PE

Significant people

Aspire London will:

- Develop pupils' knowledge and understanding of the world and people, past and present, who shape it
- Provide identifiable role models to raise ambition and aspiration

Community

Aspire London will:

- Immerse the children in the historically rich and diverse nature of London
- Give pupils an understanding of the positive impact of migration and a cultural appreciation of our community

Equality & Justice

Aspire London will:

- Empower pupils to be advocates who address issues of prejudice and discrimination
- Ensure pupils value fairness and resolve differences through positive discussion

Environmental Responsibility

Aspire London will:

- Educate children of the need to protect God's planet from environmental damage
- Create eco- friendly citizens who are aware of the impact of their individual actions and those of the wider world.



Gymnastics	Knowledge	Skills	Vocabulary
EYFS	 To know how to share resources and take turns To know how to work collaboratively and share ideas To know how to negotiate space and obstacles safely with consideration for themselves and others 	 balance co-ordination agility 	• balance • jump • roll • hop • skip

Gymnastics Year 1	Knowledge	Skills	Vocabulary
Autumn Half Term 1	 To know how the body feels before, during and after exercise. To know how to carry and place equipment safely. To know how to apply fundamental movement skills in agility, balance and co-ordination. 	Equipment: • Move themselves and equipment safely • Carry mats and benches safely. Rolls: • Log roll (controlled) • Curled side roll/egg roll (controlled) • Teddy bear roll (controlled) Jumps: • Straight jump • Tuck jump • Jumping jack Handstands/Cartwheels & Round Offs: • Bunny Hop Shapes and Balances: • Standing balances • Kneeling balances Travelling and Linking Actions: • Tiptoe, step, jump and hop	 Log roll Curled side roll Teddy bear roll Straight Tuck Jump Balance Tiptoe Bunny Hop Apparatus Heart rate Sweat Breathing
Spring Half Term 1	•To know how to apply fundamental movement skills, becoming increasingly competent and confident in agility, balance and co-ordination, individually and with others.	Jumps: • Half turn jump • Cat spring Travelling and Linking Actions: • Hopscotch • Skipping • Galloping	 Half turn Cat spring Hopscotch Skip Gallop Link

and with others. • Pike, tuck, star, straight, straddle shapes

Gymnastics Year 2	Knowledge	Skills	Vocabulary
Autumn Half Term 1	 To recognise and describe how the body feels during and after different physical activities. To know how physical activity helps them to stay healthy To know how to climb onto and jump off the equipment safely. To travel in a variety of ways, including rolling. To copy, explore and remember actions and movements to create their own sequence. 	 Rolls: Rocking for forward roll Crouched forward roll Jumps: Cat spring to straddle Vault: Hurdle step onto springboard Straight jump off springboard Handstands, Cartwheels & Round Offs T-lever 	 Forward roll Rocking Crouching Hurdle step T-lever Scissor kick
Spring Half Term 1	 To know how to hold a still shape whilst balancing on different points of the body To know how to link actions to make a sequence To know how to move with increasing control and care. 	Shapes and BalancesLarge body part balances	
Summer Half Term 1	 To know how to link actions to make a sequence, individually and with others. To know how to compose a coordinated sequence To know how to make improvements to movements 	Tuck jump off springboard	Front supportBack support

Gymnastics Year 3	Knowledge	Skills	Vocabulary
Autumn Half Term 1	• To know why it is important to warm up	Rolls:	•Cat leap
	and cool down	 Crouched forward roll 	
	• To know the importance of strength and	 Forward roll from standing 	
	flexibility for physical activity	 Tucked backward roll 	
		Jumps:	
	• To know how to use turns whilst	• Star jump	
	travelling in a variety of ways.	Straddle jump	
	• To know how to use a range of jumps in	• Pike jump	
	their sequences.	 Straight jump half-turn 	
		Cat leap	
Spring Term Half 1	• To know how to use equipment to vault	Vault:	•Squat
	• To know how to link combinations of	 Squat on vault 	•Lunge
	actions with increasing confidence,	Pike jump off	 Handstand
	including changes of direction, speed or	Star jump off	 Cartwheel
	level.	Tuck jump off	 Chassis steps
		Straddle jump off	•Cat leap
		Handstands, Cartwheels & Round Offs	
		Handstand	
		 Lunge into handstand 	
		Cartwheel	
		Travelling and Linking Actions:	
		Chassis steps	
		Cat leap	

Summer Half Term 1	 To know how to create interesting body shapes while holding balances with control and confidence. 		 Matching Contrasting
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Gymnastics Year 4	Knowledge	Skills	Vocabulary
Autumn Half Term 1	 To know how the body reacts at different times and how this affects performance. To know why exercise is good for your health To know some reasons for warming up and cooling down To know how to use an increasing range of actions, directions and levels in their sequences. To know how to change direction, speed and level during a performance To know how to use equipment to vault in a variety of ways. To begin to develop good technique when travelling, balancing and using equipment 	Lunge into cartwheel	• Full turn • Pivot
Summer Half Term 1	 To know how to carry out balances, to recognise the position of their centre of gravity and how this affects their balance To know how to move with clarity, fluency and expression. To know how to create a sequence of actions to that fit a theme To know how to develop strength, technique and flexibility throughout performances 	 1,2,3 and 4 point balances Balances with and against a partner Compete/Perform Perform and create sequences with fluency and expression 	 Point balance Sequences Fluency Expression Accuracy Strength Technique Flexibility

Gymnastics Year 5	Knowledge	Skills	Vocabulary
Autumn Half Term 1	 To understand the reasons for warming up and cooling down To know how to explain some safety principles when preparing for and during exercise To know how to confidently use equipment to vault in a variety of ways. 	Rolls • Pike forward roll Jumps • Stag jump • Split leap Vault • Squat through vault Handstands, Cartwheels and Round Offs • Lunge into round off	• Stag jump • Split leap
Spring Half Term 1	 To know how to confidently develop the placement of their body parts in balances, recognising the position of their centre of gravity and where it should be in relation to the base of the balance. To know how to perform jumps, shapes and balances fluently and with control To know how to select ideas to compose specific sequences of movements, shapes and balances. 	Shapes and balances Part body weight partner balances 	• Part body weight
Summer Half Term 1	 To know how to adapt their sequences to fit new criteria or suggestions To know how to apply skills and techniques consistently To know how to combine equipment with movement to create sequences 	 Compete/Perform Perform own longer, more complex sequences in time to music Consistently perform and apply skills and techniques with accuracy and control 	

Gymnastics Year 6	Knowledge	Skills	Vocabulary
Autumn Half Term 1	 To know the importance of warming up and cooling down To know how to carry out warm ups and cool downs safely and effectively To know why exercise is good for health, fitness and wellbeing To know ways to become healthier To know how to confidently use equipment to vault and incorporate this into sequences To know how to create their own complex sequences involving the full range of actions and movements: travelling, balancing, holding shapes, jumping, leaping, swinging, vaulting and stretching. 	Rolls Dive forward roll Backward roll to standing pike Pike backward roll Jumps Cat leap full-turn Stag leap Vault	 Standing pike Stag leap Group formation
Spring Half Term 1	 To know how to apply skills and techniques consistently showing precision and control. To know how to demonstrate precise and controlled placement of body parts in their actions, shapes and balances 	 Develop technique, control and complexity of part weight partner balances Group formations 	
Summer Half Term 1	•To know how to develop strength, technique and flexibility throughout performances.	 Compete/Perform Link actions to create a complex sequence using a full range of movement that showcases different agilities, in time to music Perform and apply a variety of skills and techniques confidently, consistently and with precision 	

Dance	Knowledge	Skills	Vocabulary
EYFS	 To know how to combine different movements with ease and fluency To know how to use dance to express their ideas and feelings To know how to talk about dance, expressing their feelings and responses 	 balance co-ordination agility 	• movement • ideas • feelings

Dance Year 1	Knowledge	Skills	Vocabulary
Autumn Half Term 2	 To know how the body feels before, during and after exercise. To know how to carry and place equipment safely. To know how to copy and repeat actions. 	 Dance Skills: Vary the speed of their actions. Use simple choreography – e.g. mirroring, unison, canon. Begin to improvise independently to create a simple dance. 	 Speed Actions Movement Mirroring Canon Unison Improvise
Spring Half Term 2	• To know how to put a sequence of actions together to create a motif (movement idea that is repeated and developed).		 Coordination Control Perform
Summer Half Term 2	 To know how to describe a performance. To know how to improve on a performance based on suggestions and observations. 	Evaluate:Watch and describe performances.Begin to say how they could improve.	DescribeWatchimprove

Dance Year 2	Knowledge	Skills	Vocabulary
Autumn Half Term 2	 To recognise and describe how the body feels during and after different physical activities. 		 Level Stimulus Transitions Move Music timings
Spring Half Term 2	 To know how physical activity helps them to stay healthy. 	 Compete/Perform: Perform sequences of their own composition with coordination. Perform learnt skills with increasing control. Compete against self and others. 	Composition
Summer Half Term 2	 To know how to copy, remember and repeat actions. 	 Evaluate: Use what they see to improve their own performance. Talk about the differences between their work and that of others. 	differences

Dance Year 3	Knowledge	Skills	Vocabulary
Autumn Half Term 2	• To know why it is important to warm up and cool down	 Dance Skills: Begin to improvise with a partner to create a simple dance. Begin to compare and adapt movements and motifs to create a larger sequence. Use simple dance vocabulary to compare and improve work. Perform with some awareness of rhythm and expression. 	 Warm up Cool down Improvise Compare Adapt Dance vocabulary Awareness Rhythm expression
Spring Half Term 2	• To know the importance of strength and flexibility for physical activity.	 Compete/Perform: Develop the quality of actions in their performances. Perform learnt skills and techniques with control and confidence. Compete against self and others in a controlled manner. 	Quality Performance Techniques Control Confidence compete
Summer Half Term 2	• To know how to compare and adapt movements and motifs from different stimuli.		 Effectiveness stimuli

Dance Year 4	Knowledge	Skills	Vocabulary
Spring Half Term 2	 To know how the body reacts at different times and how this affects performance. To know some reasons for warming up and cooling down. To know why exercise is good for your health. 	 Dance Skills: To identify and repeat the movement patterns and actions of a chosen dance style. Compose a dance that reflects the chosen dance style. Confidently improvise with a partner or on their own. Compose longer dance sequences in a small group. Demonstrate precision and some control in response to stimuli. Begin to vary dynamics and develop actions and motifs in response to stimuli. Demonstrate rhythm and spatial awareness. Change parts of a dance as a result of self-evaluation. Use simple dance vocabulary when comparing and improving work. Compete/Perform: Perform and create sequences with fluency and expression. Perform and apply skills and techniques with control and accuracy. Evaluate: Give ideas for improvements. Modify their use of skills or techniques to achieve a better result. 	 Movement patterns Dance style Dance sequence Precision Dynamics Rhythm Spatial awareness Self-evaluation Dance vocabulary Techniques Accuracy Improvements results

Dance Year 5	Knowledge	Skills	Vocabulary
Autumn Half Term 2	To know some safety principles when preparing for and during exercise.	 Dance Skills: Develop an awareness of their use of space. Compose individual, partner and group dances that reflect the chosen dance style. Demonstrate imagination and creativity in the movements they devise in response to stimuli. Use transitions to link motifs smoothly together. Improvise with confidence, still demonstrating fluency across the sequence. Ensure their actions fit the rhythm of the music. Modify parts of the sequence as a result of self and peer evaluation. Use more complex dance vocabulary to compare and improve work. 	 Imagination Creativity Devise Response Smooth transitions Fluency Modify Peer evaluation complex
Spring Half Term 2	• To know how to change pace and timing in their movements.	 Compete/Perform: Perform own longer, more complex sequences in time to music. Consistently perform and apply skills and techniques with accuracy and control. 	Timeconsistent
Summer Half Term 2	 To know how to use criteria to evaluate own and others' performance. To know why they have used particular skills or techniques, and the effect they have had on their performance. 	 Evaluation: Choose criteria to evaluate own and others' performances. 	Criteriaeffect

Dance Year 6	Knowledge	Skills	Vocabulary
Autumn Half Term 2	 To know how to carry out warm-ups and cool-downs safely and effectively. To know why exercise is good for health, fitness and wellbeing. To know ways they can become healthier. 	 Dance Skills: Use dramatic expression in dance movements and motifs. Perform with confidence, using a range of movement patterns. Demonstrate strong and controlled movements throughout a dance sequence. Combine flexibility, techniques and movements to create a fluent sequence. Move appropriately and with the required style in relation to the stimulus, e.g. using various levels, ways of travelling and motifs. Move rhythmically and accurately in dance sequences. Dance with fluency and control, linking all movements and ensuring that transitions flow. 	 Fitness Wellbeing Dramatic expression Range Strong Flexibility Travelling Linking flow
Spring Half Term 2	 To know how to link actions to create a complex sequence using a full range of movement. 	 Compete/Perform: Perform and apply a variety of skills and techniques confidently, consistently and with precision. 	• Apply • variety
Summer Half Term 2	• To know how to evaluate their own and others' work and suggest appropriate improvements.	 Evaluate: Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements. 	 Thorough appropriate

Games / Athletics	Knowledge	Skills	Vocabulary
EYFS	• To know how to use strength, balance	Rolling	• Energy
	and co-ordination when playing games	Running	Strength
	•To know how to move energetically in	Crawling	Balance
	different ways	Hopping	Coordination
		Walking	• Roll
		Skipping	• Run
		• Jumping	Crawl
		Climbing	• Hop
		Throwing	• Walk
		Catching	Skip
			• Jump
			• Climb
			Direction
			• Throw
			Catch

Games Year 1	Knowledge	Skills	Vocabulary
Autumn Term	 To know how to describe how the body feels during and after exercise. To know how to carry and place equipment safely To know why it is important to dress appropriately for physical activity. To know how to use hitting skills in a game To know how to perform basic striking, sending and receiving skills. To know how to throw underarm and overarm To know how to catch and bounce a ball To know how to use rolling skills in a game. 	 Striking And Hitting A Ball Hit a ball along the ground with a bat Hit a ball into the air with a bat Hit a ball towards a target or partner Balance a ball on a bat whilst standing or moving Throwing And Catching A Ball Throw a ball overarm Throw a ball underarm Roll a ball towards a target or partner Throw and catch a ball individually Bounce and catch a ball individually 	 Striking Rolling Target Balance Throwing Underarm Overarm Bounce Catching
Spring Term	 To know how to travel with a ball To know how to pass the ball to another player in a game To know how to use kicking skills in a game To know how to use different ways of travelling in different directions or pathways To know how to use space in a game. To begin to know the terms and basic skills of attacking and defending. To know how to follow and understand 	 Travelling With A Ball Travel with a ball in different ways e.g dribbling with feet/ hands, balancing a ball while travelling, throwing catching while travelling. Travel with a ball in different direction e.g side to side, forwards and backwards, with control and fluency. Passing A Ball Pass a ball using hands or feet Kick a ball with inside foot, outside foot, toe Using Space 	 Travelling Dribbling Defend Attack Space Direction Pass Accurate Dodging Control Rules Competition

 Attract difference of rules to play games Attracting and pathways (e.g. looking for space rather than following the ball) Attacking And Defending Use simple defensive skills to mark a player or defend a space Use simple attacking skills such as dodging to get past a defender. Tactics And Rules Play simple games and follow the rules Compete/Perform Perform learnt skills with a competitive element, either personal or team. e.g throw and catch in a minute, relay game 		the importance of rules to play games including team games.	 space rather than following the ball) Attacking And Defending Use simple defensive skills to mark a player or defend a space Use simple attacking skills such as dodging to get past a defender. Tactics And Rules Play simple games and follow the rules Compete/Perform Perform learnt skills with a competitive element, either personal or team. e.g throw 	
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Games Year 2	Knowledge	Skills	Vocabulary
Autumn Term	 To know how to recognise and describe how the body feels during and after different physical activities To know how to explain what they need to stay healthy. To know how to play striking and fielding games To know how to use throwing and catching skills in a game To know when to use different types of throw To know how to use kicking and dribbling skills in a game. 	 Striking And Hitting A Ball Strike a ball with increasing control Position the body to strike a ball Throwing And Catching A Ball Throw different types of balls in different ways for accuracy and distance Throw, catch and bounce different balls individually and with a partner Throw a ball for distance Use hand-eye co-ordination to control a ball To use various different types of throw. 	 Position Quoit Javelin Hand-eye Co-ordination Control
Spring Term	 To know how to pass a ball in different ways in a game To know how to use the best space in a game. To know how to use at least one technique to attack or defend successfully in a game. To know how to improve performance based on self evaluation and evaluation of others. 	 Travelling With A Ball Bounce a ball whilst moving Kick a ball whilst moving Using Space Change speed and direction whilst running Compete/Perform Perform learnt skills with increasing control Compete against self and others Evaluate Watch and describe performances and use what they see to improve their own performance Talk about the differences between their work and that of others 	

Games Year 3	Knowledge	Skills	Vocabulary
Games Year 3 Autumn Half Term 1: Basketball Autumn Half Term 2: Football Spring Half Term 1: Hockey Spring Half Term 2: Tennis	 To know how to recognise and describe the effects of exercise on the body. To know the importance of strength and flexibility for physical activity To know why it is important to warm up and cool down. To know the correct technique for catching and throwing a ball To know a range of catching and gathering skills To know how to move the ball in a variety of ways with some control To know two different ways of moving with a ball in a game. To know how to pass the ball in a variety of ways To know how to keep and win back possession of the ball To know the ball To know the ball To know how to find a useful space and get into it to support teammates. To know the basic principles of invasion games. To know how to develop the quality of 	 Striking And Hitting A Ball (Tennis/Hockey) Use a racquet or stick to hit a ball with accuracy and control. Develop a range of skills for hitting a ball with forehand e.g groundstroke/volley Use hand-eye co-ordination to hit a moving or stationary ball. Build a rally with a partner Accurately serve underarm Use the correct stroke for hitting a ball in a game. Throwing And Catching A Ball (Basketball/Tennis) Throw and catch with greater control and accuracy Use correct techniques for catching and gathering a ball and use it in a game Throw the ball in different ways e.g high/low/fast/slow. Throw the ball accurately to hit Throw the ball accurately for a partner to hit Throw the ball accurately for a partner to hit 	 Vocabulary Forehand Backhand Stroke Gathering Chest pass Bounce pass Shoulder pass Overhead pass Push pass Drive pass Short pass Long pass Serve

	 Use different basketball passes e.g chest pass, shoulder pass, bounce pass Use different football passes e.g short/long, through pass Use different hockey passes e.g push, drive Pass the ball in a game situation Possession (Basketball, Football, Hockey) Keep and win back possession of the ball Attacking And Defending Use simple attacking and defending skills in a game. Tactics And Rules Apply and follow rules fairly. Apply the basic principles of invasion games. Compete/Perform Perform learnt skills and techniques with control and confidence. Compete against self and others in a controlled manner. Take part in a range of games. Evaluate Watch, describe and evaluate the effectiveness of a performance. Describe how their performance has improved over time.
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Games Year 4	Knowledge	Skills	Vocabulary
Autumn Half Term 2: Tag Rugby Spring Half Term 1: Cricket	 To know how the body reacts at different times and how this affects performance To know why exercise is good for your health To know some reasons for warming up and cooling down To know how to use different passes or shots in a game To know how to make the best use of space to pass and receive the ball To know how to contribute towards helping their team attack or defend. 	 (Cricket) Use a bat to hit a ball with accuracy and control Use at least two different shots in a game 	 Defensive shot Pull shot Overarm bowl Tactics Modify

	 Use fielding skills to stop a ball from travelling past them. Use fielding skills as an individual to prevent a player from scoring. Tactics And Rules Vary the tactics they use in a game. Adapt rules to alter games. Compete/Perform Take part in a range of competitive games and activities. Evaluate Give ideas for improvements. Modify their use of skills or techniques to achieve a better result. 	
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Games Year 5	Knowledge	Skills	Vocabulary
Autumn Half Term 1: Football Autumn Half Term 2: Basketball	 Knowledge To know and understand the reasons for warming up and cooling down To know how to explain some safety principles when preparing for and during exercise To know when to apply different strokes/shots in a game 	Skills Striking And Hitting A Ball (Tennis/Hockey) • Develop a range of skills for hitting a ball with backhand e.g groundstroke/volley • Develop an overhead serve • Use different strokes/shots when playing a game.	• Backhand • Overhead serve • Shoot • Criteria
Spring Half Term 1: Tennis	• To know different ways of throwing and catching and when each is appropriate in a gamed	 Throwing And Catching A Ball (Basketball/Tennis) Throw with accuracy for an overhead serve. 	
Spring Half Term 2: Hockey	 To know how to serve in order to start a game To know when to pass and when to dribble in a game. To know how to explain why they have used particular skills or techniques and the effect they have had on their performance. 	 Throw and catch appropriately in a game. Travelling With A Ball (Basketball, Football, Hockey) Use a variety of ways to dribble in a game with success 	

Attacking And Defending • Choose the best tactics for attacking and defending. • Shoot in a game. Tactics And Rules • Devise and adapt rules to create their own game. Compete/Perform • Consistently perform and apply skills and techniques with accuracy and control. • Take part in competitive games with a strong understanding of tactics and composition.
Evaluate
Choose and use criteria to evaluate own and others' performance.

Games Year 6	Knowledge	Skills	Vocabulary
Autumn Half Term 1: Rugby Autumn Half Term 2: Netball	 To know how to carry out warm ups and cool downs safely and effectively To know why exercise is good for health, fitness and wellbeing To know ways they can become healthier To know how to serve in order to start a game To know how to choose the best pass in a game situation To know how to link a range of skills together with fluency. To know how to create a plan of attack and defence. 	 Use a racquet to hit a shuttlecock with accuracy and control Hit a bowled ball over long distances Use good hand-eye co-ordination to be able to direct a ball when striking or hitting Throwing And Catching A Ball Throw and catch a ball accurately and succesfully under pressure in a game Travelling With A Ball Show confidence in using ball skills in various ways and link them together in a 	• shuttlecock

	 Tactics And Rules Follow and create complicated rules to play a game successfully. Communicate plans to others during a game. Lead others during a game. Compete/Perform Perform and apply a variety of skills and techniques confidently, consistently and with precision. Evaluate Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.
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Games / Athletics	Knowledge	Skills	Vocabulary
EYFS	• To know how to use strength, balance	Rolling	• Energy
	and co-ordination when playing games	Running	Strength
	•To know how to move energetically in	Crawling	Balance
	different ways	Hopping	Coordination
		Walking	• Roll
		Skipping	• Run
		• Jumping	Crawl
		• Climbing	• Hop
		Throwing	• Walk
		Catching	• Skip
			• Jump
			• Climb
			Direction
			Throw
			Catch

Athletics Year 1	Knowledge	Skills	Vocabulary
Summer Term	 To know how to describe how the body feels before, during and after exercise. To know how to carry and place equipment safely. To know how to run with different techniques, controlling speed and directional change To know how to jump in different ways, landing safely and with control. To know how to throw in different ways, to target a throw and adjust power. 	 Running Vary pace and speed when running Run with basic technique over different distances Show good posture and balance Jog in a straight line Change direction when jogging Sprint in a straight line Change direction when sprinting Maintain control as they change direction when jogging or sprinting. Jumping Perform and compare different types of jumps e.g 2 feet to 2 feet, 2 feet to 1 foot, 1 foot to same foot, 1 foot to opposite foot. Perform a short jumping sequence Jump as high as possible Jump as far as possible Land safely and with control Throw underarm and overarm. Throw a ball towards a target with increasing accuracy. Improve the distance they can throw by using more power. 	 Run Jog Posture Balance Pace Control Direction Jump Underarm Overarm Target Power Distance

Compete/Perform
 Begin to perform learnt skills with some control.
 Engage in competitive activities and team
games.
Evaluate
 Watch and describe performances and
begin to say how they can improve.

Athletics Year 2	Knowledge	Skills	Vocabulary
Summer Term	 To know how to recognise and describe how the body feels during and after different physical activities. To know how to explain what they need to stay healthy. To know how to select the most suitable pace and speed for distance. To know how to choose the most appropriate jumps to cover different distances. To know which muscles are used when performing different actions. 	 Running Run at different paces, describing the different paces. Use a variety of different stride lengths. Travel at different speeds. Complete an obstacle course. Vary the speed and direction in which they are travelling. Run with basic techniques following a curved line. Be able to maintain and control a run over different distances. Jumping Perform and compare different types of jumps. Combine different jumps together with some fluency and control. Jump for distance from a standing position, with accuracy and control. Investigate the best jumps to cover different distances. Throw different types of equipment in different ways for accuracy and distance. Throw with accuracy at targets of different heights. Investigate ways to alter their throwing techniques to achieve greater distance. 	 Pace Stride length Obstacle Muscles Personal best

Compete/Perform • Perform learnt skills with increasing control. • Compete against self (personal best) and others. Evaluate • Watch and describe performances and use what they see to improve their own performance. • Talk about the differences between their
work and others.

Athletics Year 3	Knowledge	Skills	Vocabulary
Summer Term	 To know how to recognise and describe the effects of exercise on the body. To know the importance of strength and flexibility for physical activity. To know why it is important to warm up and cool down. To know how different techniques can affect their performance. To know how to land safely and with control. 	 Running Identify and demonstrate how different techniques affect their performance. Focus on their arm and leg action to improve their sprinting technique. Begin to combine running with jumping over hurdles. Focus on lead leg and trail leg action when running over hurdles. Jumping Use one and two feet to take off and land with. Develop an effective take off for the standing long jump. Develop an effective flight phase for the standing long jump. Throwing Throw with greater control and accuracy. Show increasing control in their overarm throw. Perform a push throw. Continue to develop techniques to throw for increased distance. Compete/Perform Perform learnt skills and techniques with control and confidence. Compete against self and others in a controlled manner. 	 Hurdle Sprint Lead leg Trail leg Standing long jump Flight phase Take off Push throw Evaluate

Evaluate	
 Watch describe and evaluate the 	
effectiveness of a performance.	
 Describe how their performance has 	
improved over time.	

Athletics Year 4	Knowledge	Skills	Vocabulary
Summer Term	 To know how the body reacts at different times and how this affects performance To know why exercise is good for your health To know some reasons for warming up and cooling down To know how to measure distance To know how to evaluate and apply learning for improvement 	 Running Confidently demonstrate an improved technique for sprinting Carry out an effective sprint finish Perform a relay, focusing on the baton change over technique Speed up and slow down smoothly Jumping Combine a hop, step and jump to perform the standing triple jump Measure the distance jumped Throwing Perform a pull throw Measure distance of their throws Compete/Perform Perform and apply skills and techniques with control and accuracy Take part in a range of competitive games and activities Evaluate Watch, describe and evaluate the effectiveness of performances, giving ideas for improvement Modify the use of skills or techniques to achieve a better result 	 Relay Baton Change over Sprint finish Standing triple jump

Athletics Year 5	Knowledge	Skills	Vocabulary
Summer Term	 To know and understand the reasons for warming up and cooling down To know some safety principles when preparing for and during exercise To know why stamina is important for runners 	 Running Accelerate from a variety of starting positions and select their preferred position Identify their reaction times when performing a sprint start Continue to practise and refine their sprint technique, focusing on an effective sprint start Select the most suitable pace for the distance and their fitness level in order to maintain a sustained run. Identify and demonstrate stamina Jumping Improve techniques for jumping for distance Perform the standing triple jump with increased confidence Develop an effective technique for the standing vertical jump (jumping for height) including take off and flight Measure the distance and height jumped with accuracy Investigate different jumping techniques Throwing Perform a fling throw Throw a variety of implements using a range of throwing techniques 	 Sprint start Stamina Fitness level Reaction time Accelerate Starting position Standing long jump Standing vertical jump Fling throw Record Tactics

throws Compete/Perform • Consistently perform techniques with accu • Take part in competing strong understanding composition Evaluate • Choose and use criter and others performant	uracy and control tive games with a g of tactics and eria to evaluate own
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Athletics Year 6	Knowledge	Skills	Vocabulary
Summer Term	 To know the importance and how to carry out warm ups and cool downs safely and effectively To know why exercise is good for health, fitness and wellbeing To know ways they can become healthier To know how to apply a variety of skills and techniques confidently, consistently and with precision 	 Running Recap, practise and refine an effective sprinting technique, including reaction time. Build up speed quickly for a sprint finish Run over hurdles with fluency, focusing on the lead leg technique and a consistent stride pattern Accelerate to pass other competitors Work as a team to competitively perform a relay Confidently and independently select the most appropriate and pace for different distances and different parts of the run. Demonstrate endurance and stamina over longer distances in order to maintain a sustained run. Jumping Develop the technique for the standing vertical jump Maintain control at each of the different stages of the triple jump Develop and improve their techniques for jumping for height and distance and support others in improving their performance Perform and apply different types of jumps in other contexts Set up and lead jumping activities including measuring the jumps with confidence and 	• Endurance • Stride pattern • Heave throw