National Curriculum: Key stage 2

Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement. They should enjoy communicating, collaborating and competing with each other. They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success. Pupils should be taught to: - 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 - develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics] - perform dances using a range of movement patterns - take part in outdoor and adventurous activity challenges both individually and within a team - compare their performances with previous ones and demonstrate improvement to achieve their personal best.

	Term 1	Term 1	Term 2	Term 2	Term 3	Term 3
	Lesson 1- Multi	Lesson 2-	Lesson 1- Dance	Lesson 2- Multi Skills Net	Athletics	Multi Skills Striking
	Skills Invasion	Gymnastics		and wall		and fielding
	<mark>games</mark>					
	CHILDREN WILL BE	CHILDREN WILL	CHILDREN WILL BE	CHILDREN WILL BE	CHILDREN WILL BE	CHILDREN WILL BE
Υ	TAUGHT TO:	BE TAUGHT TO:	TAUGHT TO:	TAUGHT TO:	TAUGHT TO:	TAUGHT TO:
	Understand that	Make up a	Explore, improvise	Devise a scoring system.	Develop the	Use and adapt rules,
e	when team has	sequence and	and combine	Hit the ball in the court	consistency of their	strategies and tactics,
	ball they are	adapt it to	movement ideas	away from opponent,	actions in a number	using their knowledge
a	attacking and	different	fluently and	how to outwit them using	of events.	of basic principles of
	when they haven't	apparatus layouts.	effectively. S&A	speed height and	Increase the number	batting and fielding.
∣ r	they are			direction of ball.	of techniques they	S&A Evaluate
•	defending.	Use combinations	Understand how a		use.	strengths and
		of dynamics	dance is formed	Know where to stand		weaknesses in their
	Understand	(pathways) to use	and performed.	when attacking and	Sustain pace over	own and others'
6	different ways of	space effectively.		defending. S&A	longer distances, e.g.	performances and
O	attacking and		To evaluate, refine		sprint for seven	suggest
	encourage them	Make up own rule	and develop their	Explain why they or	seconds, run for one	improvements. E&I
	to use positions	for longer, more	own and others'	others are playing well in	or two minutes.	
	for their team	complex	work. E&I	the games.		
	carefully.	sequences.				Core Task - The aim
						of the game is for

Understand	Plan a sequence	Know what they need to	Throw with greater	pairs to score as
different ways to	and adapt it to	get better at and what to	control, accuracy	many runs as possibl
attack and defend.	limited	practice.	and efficiency.	in an innings of a set
	equipment.			length. Start with a
Choose right		Understand how to	Perform a range of	three pair game. On
formations and	Work as a group	change court to make	jumps showing	pair bats, one pair
tactics for attack	and share roles	easier. Understand	power, control and	fields and the third
and defence.	fairly.	practices to help with	consistency at both	pair bowls and keep
		precision and consistency	take off and landing.	wicket
Know how they	Investigate	and speed about the	A&D	
support other	different ways of	court. E&I		
players in attack	working with a		Understand why	
and defence. S&A	partner or small		exercise is good for	
	group.	Core Task - Play games	fitness, health and	
Understand how		and change size of net,	wellbeing.	
to get ready for	Use compositional	court and equipment		
games.	ideas (contrasts	used. Play short tennis	Say why some	
	and variation in	singles and doubles with	athleticactivities can	
Know some ideas	shape, speed,	rules in place.	improve strength,	
for warm up	level, timing and		power or stamina	
exercises and	actions) S&A		and explain how	
routines.			these can help their	
	Know how		performance in	
Know what makes	gymnastics		other types of	
a good warm up.	promotes		activity. H&F	
	strength, power			
Know what	and suppleness.		Core Task - Chn to	
clothing and			measure how long or	
footwear is best to	Understand the		high they can jump	
wear.	importance of		using standing	
	warming up.		jumps, jumps with	
			run ups,	

Know how to	Value of exercise		combination jumps.	
check playing area.	outside of school		Chn to use different	
	day.		ways to measure.	
Know how playing			Chn to measure how	
invasion games	Devise effective		well they can throw	
helps your fitness	warm up for		e.g for height,	
and benefits of	gymnastics.		distance, with run	
playing outside of			ups and using	
school. E&I	Set out and do		different equipment.	
	risk assessments			
Core Task - Play	on apparatus.			
4vs 4 then 5 vs 5	H&F			
on pitch 1520m				
wide and 30-40m	Core Task - Create			
long. Goal at each	and perform floor			
end with shooting	and apparatus for			
area. Play without	an audience that			
goalkeepers to	will include at			
allow players to	least 8-10			
shoot. Then add	elements. Include			
goalkeepers.	twisting and			
	turning, flight,			
	changes of			
	direction and			
	speed and			
	contrasting			
	shapes and			
	balances.			
	about			