

A Heronsgate School

Year 6	Aut	umn 1	Autumn 2		Spring 1		Spri	ing 2	Summer 1		Summer 2	
						Outdo	oor P.E.					
Unit title	Basketball	Football		Tennis		OAA		Cricket		Netball		
	LO: To learn how to outwit a defender using 1 v 1 skills such as jab step and fake & drive.						LO: To know how to read coordinates on a map. LO: To record information accurately.					
Tier 2 vocabulary	basket	dribble	dribble	shoot	serve	forehand	navigate		stumps	strike	pass	
	Chest-pass	Floor-pass			backhand							
Tier 3 vocabulary	travel	Slam-dunk			slice				stump	Overarm bowl	net	

