PE Program of Study Curriculum Map



	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
Year R	Balance and Co-	Changing Direction	ABC programme	ABC programme	Ball Control – Team	Athletics
Year R	1 1010 =	1 1010 =	•	•		0 01111 -
Year 1	ABC Programme	manages some risks. Gymnastics	Dance	Games	basic hygiene and personal needs successfully, including dressing.	Athletics

	(NHS Assessment) (7/8 weeks) Alongside Dance Agility, Balance, Coordination	Agility, Balance, Co- ordination Inside (Gymnastics - Val Sabine) NC: Developing balance,	Agility, Balance, Co- ordination Inside (Dance Notes) NC: Perform dances using simple movement	Sending and Receiving Outside (Games-Val Sabine) NC: Participate in team games, developing simple tactics for	Attacking and Defending Outside (Games -Val Sabine) NC: Agility and co- ordination.	Running and Jumping (5 weeks) + (2 weeks pre sports day) Outside (Athletics -Val Sabine)
	Inside (Dance Notes) NC: Perform dances using simple movement patterns.	agility and coordination Begin to apply these in a range of activities	patterns. Agility and co- ordination. Master basic movements including running and jumping.	attacking and defending. Begin to apply these in a range of activities. Participate in team games, developing simple tactics for attacking and defending.	Begin to apply these in a range of activities. Participate in team games, developing simple tactics for attacking and defending.	NC: Master basic movements including running, jumping, throwing and catching. Begin to apply these in a range of activities
Year 2	Multi Skills and Gymnastics Agility, Balance, Co- ordination Outside/Inside (Gymnastics - Val Sabine) NC: Developing balance, agility and coordination. Begin to apply these in a range of activities. Developing evaluation skills.	Gymnastics Agility, Balance, Coordination Inside (Gymnastics - Val Sabine) NC: Developing balance, agility and coordination. Begin to apply these in a range of activities. Developing evaluation skills.	Dance Agility, Balance, Coordination Inside (Dance Notes) NC: Perform dances using simple movement patterns. Agility and co-ordination and developing evaluation skills. Master basic movements including running and jumping.	Games Attacking and Defending Outside (Games -Val Sabine) NC: Agility and co- ordination. Begin to apply these in a range of activities. Participate in team games, developing simple tactics for attacking and defending.	Games Striking and Feilding Outside (Games-Val Sabine) NC: Participate in team games. Master basic movements including throwing and catching and begin to apply these in a range of activities.	Athletics Running and Jumping (5 weeks) + (2 weeks pre sports day) Outside (Athletics -Val Sabine) NC: Master basic movements including running, jumping, throwing and catching. Begin to apply these in a range of activities.

PE Vocabulary Curriculum Map

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	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
Year R						
	Balance and Co-	Changing Direction	Gymnastics	Dance	Ball Control	Athletics
	ordination	Travelling	Skip	limbs	Send	Low to high
	Travelling	High/Low	Jump	Control	Point at target	Twist
	High/Low	Balance	Run	Movement	Long follow through	Balance
	Balance	Slow/Quick	Step	Smooth	Vision	Push
	Slow/Quick	Turn	Rest	movements	Balance	Send
	Turn	Coordination	Fast/slow	Balance	Receive	Speed
	Coordination	Direction	Turn	Shape	Watch the ball	Sprint
			Space		Target	Height
			Leap		Aim	Start/Finish
						Time
Year 1						
	Dance	Gymnastics	Dance	Games	Games	Athletics
	Point limbs	Point limbs	Evaluate	Send	Racquet	Level hands
	Control	Control	Improve	Receive	Strike	Point forward
	Movement	Movement	Descision	Waist (below)	Tilt	Drive forward
	Smooth movements	Smooth movements	Next Step	Travel	Control	Control
	Balance	Balance		Dribble	Hit	
	Shape Point	Shape Point		Bouce	Serve	
		Equipment names		Catch	Pass	
		Нор		Throw	Send	
		Bounce		Push		
		Thin/Wide shapes		Target		
		Stretch		Communicate		
		Combination		Push		
		Apparatus		Accept		

Year 2						
	Multi Skills	Gymnastics	Dance	Games	Games	Athletics
	Apparartus rules	Develop	Cannon	Passing	Catch	Transition
	Setting up/taking	Refine	Unison	Send	Throw	Push shoulders
	down equipment	Accelerate	Contrasting	Target	Recieveing	Control breath
		Continuous	Surrounding	Receiving	Batting	Lengthen stride
	Balance	movement	Leading /Following	Point	Strike	Explode
	Coordaintion	Body weight	Formations	Under arm swing	Fielding	Lean
	Focus	Flight	Appreciating/	Defend	Stance	
	Opinions	Synchronisation	Evaluating	Attack	Base	
		Bridges	Composing	Pass	Run	
		Symmetry/	Gesturing	Communication	Communicate	
		Asymmetry	Improvise	Pivot		
				Travel		