

Physical Education

Medium Term Planning

Year 3



**F2** 

Year1

Year 2

Year 3 Y

Year 4

Year 5

Year 6



Invasion
Striking & Fielding
Net & Wall

Combine different movements with ease and fluency

Develop and refine a range of ball skills

To be able to throw and kick in different ways

To throw underarm, catch a ball consistently and strike a ball with a racket.

To throw, hit or kick a ball with increasing accuracy and begin to use tactics in a game when attacking and

To use hand-eye coordination to control a ball and decide the best space to be in during a game To be aware of space and use it to support team-mates and to cause problems for the opposition

To throw and catch with control

To serve underarm and build up a rally

To keep possession of a ball and vary tactics depending on what's happening in a game.

To catch with one hand and hit, bowl, throw and catch with increasing accuracy

Play a variety of shots and develop greater accuracy of strokes. To gain possession by working as a team, choose a tactic for attacking and defending and pass in different ways.

To use a range of techniques when fielding Serve overarm, develop techniques for ground strokes, back-

hand and volleys

Communicate a plan to a team, pass, dribble and shoot with control and accuracy and apply basic principles for attacking and defending Play competitive games to agreed rules, use a range of techniques in a game situation.

Use different shots in a game situation to out-

wit an opponent



Progress towards a fluent style of moving

Perform dance moves

Change rhythm, speed, evel and direction in a dance Improvise freely and translate ideas from a stimulus into a movement Dance to communicate an idea through a range of movements and patterns Compose own dances in a variety of ways which shows clarity, fluency, accuracy and consistently

To develop sequences in a specific style



Develop bodystrength, balance, coordination and agility Control their body when travelling and balancing in different ways Use balance, agility and coordination in a range of activities and perform a sequence of coordinated movements

Adapt sequences to suit different types of apparatus and criteria

Include a range of shapes in a sequence

To combine action, balance and shape to make complex extended sequences Develop technical sequences in a specific style and demonstrate flexibility, strength, control and balance in a sequence.

Athletics	F2  efine movement skills: rolling, crawling, walking, jumping, running, hopping, skipping, climbing	Year 1  Move by running and jumping with control and care Throw and catch using range of techniques	Year 2  Master basic throwing and catching.  Master basic running and jumping	and coordination within	Run over a long distance and sprint a short distance. Throw in different ways and jump in different ways	Year 5  Control their body when taking off and landing. Throw with accuracy	Year 6  Combine a range of running, jumping, throwing, and catching technique with control
Outdoor Adventurous Swimming				Follow a map in a familiar context. Use clues to follow a route safely	Follow a route within a time limit. Use a map and solve problems with greater confidence.	Follow a map to ar unknown location. U clues and a compass navigate a route	se series of clues for
Evaluate		With support, identify a good performance	performance and say why	performances with previous ones,	nfidently evaluate wn performance and discuss improvements in	erformances, discussing nprovements	Swim competently and proficiently over at least 25m.  Evaluate own and others performance discussing improvements to deliver a petter performance
Leadership					Giv	ve tactical instruc- tions to affect a in game situation.	Confidently referee a game. Give tactical instructions to affect a game situation. Lead and effective warm up for a group

# Year 3 PE—Yearly Overview

Autumn	Spring	Summer
Team Games (Invasion	Outdoor & Adventure	Team Games (striking & Fielding)
Dance and Movement	Net and Wall	Athletics
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Gymnastics	Evaluation	Evaluation
	evaluation	evaluation
Evaluation		
evaluation		



### **Team Games (Invasion)**

### Autumn 1—All classes

Prior Learning	<ul><li>ball, is a</li><li>Participal</li></ul>	<ul> <li>ball, is able to catch a variety of objects and began to apply these in a range of activities.</li> <li>Participate in team games, developing simple tactics for attacking and defending.</li> </ul>						
End Points	• To knov	To be aware of space and use it to support team-mates and to cause problems for the opposition  To know and use rules fairly  To be able to compare my performances with previous ones, explaining differences and effectiveness						
Vocabulary	Technique, Atta	Technique, Attack, Defence, Creativity, Change of Pace, Ball Speed						
	Second	Lesson	Learning Objectives	Domain	Resources			
Key Concept	Order Concepts	Sequence		Knowledge				
Team. Games Evaluate	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 1 Revisit Prior Learning  Brickter  Building Blocks	OO: To master throwing and catching skills. To use hand-eye coordination to control a ball. To be able to catch a variety of objects.  LO: I can confidently throw and catch a ball under and overarm.  I can use hand-eye coordination to control a ball.  I can confidently catch a variety of objects.	Throwing and catching dribbling Competitive games	Rugby balls Basketballs Cones			



### **Team Games (Invasion)**

#### Autumn 1—All classes

	Second	Lesson	Learning Objectives	Domain	Resources
Key Concept	Order	Sequence		Knowledge	
	Concepts				
Team Games Evaluate	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 2	OO: To be aware of space and use it to support team-mates and to cause problems for the opposition.  LO: I can understand the difference between attack and defence. I can identify space in order to receive away from an opponent.	Attacking and defending, (to combine with others to pass opponents) Space	balls Bibs Cones
	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 3	OO: To be aware of space and use it to support team-mates and to cause problems for the opposition Be able to identify a good performance and say why.  LO: I can pass a ball with both hands and feet with precision. I am able to identify a good performance and say why.	Attacking and defending,  (to combine with others to pass opponents)  passing	balls Cones Bibs
	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 4	OO: To know and use rules fairly Be able to identify a good performance and say why.  LO: I can use the correct technique for receiving a ball to maintain possession and use it in a game.  I am able to identify a good performance and say why.	Attacking and defending,  (to combine with others to pass opponents)  Receive	balls Cones Bibs



### **Team Games (Invasion)**

### Autumn 1—All classes

Key Concept	Second Order	Lesson Sequence		Domain Knowledge	Resources
key concept	Concepts	Sequence			
Team Games	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 5	oo: To be aware of space and use it to support team-mates and to cause problems for the opposition To know and use rules fairly. To be able to compare my performances with previous ones, explaining differences and effectiveness Be able to identify a good performance and say why.  LO: To pass and receive, to evade an opponent and understand why this was successful or not.	Attacking and defending,  (to combine with others to pass opponents)  Link–Space, pass and receive  Competitive games	
Evaluate	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 6 Final assessment week	OO: To be aware of space and use it to support team-mates and to cause problems for the opposition  To know and use rules fairly.  To be able to compare my performances with previous ones, explaining differences and effectiveness  Be able to identify a good performance and say why.  LO: To pass and receive, to evade an opponent and understand why this was successful or not.  Be able to identify a good performance and say why.	Attacking and defending, (to combine with others to pass opponents)  Link—Space, pass and receive  Competitive games	



### **Dance and Movement/Gymnastics**

#### Autumn 2—3GC & 3HM





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Prior Learning			level and direction in a dance		Brickson Building Blocks
End Points  Vocabulary	To be able to shape to shape able to respond to the shape to express to be able to express to be able to contain the shape to contain the shape able to express the shape able	nprovise freely an nare and create p epeat, remember dapt sequences to xplain how streng ompare and contr ompare my perfor	of translate ideas from a stimulus into movement hrases with a partner and small group and perform phrases of apparatus and criteria th and suppleness affect performance tast gymnastic sequences the previous ones, explaining differences and effective transces with previous ones, explaining differences and effective transces. Theme, Purpose, Composition, Sequence, Motif, Flexibility, Traveld		
Key Concept	Second Order Concepts	Lesson Sequence	Learning Objectives	Domain Knowledge	Resources
Dance & Movement Evaluate	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 1 Dance	OO: 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 repeat, remember and perform phrases Evaluate: To be able to compare my performances with previous ones, explaining differences and effectiveness  LO: I can improvise freely and translate ideas from a stimulus into movement I can share and create phrases with a partner and small group I am able to repeat, remember and perform phrases Evaluate: I can compare my performances with previous ones, explaining differences and effectiveness	Combine and sequence movement patterns  (To improvise movements to a stimulus to create and repeat performances)  Improvise-Create-Perform	Mats Music Picture Stimulus



### **Dance and Movement/Gymnastics**

#### Autumn 2—3GC & 3HM

### Spring 1—3MT

Key Concept	Second Order Concepts	Lesson Sequence	Learning Objectives	Domain Knowledge	Resources
Dance & Movement	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 2 Dance	OO: 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 repeat, remember and perform phrases Evaluate: To be able to compare my performances with previous ones, explaining differences and effectiveness  LO: I can improvise freely and translate ideas from a stimulus into movement I can share and create phrases with a partner and small group I am able to repeat, remember and perform phrases Evaluate: I can compare my performances with previous ones, explaining differences and effectiveness	Combine and sequence movement patterns  (To improvise movements to a stimulus to create and repeat performances)  Link— Improvise-Create-Perform	Mats Music Picture Stimulus
Evaluate	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 3  Dance  Final Assessment  Week	OO: 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 repeat, remember and perform phrases Evaluate: To be able to compare my performances with previous ones, explaining differences and effectiveness  LO: I can improvise freely and translate ideas from a stimulus into movement I can share and create phrases with a partner and small group I am able to repeat, remember and perform phrases Evaluate: I can compare my performances with previous ones, explaining differences and effectiveness	Combine and sequence movement patterns  (To improvise movements to a stimulus to create and repeat performances)  Improvise-Create-Perform	Mats Music Picture Stimulus

### **Dance and Movement/Gymnastics**

#### Autumn 2—3GC & 3HM

Spring 1—3MT



Key Concept	Second Order Concepts	Lesson Sequence	Learning Objectives	Domain Knowledge	Resources
Gymnastics	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 4 Gymnastics	OO: To be able to adapt sequences to suit different types of apparatus and criteria  To be able to explain how strength and suppleness affect performance To be able to compare and contrast gymnastic sequences Evaluate: To be able to compare my performances with previous ones, explaining differences and effectiveness  LO: I can adapt sequences to suit different types of apparatus and criteria I can explain how strength and suppleness affect performance I can compare and contrast gymnastic sequences Evaluate: I can compare my performances with previous ones, explaining differences and effectiveness	Combine and sequence movement patterns  (To adapt, explain and compare sequences of movement)  Adapt, Explain, Compare	Mats Activity cards Benches Agility Tables Hoops Cones
Evaluate	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 5 Gymnastics	OO: To be able to adapt sequences to suit different types of apparatus and criteria  To be able to explain how strength and suppleness affect performance To be able to compare and contrast gymnastic sequences Evaluate: To be able to compare my performances with previous ones, explaining differences and effectiveness  LO: I can adapt sequences to suit different types of apparatus and criteria I can explain how strength and suppleness affect performance I can compare and contrast gymnastic sequences Evaluate: I can compare my performances with previous ones, explaining differences and effectiveness	Combine and sequence movement patterns  (To adapt, explain and compare sequences of movement)  Link—Adapt, Explain,  Compare	Mats Activity cards Benches Agility Tables Hoops Cones

### **Dance and Movement/Gymnastics**

#### Autumn 2—3GC & 3HM

Spring 1—3MT



Key Concept	Second Order Concepts	Lesson Sequence	Learning Objectives	Domain Knowledge	Resources
Gymnastics  Evaluate	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 6 Gymnastics Final Assessment Week	OO: To be able to adapt sequences to suit different types of apparatus and criteria  To be able to explain how strength and suppleness affect performance To be able to compare and contrast gymnastic sequences Evaluate: To be able to compare my performances with previous ones, explaining differences and effectiveness  LO: I can adapt sequences to suit different types of apparatus and criteria I can explain how strength and suppleness affect performance I can compare and contrast gymnastic sequences Evaluate: I can compare my performances with previous ones, explaining differences and effectiveness	Combine and sequence movement patterns  (To adapt, explain and compare sequences of movement)  Perform—Adapt, Explain, Compare	Mats Activity cards Benches Agility Tables Hoops Cones



#### **Outdoor & Adventure**

Spring 1– 3GC & 3HM							
			Autumn 2– 3MT				
Prior Learning		ependently and as	a team identify a good performance		Brickney		
End Points	To be abl	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 compare my performances with previous ones, explaining differences and effectiveness					
Vocabulary	Team, Discuss, Describe, Safety, Direction, Understanding, Identify, Problem, Risk.						
Key Concept	Second Order Concepts	Lesson Sequence	Learning Objectives	Domain Knowledge	Resources		
Outdoor Adventurous	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 1 Introduction to orienteering and map reading	OO: To be able to follow a map in a familiar context  LO: I understand the symbols used in orienteering and can follow a basic map within a familiar context.	Compete and Cooperate  (Follow a planned route using clues)	Symbol cards  Map of school playground/field.		



#### **Outdoor & Adventure**

Spring 1–3GC & 3HM

Autumn 2-3MT

Key Concept	Second Order Concepts	Lesson Sequence	Learning Objectives	Domain Knowledge	Resources
Outdoor Adventurous	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 2	OO: To be able to follow a map in a familiar context  Evaluate: To be able to compare my performances with previous ones, explaining differences and effectiveness  LO: I can follow a map in a familiar context  Evaluate: I can compare my performances with previous ones, explaining differences and effectiveness	Compete and Cooperate  (Follow a planned route using clues)  Follow	Map & clipboard Cones Markers
	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 3	OO: To be able to use clues to follow a route safely Evaluate: To be able to compare my performances with previous ones, explaining differences and effectiveness  LO: I can use clues to follow a route safely Evaluate: I can compare my performances with previous ones, explaining differences and effectiveness	Compete and Cooperate  (Follow a planned route using clues)  Investigate	Map & Clipboard Clues Markers Cones
Evaluate	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 4	OO: To be able to follow a map in a familiar context To be able to use clues to follow a route safely Evaluate: To be able to compare my performances with previous ones, explaining differences and effectiveness  LO: I can follow a map in a familiar context I can use clues to follow a route safely Evaluate: I can compare my performances with previous ones, explaining differences and effectiveness	Compete and Cooperate  (Follow a planned route using clues)  Arrive	Map & Clipboard  Markers  Clues  cones

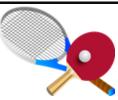


#### **Outdoor & Adventure**

Spring 1–3GC & 3HM

Autumn 2-3MT

	Second	Lesson	Learning Objectives	Domain	Resources
Key Concept	Order Concepts	Sequence		Knowledge	
Outdoor Adventurous	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 5	OO: To be able to follow a map in a familiar context  To be able to use clues to follow a route safely  Evaluate: To be able to compare my performances with previous ones, explaining differences and effectiveness  LO: I can follow a map in a familiar context I can use clues to follow a route safely  Evaluate: I can compare my performances with previous ones, explaining differences and effectiveness	Compete and Cooperate  (Follow a planned route using clues)  Link—Follow, Investigate, Arrive	Map & Clipboard  Markers  Clues  cones
Evaluate	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 6 Final Assessment Week	OO: To be able to follow a map in a familiar context To be able to use clues to follow a route safely Evaluate: To be able to compare my performances with previous ones, explaining differences and effectiveness  LO: I can follow a map in a familiar context I can use clues to follow a route safely Evaluate: I can compare my performances with previous ones, explaining differences and effectiveness	Compete and Cooperate  (Follow a planned route using clues)  Follow, Investigate, Arrive	Map & Clipboard  Markers  Clues  cones



#### **Net and Wall**

Spring 2- All classes

			Spring 2– All classes		
Prior Learning	• To begin	ole to throw unde	onsistently		Brickney.
End Points	<ul><li>To be ab</li><li>To be ab</li><li>To be ab</li></ul>	ble to serve unde	catch with control	effectiveness	Community Bloom
Vocabulary	Positioning, To		ovements, Space, Accuracy, Agility, Balance, Coordination		
Key Concept	Order Concepts	Lesson Sequence	Learning Objectives	Domain Knowledge	Resources
Team Games Evaluate	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 1 Revisit prior learning  Bricker Building Blocks	OO: To be able to throw underarm To begin to catch more consistently To be able to strike with a racket or bat	Agility, Balance and coordination (To send and receive with control)	



#### **Net and Wall**

### Spring 2– All classes

Key Concept	Second Order Concepts	Lesson Sequence	Learning Objectives	Domain Knowledge	Resources
Team. Games	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 2	OO: To be able to throw and catch with control To be able to serve underarm Evaluate- To be able to compare my performances with previous ones, explaining differences and effectiveness  LO: I can throw with control Evaluate— I can compare my performances with previous ones, explaining differences and effectiveness	Agility, Balance and coordination  (To send and receive with control)  Throw	Beanbags Variety of different sized balls Cones Bibs
Evaluate	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 3	OO: To be able to throw and catch with control Evaluate- To be able to compare my performances with previous ones, explaining differences and effectiveness  LO:: I can catch an object with control Evaluate— I can compare my performances with previous ones, explaining differences and effectiveness	Agility, Balance and coordination  (To send and receive with control)  Catch	Beanbags Variety of different sized balls Cones Bibs
	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 4	OO: To be able to build up a rally Evaluate- To be able to compare my performances with previous ones, explaining differences and effectiveness  LO:: I am starting to build up a rally with a partner Evaluate- I can compare my performances with previous ones, explaining differences and effectiveness	Agility, Balance and coordination  (To send and receive with control)	Beanbags Tennis rackets/balls Badminton rackets/shuttlecocks Nets cones



#### **Net and Wall**

### Spring 2– All classes

Key Concept	Second Order Concepts	Lesson Sequence	Learning Objectives	Domain Knowledge	Resources
Team Games	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 5	OO: To be able to throw and catch with control To be able to serve underarm To be able to build up a rally Evaluate- To be able to compare my performances with previous ones, explaining differences and effectiveness  LO: I can throw and catch with control I can serve underarm I can build up a rally with a partner Evaluate- I can compare my performances with previous ones, ex-	Agility, Balance and coordination (To send and receive with control) Link—Throw, catch, rally	Beanbags Tennis rackets/balls Badminton rackets/shuttlecocks Nets cones
Evaluate	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 6 Final Assessment week	OO: To be able to throw and catch with control To be able to serve underarm To be able to build up a rally Evaluate- To be able to compare my performances with previous ones, explaining differences and effectiveness  LO: I can throw and catch with control I can serve underarm I can build up a rally with a partner Evaluate— I can compare my performances with previous ones, ex-	Agility, Balance and coordination (To send and receive with control) Throw, catch, rally	Beanbags Tennis rackets/balls Badminton rackets/shuttlecocks Nets cones



#### **Striking & Fielding**

### Summer 1- All classes

Prior Learning	To be able to send and receive		To be able to decide the best space to be	To be able to decide the best space to be in during a game		
	To be able to fo	llow rules	To use hand-eye coordination to contro	To use hand-eye coordination to control a ball		
	To be able to ca	atch a variety of o	objects To be able to identify a good performan	nce and say why	Building	
End Points			rith control to support team-mates and to cause problems for the oppositio	n		
Vocabulary	Throw, Catch,	Look, Moveme	ents, Accuracy, Fielding, Positioning, Team			
	Coccad					
	Second	Lesson	Learning Objectives	Domain	Resources	
Key Concept	Order	Lesson Sequence	Learning Objectives	Domain Knowledge	Resources	
Key Concept			Learning Objectives  OO: To be able to send and receive		Resources	
Team Sames	Order Concepts	Sequence		Knowledge		



### **Striking & Fielding**

### Summer 1– All classes

Key Concept	Second Order Concepts	Lesson Sequence	Learning Objectives	Domain Knowledge	Resources
Team	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 2	OO: To be able to throw and catch with control Evaluate: To be able to compare my performances with previous ones, explaining differences and effectiveness  LO: I can throw and catch different objects with control Evaluate: I can compare my performances with previous ones, explaining differences and effectiveness	Striking and Fielding (To use space effectively when sending an object to cause problems for opposition)  Control	Cones Bibs Various objects to throw and catch
Games	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 3	OO: To be aware of space and use it to support team-mates and to cause problems for the opposition  Evaluate: To be able to compare my performances with previous ones, explaining differences and effectiveness  LO: I am aware of space within a game and can use it to support team-mates I am aware of space within a game and can use it to cause problems for the opposition  Evaluate: To be able to compare my performances with previous ones, explaining differences and effectiveness	Striking and Fielding  (To use space effectively when sending an object to cause problems for opposition)  Space	Cones Bibs Bats/rackets Tennis balls
	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 4	OO: To know and use rules fairly Evaluate: To be able to compare my performances with previous ones, explaining differences and effectiveness  LO: I know that rules are used in games and that the rules should be used fairly. Evaluate: I can compare my performances with previous ones, explaining differences and effectiveness	Striking and Fielding  (To use space effectively when sending an object to cause problems for opposition)  Fair	Cones Bibs Bats/rackets Tennis balls



### **Striking & Fielding**

### Summer 1– All classes

Key Concept	Second Order Concepts	Lesson Sequence	Learning Objectives	Domain Knowledge	Resources
Team Games	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 5	OO: To be able to throw and catch with control To be aware of space and use it to support team-mates and to cause problems for the opposition To know and use rules fairly Evaluate: To be able to compare my performances with previous ones, explaining differences and effectiveness  LO: I can throw and catch different objects with control I am aware of space within a game and can use it to support team-mates I am aware of space within a game and can use it to cause problems for the opposition I know that rules are used in games and that the rules should be used fairly. Evaluate: I can compare my performances with previous ones, explaining differences and effectiveness	Striking and Fielding  (To use space effectively when sending an object to cause problems for opposition)  Link-Control, Space, Fair	Cones Bibs Various objects to throw and catch Bats/rackets Tennis balls
Evaluate Cri acti Eval	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 6 Final Assessment Week	OO: To be able to throw and catch with control To be aware of space and use it to support team-mates and to cause problems for the opposition To know and use rules fairly Evaluate: To be able to compare my performances with previous ones, explaining differences and effectiveness  LO: I can throw and catch different objects with control I am aware of space within a game and can use it to support team-mates I am aware of space within a game and can use it to cause problems for the opposition I know that rules are used in games and that the rules should be used fairly. Evaluate: I can compare my performances with previous ones, explaining differences and effectiveness	Striking and Fielding  (To use space effectively when sending an object to cause problems for opposition)  Control, Space, Fair	Cones Bibs Various objects to throw and catch Bats/rackets Tennis balls



#### **Athletics**

### Summer 2– All classes

Prior Learning	Mastered basic throwing and catching.  Mastered basic running and jumping  Building Blocks							
End Points	To be able to	To show control, accuracy and coordination within running and jumping movements at different speeds  To be able to take part in a relay, remembering when to run and how to work within a team  To be able to compare my performances with previous ones, explaining differences and effectiveness						
Vocabulary	Control, Body	, Jumping, Varie	ety, Tempo, Speeds, Accuracy, Movements, Targets					
Key Concept	Second Order Concepts	Lesson Sequence	Learning Objectives	Domain Knowledge	Resources			
Athletics	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 1 Revisit Prior Learning  Bricker  Building Blocks	OO: To master basic running and jumping To master basic throwing and catching Evaluate: To be able to identify a good performance and say why.  LO: I can run and jump with control and accuracy I can send an object with control, accuracy and confidently. I can improve on previous attempts.  Evaluate: I can identify a good performance and say why.	Fundamental Movements & Personal Best  (Competently throw, catch and travel)  Travel, Send, Master	Beanbags Javelins Shot put Measuring tape Jump mat			
Evaluate	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 2	OO: To show control, accuracy and coordination within running and jumping movements at different speeds Evaluate: To be able to compare my performances with previous ones, explaining differences and effectiveness  LO: I can show control within running and jumping movements at different speeds. Evaluate: I can compare my performances with previous ones, explaining differences and effectiveness	Fundamental Movements & Personal Best  (Work individually and as part of a team to show control, accuracy and coordination when travelling)  Control	Hurdles Cones Stop watches			



### **Athletics**

### Summer 2– All classes

Key Concept	Second Order Concepts	Lesson Sequence	Learning Objectives	Domain Knowledge	Resources
	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 3	OO: To show control, accuracy and coordination within running and jumping movements at different speeds  Evaluate: To be able to identify a good performance and say why.  LO: I can run and jump with a fluent movement.  Evaluate: I can identify a good performance and say why.	Fundamental Movements & Personal Best  (Work individually and as part of a team to show control, accuracy and coordination when travelling)  Fluency	Hurdles Cones Measuring tape Jump mat
Athletics	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 4	OO: To be able to take part in a relay, remembering when to run and how to work within a team  Evaluate: To be able to identify a good performance and say why.  LO: I can take part in a relay, remembering when to run and how to work within a team  Evaluate: I can identify a good performance and say why.	Fundamental Movements & Personal Best  (Work individually and as part of a team to show control, accuracy and coordination when travelling)  Team	Relay batons Cones
Evaluate	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 5	OO: To show control, accuracy and coordination within running and jumping movements at different speeds To be able to take part in a relay, remembering when to run and how to work within a team Evaluate: To be able to identify a good performance and say why.  LO: I can show control, accuracy and coordination within running and jumping movements at different speeds I can take part in a relay, remembering when to run and how to work within a team Evaluate: I can identify a good performance and say why.	Fundamental Movements & Personal Best  (Work individually and as part of a team to show control, accuracy and coordination when travelling)  Link-Control, fluency, Team	Hurdles Cones Stop watches Relay batons Cones



### **Athletics**

### Summer 2– All classes

Key Concept	Second Order Concepts	Lesson Sequence	Learning Objectives	Domain Knowledge	Resources
Athletics  Evaluate	Competence Performance Creativity, Healthy, active lifestyle Evaluation and analysis	Lesson 6 Final Assessment week	OO: To show control, accuracy and coordination within running and jumping movements at different speeds  To be able to take part in a relay, remembering when to run and how to work within a team  Evaluate: To be able to identify a good performance and say why.  LO: I can show control, accuracy and coordination within running and jumping movements at different speeds I can take part in a relay, remembering when to run and how to work within a team  Evaluate: I can identify a good performance and say why.	Fundamental Movements & Personal Best  (Work individually and as part of a team to show control, accuracy and coordination when travelling)  Control, fluency, Team	Hurdles Cones Stop watches Relay batons Cones