PE Year 1	KS1 National Curriculum Objectives Pupils should be taught:	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	To master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.	Throwing and Catching (outdoor) - Pre-cursor to netball/ basketball - Underarm/ overarm with one arm - Hand position for catching - Aim at target - Throw and run - Defend a target		Invasion Games (outdoor) - Links to football/ netball/ hockey - Apply throwing and catching - Passing - Spacing - Tactics for attacking/ defending		Athletics (outdoor) - Multi-skills - Co-ordination (e.g. move equipment) - Jump over hurdles - Throw and catch	
	To participate in team games, developing simple tactics for attacking and defending						
	To perform dances using simple movement patterns.	Dance (indoor) - Put 3 positions in sequence - Travel in different ways	Dance (indoor) - Kicks dance		Gymnastics (indoor) - Hold body in a position (e.g. arch) - Balances	Gymnastics (indoor) - Practise/ perform sequences - Balances	
	KS1 National Curriculum Objectives Pupils should be taught:	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	To master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.	Gymnastics (indoor)				Athletics/Agility	
PE	To participate in team games, developing simple		Football (outdoor)	TAG Rugby (outdoor) - Defend using own body - Basic rules		Netball/ Throwing & Catching (outdoor) - Spacing when passing - Throw and catch with control - Tactics to find a space	
Year 2	tactics for attacking and defending		Football (outdoor) - ProDirect - Move/control ball - Attack/ defend 1 v 1	- Defend using owr		(outdoor) - Spacing when passir - Throw and catch wit	ng :h control

PE Year 3	KS2 National Curriculum Objectives Pupils should be taught:	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
	To use running, jumping, throwing and catching in isolation and in combination To 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		Football (outdoor) - ProDirect - Passing - Dribbling - Mini-games		Netball (outdoor) - Passing - Catching - Throwing - Shooting - Marking 1:1	Athletics (outdoor) - Long distance running (400m) - Sprinting (60m) - Throwing (howler) - Jumping (long) - Hurdles - Slalom relay	Tennis (outdoor) - Hitting/ control ball - Hit to partner/ over line - Begin rallies	
	To develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]	Gymnastics (indoor) - Travelling in different ways - Sequencing		Country Dancing (indoor)		,		
	To perform dances using a range of movement patterns To compare their performances with previous ones and demonstrate improvement to achieve their personal best	positions with pathways						
	To take part in outdoor and adventurous activity challenges both individually and within a team							
	To swim competently, confidently and proficiently over a distance of at least 25m; use a range of strokes effectively; perform safe self-rescue in different water- based situations	Swimming						
PE Year 4	To use running, jumping, throwing and catching in isolation and in combination	Hockey (outdoor) - Use of stick - Control, pass and receive the ball - Dribble		Stoolball (outdoor) - Striking - Fielding - Bowling - Game rules - Play full games		Athletics (outdoor) - Long distance running (400m) - Sprinting (60m) - Throwing (howler) - Jumping (long)	Rounders (outdoor)	
	To 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						- Striking - Fielding - Bowling - Game rules	
	To develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]	Gymnastics (indoor) - Sequences with smooth transitions	Indoor Athletics - Competition events	Dance (indoor) - Kicks dance	TAG Rugby (outdoor) - Pass/ receive ball - Move forwards in a line formation	- Hurdles - Slalom relay		
	To perform dances using a range of movement patterns To compare their performances with previous ones and demonstrate improvement to achieve their personal best					Circuit Training - develop stamina - accuracy in throwing - techniques for jump running		
	To take part in outdoor and adventurous activity challenges both individually and within a team To swim competently, confidently and proficiently over a distance of at least 25m; use a range of strokes effectively; perform safe self-rescue in different water-based situations							

PE Year 5	KS2 National Curriculum Objectives Pupils should be taught:	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	To use running, jumping, throwing and catching in isolation and in combination To play competitive games, modified where appropriate [badminton, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending	Netball (outdoor) - Rules and positions - Attack and defence - 5 a-side - 7 a-side		Hockey (outdoor) - Move at speed with the ball - Marking - 3 v 3 games - Basic rules	TAG Rugby (outdoor) - Correct backwards pass and movement along the line - Tagging/ avoiding - Spacing - Mini games	Tennis (outdoor) - Ball control - Serving - Rallies - Hit over net	Rounders (outdoor) - Striking - Long range throwing - Positions - Full games
	To develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]	Gymnastics (indoor) - shapes: tuck, straddle, pike, arch, dish - balances and counter balances - rolls: teddy, forward, pencil - sequences - evaluate and improve		Dance (indoor) - attend to a rhythm or beat - improvise routines - perform	Dance (indoor) - Kicks dance	Cricket (outdoor) - Bowling - Game rules	Athletics (outdoor) - Sprinting (100m) - Throwing (tennis) - Jumping (long) - Hurdles - Slalom relay - Circular relay
	To perform dances using a range of movement patterns To compare their performances with previous ones and demonstrate improvement to achieve their personal best						- Circular Telay
	To take part in outdoor and adventurous activity challenges both individually and within a team	Sayers Croft					
	To swim competently, confidently and proficiently over a distance of at least 25m; use a range of strokes effectively; perform safe self-rescue in different water-based situations						
PE Year 6	To use running, jumping, throwing and catching in isolation and in combination To 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	Hockey (outdoor) - Use of stick - Control, pass and receive the ball - Dribble		TAG Rugby (outdoor) - Game rules - Full games - Tactics		Rounders (outdoor) - Striking - Long range throwing - Full games - Tactics and decision making	Athletics (outdoor) - Sprinting (100m) - Throwing (tennis) - Jumping (long) - Hurdles - Slalom relay - Circular relay
	To develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]	Gymnastics (indoor) - Rehearse and improve on a taught routine (key steps) - Forward roll, cartwheel, arabesque - Precision in extension - Precision in transitions		Cross Country	Dance (indoor) - Kicks dance	Cricket (outdoor) - Bowling - Game rules/ scoring	Badminton/ tennis - Game rules
	To perform dances using a range of movement patterns					0	
	To compare their performances with previous ones and demonstrate improvement to achieve their personal best						
	To take part in outdoor and adventurous activity challenges both individually and within a team	Fairthorne					
	To swim competently, confidently and proficiently over a distance of at least 25m; use a range of strokes effectively; perform safe self-rescue in different water-based situations						