

Toft Hill Primary School: PE Long Term Plan

Year	Autumn	Spring	Summer
EYFS	Daily session of Jungle journey, squiggle whilst you wiggle, Dough Disco and Write Dance (Fine and gross motor development activities)	Fine Motor Skills Key Learning: Running, manipulating objects, picking up and carrying, Threading, balancing	Object Manipulation Key Learning: Finding space, control an object, twist and turn, control a ball, stopping a ball, catch an object, bounce and catch a ball
	Fundamental Movement Skills 1 Key Learning: Jumping, dribbling, travelling with a ball, catching, throwing and passing Locomotion 1 Key Learning: Walking, finding space, running, hopping, impring deciring diding spallening object manipulation.	Dance – Nursery Rhymes Key Learning: experimenting with ways of moving, perform a simple dance Locomotion 2 Key Learning: Fundamental movements (jumping,	Athletics Key learning: Jumping, running, throwing, demonstrating agility balance and coordination
	jumping, dodging, sliding, galloping, object manipulation	running and skipping) Gymnastics – Flight, bouncing, jumping and landing Key Learning: jumping, simple sequences, star jumps, pencil jumps, jump and leap with control	Target Games Key Learning: Throwing, striking, rolling
1	Fundamental Movement Skills 1 Key learning: Jumping, dribbling, travelling with a ball, catching, throwing and passing NC: Master basic movements and begin to apply these in a range of activities Locomotion 2 Key learning: Fundamental movements (jumping, running and skipping) NC: Master basic movements including running, jumping as well as developing balance agility and coordination Gymnastics – Balancing and spinning Key learning: Supporting bodyweight, performing spins, perform a short sequence, hold balances NC: Pupils access a broad range of activities to extend their agility, balance and coordination Dance – Animals	Fundamental Movement Skills 2 Key learning: Jumping, dribbling, travelling with a ball, catching, throwing and passing NC: Master basic movements and begin to apply these in a range of activities Gymnastics — Pathways Key Learning: Step and turn, form sequences, jump in different pathways NC: Pupils access a broad range of activities to extend their agility, balance and coordination Striking and Fielding Game Skills 1 Key learning: Striking a ball, stopping a ball, throwing a ball, chasing and retrieving NC: Participate in team games and apply basic movements in a range of activities.	Key Learning: Travel and balance, taking bodyweight. Form sequences NC: Pupils access a broad range of activities to extend their agility, balance and coordination Net & Wall Game Skills 1 Key Learning: Sending a ball, receiving a ball, striking, throwing. NC: Participate in team games and apply basic movements in a range of activities. Invasion Games Skills 2 Key learning: Passing and catching, changing direction, attacking and defending NC: Developing simple tactics for attacking and defending Athletics
	Key learning: Develop a simple dance motif with short travelling sections NC: Perform dances using simple movement patterns	Target Games 2 Key Learning: Kicking, striking, punting, throwing NC: Master basic movements and begin to apply these in a range of activities	Key learning: Jumping, running, throwing, demonstrating agility balance and coordination NC: Master basic movements including running, jumping as well as developing balance agility and coordination



2	Gymnastics – Spinning, turning and twisting Key learning: Performing twists and rolls, changing points of contact, developing routines NC: Develop balance, agility and coordination and begin to apply these. Engage in cooperative physical activities Target Games 3 Key learning: Throwing, striking targets, rolling, punting, striking with a racket or bat NC: Master basic movements and begin to apply these in a range of activities Fundamental Movement Skills 3 Key learning: Hopping, travelling backwards, combine running and jumping, dodging, striking NC: Master basic movements and begin to apply these in a range of activities Gymnastics – Stretching Key Learning: Stretching whilst balanced, arching, supports, stretch and curl NC: Develop balance, agility and coordination and begin to apply these. Engage in cooperative physical activities	Dance – Fire of London Key learning: Creating and performing a dance sequence NC: Perform dances using simple movement patterns Invasion Games Skills 3 Key learning: Throwing, bouncing, catching, track opponents, intercept passes, closing down space, NC: Participate in team games developing simple tactics for attacking and defending Badminton Key learning: Positioning, striking, developing a stance, playing competitive games NC: Master basic movements including throwing and catching and engage in competitive physical activities Gymnastics – Pathways Key Learning: Performing sequences in different pathways, control, travelling NC: Develop balance, agility and coordination and begin to apply these. Engage in cooperative physical activities	Net and Wall Games Skills 2 Key learning: Positioning, striking, developing a stance, playing competitive games NC: Master basic movements including throwing and catching and engage in competitive physical activities Striking and fielding Game Skills 2 Key learning: Striking a ball, stopping a ball, throwing a ball, chasing and retrieving NC: Participate in team games and apply basic movements in a range of activities. Athletics Key learning: Jumping, running, throwing, demonstrating agility balance and coordination NC: Master basic movements and apply these in a range of activities Tri Golf Key learning: Striking, hitting for accuracy, striking for distance NC: Master basic movements and begin to apply these in a range of activities
3	Tag Rugby – Invasion Games Key learning: Passing, tagging, catching, applying a range of skills effectively in a game NC: play competitive games and apply basic principles suitable for attacking and defending Netball – Invasion Games Key learning: Passing, attacking, defending, shooting, playing multiple rules NC: play competitive games and apply basic principles suitable for attacking and defending Gymnastics – Symmetry Key learning: Creating a sequence, spin on points, work at different levels, forward roll, symmetrical movements with partner NC: Develop flexibility, strength, technique, control and balance through gymnastics	Gymnastics – Linking movements together Key learning: Holding balances with good control, linking high and low moves, creating a sequence of balance and rolls NC: Develop flexibility, strength, technique, control and balance through gymnastics Dance – Egyptians Key learning: Translating themed actions in travelling movement patterns, performing and evaluating a dance sequence NC: Perform dances using a range of movements Tri Golf Key learning: Putting with accuracy, developing a stance, chipping, avoiding hazards NC: Play competitive games. Compare their performance with previous ones and demonstrate improvement Invasion Games 3 Key learning: travelling with head up, pass and move	OAA Key Learning: Work as part of a team, solve problems, communicate and negotiate with others NC: take part in outdoor and adventurous activity challenges both individually and within a team Cricket Key learning: Batting, bowling, throwing and catching, fielding, competitive games NC: Play competitive games and apply attacking and defending principles. Use throwing and catching in combination. Tennis Key learning: Striking forehand, backhand, volleying, serving, using tactics. NC: play competitive games and apply basic principles suitable for attacking and defending Athletics Key learning: Sprinting technique, hurdling, long jump,



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		into space, dribble with control, dummy passing, jockeying an opponent NC: Play competitive games and apply attacking and defending principles. Use throwing and catching in combination	throwing overarm, relay teams NC: Use running, jumping and throwing in isolation and in combination. Compare their performance with previous ones and demonstrate improvement
4	Gymnastics – Rolling and travelling low Key learning: Forward rolls, linking rolls into a sequence, rolling on apparatus, rolling backwards, creating sequences NC: Develop flexibility, strength, technique, control and balance through gymnastics Tag Rugby – Invasion Games Key learning: Offside, Passing, tagging, catching, attacking and defending NC: play competitive games and apply basic principles suitable for attacking and defending Dance – Romans Key learning: Translating themed actions in travelling movement patterns, using canon and formation changes NC: Perform dances using a range of movements Dodgeball Key learning: Throwing with accuracy and power, dodging evading, catching, attacking and defending NC: play competitive games and apply basic principles suitable for attacking and defending.	Gymnastics – Arching and Bridges Key learning: Supporting body weight, performing sequences, variety of rolls and supports, creating sequences NC: Develop flexibility, strength, technique, control and balance through gymnastics Invasion Games 3 Key learning: travelling with head up, pass and move into space, dribble with control, dummy passing, jockeying an opponent NC: Play competitive games and apply attacking and defending principles. Use throwing and catching in combination Handball Key learning: Passing in a variety of ways, dribbling, receiving the ball, anticipating play, shooting with power and accuracy NC: Play competitive games and apply attacking and defending principles. Use throwing and catching in combination. Tennis Key learning: Striking forehand, backhand, volleying, serving, using tactics. NC: play competitive games and apply basic principles suitable for attacking and defending	Cricket Key learning: Batting, bowling overarm, throwing and catching, stopping balls, fielding, competitive games NC: Play competitive games and apply attacking and defending principles. Use throwing and catching in combination. Basketball – Invasion Games Key learning: Passing, dribbling, attacking, defending, shooting, playing multiple rules NC: play competitive games and apply basic principles suitable for attacking and defending Athletics Key learning: Sprinting technique, hurdling, long jump, throwing overarm, relay teams NC: Use running, jumping and throwing in isolation and in combination. Compare their performance with previous ones and demonstrate improvement Swimming Key learning: Variety of strokes, swimming distance of 25m, safe self rescue. NC: swim competently, confidently and proficiently over a distance of at least 25m. Use a range of strokes effectively. Perform safe self-rescue.
5	Gymnastics – Under and Over Key learning: Rolling over partners, supporting partners weight, vaulting, travelling over apparatus, creating performances with seamless transition NC: Develop flexibility, strength, technique, control and balance through gymnastics Tag Rugby – Invasion Games Key learning: Offside, pop pass, attacking and defending, applying a range of skills effectively in a game	Gymnastics – Synchronisation & Canon Key learning: Perform in canon, work at different levels, balance in unison, rolls, perform as a group NC: Develop flexibility, strength, technique, control and balance through gymnastics Invasion Games 4 Key learning: dribbling, technique for shooting, making runs, defending one on one, tracking opponents, communicate with fellow players	Swimming Key learning: Variety of strokes, swimming distance of 25m, safe self rescue. NC: swim competently, confidently and proficiently over a distance of at least 25m. Use a range of strokes effectively. Perform safe self-rescue. Athletics Key learning: Running at different tempos, throwing with accuracy and power, throwing after a run up, triple



NC: play competitive games and apply basic principles suitable for attacking and defending. Compare performance with previous one and demonstrate improvement

Dance - Dance through the ages

Key learning: Developing a motif, change static actions into travelling movements, perform sequence, evaluate performances

NC: Perform dances using a range of movements **Dodgeball**

Key learning: Throwing with accuracy and power, dodging evading, catching, attacking and defending **NC:** play competitive games and apply basic principles suitable for attacking and defending.

NC: Play competitive games and apply attacking and defending principles. Use throwing and catching in combination.

Danish Longball

Key Learning: throwing accurately, anticipating, sending and receiving whilst moving, intercepting, reading the game

NC: Play competitive games and apply attacking and defending principles. Use throwing and catching in combination.

<u>Swimming</u>

Key learning: Variety of strokes, swimming distance of 25m, safe self rescue.

NC: swim competently, confidently and proficiently over a distance of at least 25m. Use a range of strokes effectively. Perform safe self-rescue.

jump, vertical jump

NC: Master basic movements including running, jumping as well as developing balance agility and coordination and apply these in a range of activities

Cricket

Key learning: Catching, throwing with accuracy, batting offside and leg side, bowling with a run up, fielding tactics, linking skills to play competitive games **NC:** Play competitive games and apply attacking and defending principles. Use throwing and catching in combination.

Basketball – Invasion Games

Key learning: Passing, dribbling, attacking, defending, shooting, playing multiple rules

NC: play competitive games and apply basic principles suitable for attacking and defending

6 Tag Rugby – Invasion Games

Key learning: Offside, pop pass, pocket pass dummy pass, attacking and defending, organising positions, applying a range of skills effectively in a game **NC:** play competitive games and apply basic principles suitable for attacking and defending. Compare performance

Dance - Haka

Key learning: create a performance using canons, unison, direction and level, perform sequence, evaluate performances using technical language

NC: Perform dances using a range of movements

Gymnastics - Group Sequencing

Key learning: Create group sequences involving flight, formations and pathways, spin on points and patches, perform sequences

NC: Develop flexibility, strength, technique, control and balance through gymnastic

Dodgeball

Key learning: Throwing with accuracy and power, dodging evading, catching, attacking and defending **NC:** play competitive games and apply basic principles

Gymnastics – Counter balance and tension

Key Learning: hold controlled balances, create sequences in unison, perform sequences

NC: Develop flexibility, strength, technique, control and balance through gymnastic

OAA

Key Learning: communicating in a variety of ways, working as a team, finding solutions to challenges, navigating using a map, work effectively against a timer NC: take part in outdoor and adventurous activity challenges both individually and within a team

<u>Handball</u>

Key learning: Passing in a variety of ways, dribbling, receiving the ball, anticipating play, shooting with power and accuracy

NC: Play competitive games and apply attacking and defending principles. Use throwing and catching in combination.

Tennis

Key learning: Striking forehand, backhand, volleying, serving, using tactics.

Rounders

Key learning: Catching, throwing accurately, bowling, striking, fielding tactics, attacking and defending tactics **NC:** Play competitive games and apply attacking and defending principles. Use throwing and catching in combination.

Athletics

Key learning: Running at different tempos, throwing with accuracy and power, throwing after a run up, triple jump, vertical jump, shot putt

NC: Master basic movements including running, jumping as well as developing balance agility and coordination and apply these in a range of activities

Tri Golf

Key learning: Putting with accuracy, developing a stance, chipping, avoiding hazards

NC: Play competitive games. Compare their performance with previous ones and demonstrate improvement
Netball

Key learning: Passing in a variety of ways, anticipate play, shooting, creating space, attacking and defending **NC:** Play competitive games and apply attacking and



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	suitable for attacking and defending. Use running, jumping, throwing and catching in combination.	NC: play competitive games and apply basic principles suitable for attacking and defending	defending principles. Use throwing and catching in combination.