	Orienteering	Dance - Toy Story	Fundamental Skills – Zog	Gymnastics 2	Fundamental Skills –	Athletics -
Year 1	(see cross curricular orienteering resource)	<ul> <li>To link movements to show different character of a variety of different toys.</li> <li>To convey the different emotions within a relationship.</li> <li>To link travel, turn and stillness within a sequence depicting a different mood.</li> <li>To travel from one space to another using different pathways and levels.</li> <li>To work in a group to create a sequence.</li> <li>To combine all the dance sequences to retell aspects of the story.</li> </ul>	<ul> <li>To perform the skill of running and changing direction</li> <li>To demonstrate an overarm throw and hopping</li> <li>To demonstrate on</li> </ul>	<ul> <li>To demonstrate different shapes in a sequence</li> <li>To demonstrate a sequence using travelling and 3 balances</li> <li>To demonstrate a sequence using travelling, balancing and rolls</li> <li>To use skills of travelling, rolling, balancing and jumping to create a sequence with and without apparatus.</li> <li>Fundamental Skills – catching and bouncing a ball</li> <li>To demonstrate catching and bouncing ball with some accuracy</li> <li>To show and apply a simple tactic in a game</li> </ul>	Lost and Found  To demonstrate the FMS of underarm throwing and hopping  To demonstrate the FMS of an overarm throw and skipping  To assess the FMS of catching and bouncing a ball  To demonstrate the FMS of running and jumping  To demonstrate the FMS of kicking and rolling a ball	<ul> <li>To show a hopping skill with rhythm</li> <li>To demonstrate rolling a ball with accuracy</li> </ul>

Year 2 Orienteering - (See Cross	Dance – Explorers	Gymnastics 1	Games – Piggy in the	Fundamental Skills –	Athletics
Curricular Orienteering) Fundamental Skills — Kicking Unit  To explore different ways of kicking objects To kick objects with increased accuracy To receive a kick with control To intercept a ball To explore kicking with a variety of equipment To choose skills effectively for a game	To become their own explorer, being able to seek and find objects To learn basic dance movements and develop key travelling skills To demonstrate imagination in the environments task and try to move in new and interesting ways To develop movement memory in the backpack dance To learn about and replicate animals from the rainforest through movement To create a short dance in a group using ideas from their chosen animal To experiment with movement ideas and create a duet using contact To guide others in movement through given environments To work in pairs to create interesting shapes with bodies To develop increased awareness of relating movement to images To share ideas, create and learn a new unison dance performed travelling	To demonstrate jumping actions with different shapes in the air To show travelling actions using hands and feet To demonstrate balancing on large body parts To show an egg, pencil and teddy roll To create and demonstrate a sequence using rolling, jumping and travelling To perform jumping and rolling actions To create a sequence using rolling, jumping and travelling To create a sequence using rolling, jumping and travelling To create a sequence using travelling, balancing, rolling and jumping	To demonstrate an underarm throw with accuracy To show catching a ball with control To demonstrate passing a ball with accuracy then moving into space To show a simple tactic in a game To pass a ball with accuracy then move into space To use a simple tactic in a game Games — striking and fielding To demonstrate an overarm throw for distance To strike a ball for distance To play a simple striking and fielding game To strike a ball with accuracy for distance To play a simple striking and fielding game and dielding game and fielding game and simple tactic	Bounce ball  To demonstrate bouncing a ball with some control  To demonstrate bouncing a ball with some control while moving  To demonstrate bouncing a ball and passing in a simple game  To demonstrate throwing a ball at a target with some accuracy  To demonstrate passing a ball with accuracy then move into space  To use a simple tactic in a game  Games — net and wall  To demonstrate how to catch a ball  To show a side gallop with some rhythm  To show the ready position  To demonstrate how to catch a ball  To show how to hold a bat  To demonstrate catching a ball from ready position  To strike a ball to a partner  To strike a ball with some accuracy  To show a simple tactic in competitive focus  To apply a simple tactic in a net/wall game  To demonstrate a simple tactic in a net/wall game	To throw underarm accurately into a target To throw as far as possible To throw overarm accurately To throw overarm for distance To throw using a push and two-handed throw for distance To jump for distance with control To throw using an underarm and overarm throw for distance and accuracy To complete an obstacle course with speed and agility FMS end of KS1 assessment To throw underarm accurately into a target To throw as far as possible To throw overarm accurately & for distance To run as fast as possible To throw using a push and two-handed throw for distance To jump for distance with control To kick a ball for distance To catch a ball To complete an obstacle course To throw underarm for accuracy To throw overarm for distance To complete an obstacle course To throw overarm for distance To complete an obstacle course with speed and

agility

to outwit an opponent

## Orienteering -(See Cross Curricular Year 3 Orienteering) Invasion Games – rugby

- To demonstrate passing a ball using a swing pass To move into space after using a swing pass in a game
- To demonstrate passing a ball with a swing pass
- To perform a feint when passing to outwit a defender
- To perform a swing pass and bounce pass in a game
- To perform a pass in an invasion game using a swing pass
- To apply a simple tactic to outwit a defender

#### Dance - Rock and Roll

- To name different forms of rock and know where they might be found To demonstrate shapes as a team using their bodies in interesting ways
- To name the layers of the earth and describe their qualities through words and movements
- To demonstrate unique movement ideas
- To sequence movement together into a structure To can create effective
- travelling movements To create a travel solo, following a defined pathway and use stillness To create a rhythmic
- To demonstrate increased movement ideas in Don't wake volcano game

circle dance in unison

#### Net and wall unit core task

- To explore different throwing actions To consolidate throwing and catching actions and practise
- To suggest ideas and practice to improve their play
- Strike the ball using their hand or small bat
- To improve movement skills and body positions Familiarise them with a racquet and practise striking skills using a racquet
- To devise their own game

#### **Gymnastics**

- To demonstrate travelling with control on 4 points
- To show balances on 2 and 3 points of the body
- To show balances with stillness on 1, 2, 3 and 4 body points
- To combine actions of travelling and balance
- To demonstrate basic rolls with accuracy and control
- To move from one action to another smoothly
- To demonstrate jumping and landing safely
- To create & demonstrate a sequence to a partner
- To create & demonstrate a gymnastic sequence of at least six actions using travelling, rolling, jumping and balancing on small body parts
- To adapt & demonstrate a gymnastic sequence of at least six actions using travelling, rolling, jumping and balancing on small body parts with a change of direction and speed
- To show different ways of travelling and balancing using the apparatus
- To use the apparatus to perform jumping & rolling actions
- To demonstrate successful transitions between travelling, balancing on small body parts, jumping and rolling

### **Gymnastics**

- To adapt & demonstrate a gymnastic sequence of at least six actions using travelling, rolling, jumping and balancing on small body parts with a change of direction and speed To show different travelling and balancing actions using the apparatus
- To use the apparatus to perform jumping actions To evaluate successful transitions between actions
- To use the apparatus to perform rolling actions To demonstrate successful transitions between travelling. balancing on small body parts, jumping and rolling To evaluate successful transitions between travelling, balancing on small body parts, jumping and rolling

#### Health and fitness

- To recognise different fitness components that help maintain good health
- To develop fitness component of balance
- To develop the fitness components of speed, agility, co-ordination and power
- To recognise different fitness components that help maintain good health

## Striking and fielding cricket

- To demonstrate an underarm throw with accuracy
- To catch a ball
  - To demonstrate how to throw a ball underarm with some accuracy
- To catch a ball in a striking and fielding game
- To demonstrate how to strike a ball from a batting tee or drop feed
- To catch a ball in a striking and fielding game
- To demonstrate bowling a ball underarm
- To demonstrate striking a ball from a batting tee or drop feed
- To apply simple tactics in a modified competitive game

### **Athletics**

- To throw using a pull action To explore different
- running techniques To perform the sling throwing action To develop jumping
- To throw using a push action

actions

and jump

- To throw for distance using a pull, push and sling throw
- To pass a quoit/baton to a teammate in a relay To perform a hop, step
- To perform a combination of 5 jumps

#### Handball

- To send and receive a ball in a game To play traditional Roman
- ball games To apply simple tactics
- To revise simple tactics in an invasion game

	Rounders
Year 4	To demonstrate an
rear <del>-</del>	underarm throw with
	accuracy
	To demonstrate how to
	throw a ball with some
	accuracy
	To catch a ball in a striking
	and fielding game
	To strike a ball from a tee
	or a drop feed
	To catch a ball in a striking and fielding game
	To apply a simple tactic in
	a striking and fielding
	game
	To apply simple tactics in a
	modified striking and
	fielding game
	Orienteering

### Dance - Sparks might fly

- To understand uses for electricity
- To think creatively & create a movement using words as inspiration
- To name the key components of an electrical circuit
- To create & perform their own dance movements from the inspiration given
  To demonstrate CANON and
- To demonstrate developing performance skills

UNISON

- To explain the difference between conductors & insulators
- To demonstrate performance skills
- To create a duet using increased choreographic skills

#### Gymnastics

- To demonstrate travelling actions on feet & hands and feet
- To show balances in front & back support positions
- To demonstrate the dish and arch shape
- To combine travelling, jumping & balancing actions To demonstrate basic rolling
- Plan and perform a simple sequence to include travel, rolling and jumping To demonstrate balance on one foot and arabesque To plan & perform a simple sequence to include travel, rolling, balance and jumping To create & demonstrate a gymnastics sequence of 6 actions
- To teach a sequence to a partner and make simple assessments of quality on their performance

#### Gymnastics 2

- To show a mirrored shape with a partner
- To create e a sequence of gymnastics actions with a partner
- To show a matched balance with a partner
  To create a sequence of gymnastics actions with a partner
- To create a sequence of gymnastics actions including matched shapes and mirrored shapes with a partner including apparatus

#### Swimming

#### Swimming Boccia

- To show different ways of how to propel a boccia ball (bean bag) towards a target
- To demonstrate sending a ball into a target with accuracy
- To play simple boccia type games using simple tactics
- To send a boccia ball towards a target with accuracy
- To play boccia using simple tactics
- To show tactics as a team when playing boccia

## Tag and target

- To perform the fundamental skills of dodging
- To perform the fundamental skill of dodging in a tag game
  To demonstrate aiming skills using the FMS of throwing and rolling a ball
  To demonstrate aiming skills using the FMS of throwing and rolling a ball in a target game
  To send an object in a

#### Basketball

target game with

accuracy

- To demonstrate passing a ball using a chest pass and a bounce pass accurately
  To move into space after
- using a chest pass and /or bounce pass in a game

  To demonstrate dribbling
- To demonstrate dribblin a basketball with some control
- To pass a ball accurately to a teammate using a chest pass and bounce pass
- To demonstrate dribbling a basketball with some control
- To find space to receive a chest or bounce pass
- To use tactics to outwit an opponent
- To evaluate what worked well in a team

#### Athletics

- To throw using a pull action
- To explore different running techniques
- To throw using a push action
- To perform the sling throwing action

  To develop jumping actions
- To throw for distance using a pull, push and sling throw
- To pass a quoit/baton to a teammate in a rally
- To perform a hop, step and jump
- To perform a combination of 5 jumps

	Dance -
Voor E	<ul> <li>To create</li> </ul>
Year 5	demonst
	dance wi
	<ul> <li>To have a</li> </ul>
	structure
	depicting
	<ul> <li>To have i</li> </ul>
	teamwor
	awarene
	<ul> <li>To have a</li> </ul>
	which fo
	<ul> <li>To create</li> </ul>
	different
	performe
	<ul> <li>To demo</li> </ul>
	skills and
	making i
	of a new
	<ul> <li>To select</li> </ul>
	rehearse
	their dan
	demonst
	range of
	througho

## Dance - earthlings

- To create and demonstrate a new dance with a partner
- To have a well structured group dance depicting their planet
- To have increased teamwork skills, spatial awareness and timing
   To have a group dance
- which follows a narrative
  To create dances using
- different formations
  performed in unison
- To demonstrate creative skills and decision making in the creation of a new duet
- To select, structure, rehearse and perform their dances, demonstrating a broad range of skills acquired throughout the scheme.

## Orienteering

#### Netball

- To pass a ball in a variety of ways with control
- To perform a stop and pivot when receiving the ball with some control
- To dodge into a space and attempt to receive a ball
- To mark a player and stop them getting a ball
- To place a hand under a ball and support it with the other when shooting
- To react and keep on their toes
- To sometimes react to snatch the ball in a 'toss up'
- To use running, jumping, throwing and catching in isolation and combination
- To communicate and collaborate with others
- To play competitive/modified games and apply basic principles suitable for attacking and defending
- To evaluate performance and recognise their own success

#### **Gymnastics**

- To perform partner balances
  To create a simple
- sequence of matched and mirrored partner balances
  To know the difference between counter balance and counter tension
  To perform a range of counter tension actions
- To create a gymnastic sequence with counter balances and counter tension with a partner

with a partner

#### Hockey

- To show passing a ball to a teammate using a hockey stick
- To demonstrate dribbling and passing a ball using a hockey stick
- To demonstrate shooting a ball at a goal
- To select attacking tactics when playing a hockey type game
- To demonstrate dribbling and shooting a ball using a hockey stick
- To select attacking tactics when playing a game
  To apply simple attacking and defending tactics
  when playing a hockey
- To play a role in a competitive modified game

type game

## Gymnastics 2

- To adapt a gymnastic sequence using apparatus and perform it with a partner
- To create a gymnastics sequence with counter balances and counter tension with a partner using canon; including apparatus

## Creative games

- To dribble a ball
  To pass and receive a
  pass using a variety of
  skills
- To select and apply appropriate tactics when playing different invasion games
- To create rugby type game and select and apply tactics to outwit an opponent
- To work as a team to solve a tactical problem through designing a unique invasion game To adapt an invasion
- To adapt an invasion game to include positions and attacking/defending options
- To apply simple attacking and defending tactics when playing an invasion type game

## Swimming Net and wall tennis

- To demonstrate a forehand shot with some consistency
- To demonstrate a forehand and backhand shot with some consistency
- reasonably well to their partner to continue a rally To demonstrate a simple
- tactic in a net type game
  To play the game for the
  core task and
  incorporate tactics to
  score points

## Swimming Athletics

- To perform running techniques for short and long distances
- To perform a pull and push throw
- To take off and land one foot to one foot
- To develop running for a distance
- To take off and land one foot to two
- To develop running for speed
- To take off and land using a combination of jumps
- To perform a sling throw
- To develop running techniques at different speeds
- To take off and land using a hop, step and jump
- To perform a heave throw
- To develop running techniques
- To take off part in an athletics event and recording times and distances

Swimming Orienteering

### Swimming

#### **Badminton**

- To demonstrate a forehand shot with some consistency
- To demonstrate a forehand and backhand shot with some consistency
- To direct the shuttlecock reasonably to their partner to continue a rally To demonstrate a simple tactic in a net type game To play the game for the core task and incorporate tactics to score points

## Gymnastics

- To perform shapes and balances with a partner To demonstrate counter balance and counter tension paired balances using apparatus To demonstrate a group
- To demonstrate a group counter balance
- To create a gymnastic sequence with a counter tension in a group To create a gymnastic sequence with counter
- tension with a partner
  To demonstrate paired
  and group counter
  balances in unison.

balances and counter

To create a sequence of gymnastic actions, paired and group balances.

### Gymnastics 2

- To demonstrate a part weight bearing balance
  To create a sequence of gymnastic actions, paired and group balances using apparatus
- To create and perform

# Striking and fielding games – cricket

- To demonstrate bowling underarm with accuracy To catch a ball when fielding
- To strike a ball with a cricket bat off a tee
  To bowl overarm with
- To demonstrate a bowl overarm with accuracy
- To strike a ball with a cricket bat off atee with consistency
  To bowl overarm with
- accuracy in a game
  To apply a tactic in a
  cricket type game
- To demonstrate bowling overarm with accuracy in a game
- To strike a ball with a cricket bat in a game
- To use tactics in a cricket style game
- To demonstrate bowling overarm with accuracy and consistency in a game
- To apply tactics in a modified competitive cricket game

#### Dance – Seaside

- Pupils are aware of their own timing and can accurately copy and replicate one/series of dance movements
  Pupils can make decisions about their dances to make them interesting
- and unique
  Pupils add character to
  their actions to portray
  the story
- Pupils learn and perform a range of counter balances and/or lifts within their existing group dance
- Pupils will create and perform a travelling sequence on their own pathway, exploring the space, remaining in unison with their group Pupils can perform the entire dance with strong characterisation and timing without any teacher guidance

#### Athletics

- To perform running techniques for short and long distances
- To perform a and push throw
- To take off and land one foot to one foot
- To perform a pull throw
  To develop running for
  distance
- To take off and land one foot to two
- To develop running for speed
- To take off and land using a combination of jumps
- To perform a sling throw
  To develop running
  techniques at different
- Too take off and land using a hop, step and jump

speeds

To perform a heave throw
To take part in an
athletics event and record
times and distances

## Invasion games – rugby

- To demonstrate passing and catching a rugby ball with consistency, accuracy and control
- To apply simple tactics when playing a rugby type game
- To apply simple attacking and defending tactics when playing a rugby type game