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-	Lesson 2- Dance	Athletics	Multi Skills Net and
	Skills Invasion	Gymnastics	Swimming			wall/ Striking and
	<mark>games</mark>					<mark>fielding</mark>
	CHILDREN WILL BE	CHILDREN WILL	CHILDREN WILL	CHILDREN WILL BE	CHILDREN WILL BE	CHILDREN WILL BE
Υ	TAUGHT TO:	BE TAUGHT TO:	BE TAUGHT TO:	TAUGHT TO:	TAUGHT TO:	TAUGHT TO:
	Practise passing to a	Develop and	Put face in water	Improvise freely on	Choose skills and	Net and wall:
e	partner using a	perform	and blow	their own and with a	equipment to meet the	Practise throwing and
	number of sending	actions.	bubbles.	partner, translating	challenges they are set.	catching with a variety
a	and receiving			ideas from a stimulus	E.g by increasing the	of different balls and
	techniques.	Practice and	Fully submerge	to a movement. A&D	distance thrown.	using different types
r		concentrate on	under water.			of throwing.
	Improve accuracy of	quality of		Keep up an activity		
	passes and use	movement.	Be able to swim	over a period of time	Use different	Hit the ball with a
	space to keep		20metres across	and know what they	techniques, speeds and	racket. Use different
3	possession better.	Link different	the pool without	need to warm up and	effort to meet	shots. A&D
<i>-</i>		balances	support.	cool down for dance.	challenges set for	
	Remain in control of	moving in and		H&F	running, jumping and	Play games using
	ball while travelling.	out of positions	To swim		throwing. S&A	throwing and catching
		of stillness.	10metres front			skills.
			crawl and back		Recognise and describe	
			stroke.		what their bodies feel	

	Use communication	Transfer weight		like during different	Vary strength, length
	skills to help others	smoothly from		types of activity.	and
	know where they	one part of		types of activity.	direction of throw.
	are going.	body to		Describe what happens	direction of timow.
	are going.	another.		to their heart,	Know how can they
	Look when travelling	another.		•	make it difficult for
		lles estiens en		breathing and	
	and what happens	Use actions on		temperature during	opponent to receive
	after they have	floor and over,		different types of	ball.
	passed ball. A&D	through, across		athletic activity. E&I	
		and along			Stand when receiving.
	Play games that	apparatus. A&D			
	involve keeping			Core Task - Using	Understand attack and
	possession and	Vary and apply		different ways of	defence tactics.
	scoring in targets.	actions on floor		travelling, e.g, running,	Understand rules
	3vs 1 and 4vs 1	and apparatus.		walking, hopping and	about the games. S&A
	games.			skipping. See how fast	
		Сору а		or far children can go in	Core Task - Play 1vs 1
	Know which passes	partner's		the challenge. E.g how	try to score points by
	are best, tactics to	sequence on		many bean bags can	throwing ball over a
	keep possession.	floor and		you move in 5secs?	net and making it
		apparatus.		How many cones can	bounce twice. Then
	Find space to			you touch in 15secs etc.	2vs2 one with racket
	receive and support.	Perform easy			and partner to feed
		combinations of			ball.
	Know what to think	contrasting			
	about when team	actions.			Striking and fielding:
	has and hasn't got				
	the ball.	Choose			Consolidate and
		combinations			develop the range and
	How to organise	that work in			consistency of their
	themselves	their			skills in striking and
	differently to play	sequences.			fielding games. A&D
<u> </u>	amerently to play	Jequerices.			neranig games. AQD

each of the games			
successfully.	How they		Recognise how
	devise		specific activities
Understand patterns	sequences. S&A		affect their bodies.
of play- if ball is in a			Understand the
certain position	Core Task -		importance of keeping
where should	Using floor and		warm. H&F
players be. S&A	apparatus,		
	create and		Core Task - The aim of
Core Task - Score	perform a		the game is for the
points by kicking ball	sequence of		batter to hit the ball
into target area or	contrasting		(off a low tee) into an
knocking over	actions.		arc, and to score
skittle. Play 4vs 2			points by jumping in
and then 4vs3.			and out of a hoop, or
			by bouncing a ball, as
			many times as
			possible before the
			fielding team have
			returned the ball to
			base.