

# PE Curriculum Overview











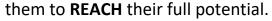


# The Curriculum – our approach

## Introduction

Our curriculum raises the ambition of our pupils. It ensures that all pupils have the chance for success, regardless of their starting points. We strive to provide meaningful experiences, allowing children to appreciate the wider world and recognise the opportunities that exist outside of our community. We have a clear focus on progression by carefully sequencing knowledge, providing clarity about what 'getting better' at a subject means and making explicit connections and links between the different subjects and experiences. **Key concepts, knowledge and skills** have been identified and organised into subject specific progressive objectives. These are sequenced to ensure they build and develop as pupils' move through the school; ensuring learning becomes embedded. These progressive objectives are used to inform planning and sequences of lessons across all subjects. Clear end points are identified in all subjects and teaching and learning builds towards achieving these. The whole curriculum is underpinned by 5 Pastoral Drivers (see below). These drivers ensure

we meet the holistic needs of our pupils and allow













## **Subject Specific Sequencing:**

Each subject discipline has been planned to ensure that knowledge and skills are sequenced form Early Years to Year 6.

# **Key Concepts:**

For each subject, a set of key concepts have been identified. These are the subject specific 'big ideas' that children will learn about, return to and revisit and they progress through the school. They will have opportunities to link new learning to prior knowledge within a key concept to build a rich and deep knowledge of the big ideas in each subject. Knowledge is empowering and provides a foundation for success. We accept that the more children know, the more they can learn. The subject overviews provide specific, progressive objectives that allow teachers to be precise in planning. Retrieval practice forms part of regular teaching to allow pupils to secure long-term knowledge.

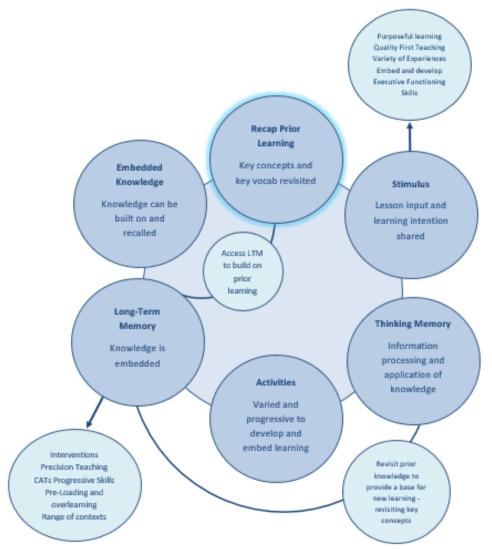
## **Second Order Concepts:**

These relate to the transferable knowledge that pupils can use and apply across different curriculum subjects. For example, in all areas of the curriculum, children will build an understanding of 'significance'; learning about significant authors, artists, scientific discoveries, pieces of music, figures and events from history etc.... These are summarised on pages 8 to 10 of our whole school curriculum overview to outline how these apply across a range of subjects. They aim to develop **flexible knowledge and skills** that children can apply to multiple curriculum areas.



# **Working Memory Model**

With the collation of all this extensive research, we have generated a 'Working Memory Model' which enables teachers to ensure that learning is robust and that all pupils are using their interconnected schema to their full potential.





Taught by Class Teacher Taught by First Steps

		Structure of Units of Work for Physical Education									
	Autumn 1	Autumn 2	Autumn 2 Spring 1		Summer 1	Summer 2					
EYFS	Ball Skills	Ball Skills	Net Wall Games	Net Wall Games	Riding a Bike	Riding a Bike					
Year 1	Games Invasion: Sending and Receiving	<u>Games</u> Ball Skills	Games Invasion/Target Games	<u>Gymnastics</u>	<u>Athletics</u>	<u>Dance</u>					
Year 2	<u>Games</u> Invasion	<u>Dance</u>	<u>Gymnastics</u>	Games  Net and Wall  Tennis	Games Striking and Fielding	Athletics					
Year 3	<u>Games</u> Invasion - Netball	<u>Dance</u>	<u>Gymnastics</u>	Games  Net Wall Games  Tennis	Games Striking and Fielding - Rounders	Athletics Outdoor Adventurous					
Year 4	<u>Games</u> Invasion – Netball	<u>Dance</u> Street Dance	Gymnastics Swimming	Games  Net Wall Games  Tennis	Games Striking and Fielding - Rounders	Athletics Outdoor Adventurous					
Year 5	<u>Games</u> Invasion – Football	<u>Dance</u> Street Dance	<u>Gymnastics</u>	Games  Net Wall Games  Badminton	Games Striking and Fielding - Cricket	Athletics Outdoor Adventurous					
Year 6	<u>Games</u> Invasion - Football	<u>Dance</u> Street Dance	<u>Gymnastics</u>	Games  Net Wall Games  Badminton	Games Striking and Fielding Cricket	Athletics Outdoor Adventurous					



# Key concepts (Big Ideas) in Physical Education

Pupils will develop the knowledge and skills needed to excel in a broad range of physical activities, including regular engagement in competitive sports and activities. Alongside this, PE lessons will ensure pupils are physically active for sustained periods of times and develop their understanding of how to live healthy, active lives. Through different units of work we develop:

- **Motor competence**: developing and refining the movements needed for different activities, including flexible knowledge (throwing, running) which can be applied across different activities
- Rules, strategies and tactics: these apply to specific sports and games but also flexible knowledge eq: the need for tactics and strategy
- **Healthy participation**: the positive contribution that regular physical activity can make to physical and mental health and how to participate safely eg: warm ups

They will develop their abilities in **performance** by using their knowledge of motor competence. They will develop their **creativity** by exploring and experimenting with techniques and tactics and learn how to **evaluate** and analyse games and performances.

#### In all units of work, pupils will be taught

- Declarative knowledge eg: knowing how to perform movements or actions, knowing rules, strategies and tactics for the activity
- **Procedural knowledge** eg: knowing how to apply their knowledge to sequences, routines or games

#### **Athletics**



Pupils will develop increasing competence in the techniques of running, jumping, throwing and catching.

#### **Dance and movement**



Pupils will learn how to move in different ways and use this to develop sequences. They will become increasingly skilled in communicating ideas through dance and movement, respond to rhythm and apply their learning to performance.

#### **Gymnastics**



Pupils will learn and practice skills relating to balance, shape, travelling, flexibility, strength and control. They will gain the knowledge of different gymnastic moves and use these to create sequences with increasing competence and complexity.

### **Team games**



Pupils will develop and apply a range of skills including passing, fielding, dribbling, shooting, attaching and defending in a variety of team games, including competitive games. They will take part in **striking and fielding games** such as cricket and rounders, **invasion games** such as football, netball and hockey, and **net & wall games** such as tennis, badminton and table tennis).

## **Outdoor adventurous activities**



Pupils will learn the importance of teamwork and communication when solving outdoor adventurous problems involving orientation, navigation, maps and compasses.

#### **Swimming**



Pupils will develop an understanding of water safety, learn different strokes for swimming and increase their confidence in water. They will learn to swim competently and proficiently over a distance of 25 metres.



Knowledge and sk	ills sequencing	PHY	SICAL EDUCATION	ON			
	EYFS	Y1	Y2	Y3	Y4	Y5	Y6
Athletics	To learn the fundamental movement skills: rolling, crawling, walking, jumping, running, hopping, skipping, climbing	To be able to move by running and jumping with control and care  To be able to explore throwing and catching using	To master basic throwing and catching.  To master basic running and jumping	To show control, accuracy and coordination within running and jumping movements at different speeds	To be able to run over a long distance and sprint a short distance and understand the different techniques needed	To be able to control my body when taking off and landing  To be able to throw with accuracy	To be able to combine a range of running, jumping, throwing and catching techniques with control.  To know the rules
Rules, strategies and		a range of techniques		To be able to take part in a relay, remembering when to run and how to	To be able to throw in different ways and hit a target	To know the rules and tactics needed for a wider range of athletic activities	and tactics needed for a wider range of athletic activities
tactics				work within a team	To be able to jump in different ways  To know the rules and tactics needed for different athletic activities		
Dance and movement	To progress towards a more fluent style of moving, with developing control and grace	To be able to copy, learn and perform some dance moves	To be able to change rhythm, speed, level and direction in my dance  To be able dance with some control and coordination	To be able to improvise freely and translate ideas from a stimulus into movement  To be able to share and create phrases with a partner and small group	To be able to use dance to communicate an idea through a range of movements and patterns	To be able to perform a dance which shows clarity, fluency, accuracy and consistency  To be able to perform to an accompaniment	To be able to develop sequences in a specific style  To be able to perform dances using simple movement patterns  To be able to choose
Motor competence Rules, strategies and tactics			To be able to perform dances using simple movement patterns	To be able to repeat, remember and perform phrases		To be able to compose my own dances in a creative ways	my own music and style



		EYFS	Y1	Y2	Y3	Y4	Y5	Y6
Team Games	(Striking and fielding)  Motor competence  Rules, strategies and tactics	To develop and refine a range of ball skills including: throwing, catching, kicking, passing, batting and aiming	To be able to move and stop safely  To be able to throw underarm  To begin to catch more consistently  To be able to strike with a racket or bat	To be able to send and receive  To be able to decide the best space to be in during a game  To be able to follow rules  To use hand-eye coordination to control a ball  To be able to catch a variety of objects	To be able to throw and catch with control  To be aware of space and use it to support teammates and to cause problems for the opposition  To know and use rules fairly	To be able to catch with one hand  To be able to hit, bowl, throw and catch with increasing accuracy  To be able to vary my tactics and adapt my skills depending on what is happening in a game	To be able to hit, throw, bowl and catch accurately and with control  To be able to use a range of techniques when fielding	To be able to use a range of techniques with confidence and skill in a game situation  To be able to play competitive games to agreed rules  To be able to explain rules to others  To be able to communicate a plan to my team
	(Invasion)  Motor competence  Rules, strategies and tactics	To be able to combine different movements with ease and fluency	To be able to move and stop safely  To be able to throw and kick in different ways  To be able to stop a ball	To be able to throw, hit or kick a ball with increasing accuracy  To be able to decide the best space to be in during a game  To be able to use tactics in a game when attacking and defending  To be able to follow rules	To be able to throw, hit or kick a ball with accuracy  To be aware of space and use it to support teammates and to cause problems for the opposition  To know and use rules fairly	To be able to pass, throw and catch accurately with control  To be able to keep possession of the ball  To be able to vary my tactics and adapt my skills depending on what is happening in a game	To be able to pass in different ways  To be able to choose a tactic for defending and attacking  To be able to use a number of techniques to pass, dribble and shoot  To be able to gain possession by working as part of a team	To be able to use a number of techniques to pass, dribble and shoot with control and accuracy  To be able to apply basic principles suitable for attacking and defending  To be able to play competitive games to agreed rules  To be able to explain rules to others  To be able to communicate a plan to my team



Team Games (Cont)	(Net / Wall)  Motor competence  Rules, strategies and tactics				To be able to throw and catch with control  To be able to serve underarm  To be able to build up a rally	To be able to play a variety of shots  To demonstrate and use the correct grip on a racket  To develop greater accuracy of strokes  To know the rules for a net game	To develop techniques for ground strokes and volleys  To develop a backhand technique and use it in a game  To be able to serve overarm  To know when to use different shots	To use good hand/eye co-ordination when playing and serving  To know where a shot should be aimed and show increasing accuracy  To use different shots in a game situation to outwit an opponent
		EYFS	Y1	Y2	Y3	Y4	Y5	Y6
Motor co	empetence rategies and	To develop overall body-strength, balance, co-ordination and agility	To be able to make my body curled, tense, stretched and relaxed  To be able to control my body when travelling and balancing in different ways	To be able to use balance, agility and coordination in a range of activities  To be able to plan and perform a sequence of coordinated movements including a balance	To be able to explain how strength and suppleness affect performance  To be able to compare and contrast gymnastic sequences  To adapt sequences to suit different types of apparatus and criteria	To include change of speed and direction with control  To include a range of shapes in a sequence  To be able to work with a partner to create, repeat and improve a sequence with at least three phases	To combine action, balance and shape  To perform consistently to different audiences  To be able to make complex extended sequences	To be able to demonstrate flexibility, strength, control and balance in a sequence of movements  To develop technical sequences in a specific style



	EYFS	Y1	Y2	Y3	Y4	Y5	Y6	
Outdoor adventurous activities  Motor competence  Rules, strategies and tactics				To be able to follow a map in a familiar context  To be able to use clues to follow a route safely	To be able to work in a team and individually to use a map and solve problems with greater confidence and can identify risks whilst advising others  To be able to follow a route within a time limit	To confidently orientate myself and others to solve problems in unfamiliar environments  Follow a map into an unknown location  Use clues and a compass to navigate a route	To be able to plan route and a series of clues for someone else  To be able to take part in outdoor and adventurous activity challenges both individually and in a team	
Swimming				To be able to use a range of strokes effectively  To perform safe self-rescue in different water based situations  To swim competently, confidently and proficiently over a distance of at least 25m				

Sports Science Sequencing			PHYSICAL E	PHYSICAL EDUCATION					
	EYFS	Y1	Y2	Y3	Y4	Y5	Y6		
Sports Science		To know why moving my body is an	To know the importance of a	To take a pulse rate reading before and	To explain how a warm up	To know the names, locations	To identify the bodies 5 major		
Motor competence		important part of being healthy	warm up	after exercise and see the impact	prepares and protects our body	and usage for some of the main	muscle groups and their names		
Rules, strategies and			To explain the benefits a warm up	exercise has on it	during physical activity (aerobic	muscles in the body (biceps,	(chest, back, arms and shoulders,		
tactics Healthy Participation			has on our body	To explain why heart rates increase	exercise to increase heart	triceps, quadriceps,	abdominals, legs and buttocks)		
				after exercise	rate and warm muscles, then	hamstring) To begin to	To understand that having a healthy,		
				To appreciate that	how to stretch	understand how	active lifestyle		
				being active is part of being healthy	safely to ensure muscle damage doesn't occur)	muscles work in pairs to allow us to move.	impacts our mental health (exercise releases		



		both physically and		endorphins which
		mentally	To understand	reduce chance of
			that being healthy	depression and
			physically and	anxiety. Improve
			mentally relies on	self-esteem.
			diet and physical	Regulate appetite
			activity	Provide an
				enhanced immune
				response)
				To understand the
				short and long
				term effects
				physical exercise
				has on the body
				and mental health

