KS2 (SPM to take all PE for Y6 & Y3. SPM to take one session a week with Y5 (marked in italics).

Year 5&6					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Tag Rugby play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending Tennis	Basketball play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending	Dance develop flexibility, strength, technique, control and balance perform dances using a range of movement patterns	Football play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending	Athletics use running, jumping, throwing and catching in isolation and in combination develop flexibility, strength, technique, control and balance	Athletics use running, jumping, throwing and catching in isolation and in combination develop flexibility, strength, technique, control and balance
play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending	Gym develop flexibility, strength, technique, control and balance Quadkids @ intervals use running, jumping, throwing and catching	Hockey play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending	Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending	Cricket play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending	Cricket play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending
 Quadkids @ intervals use running, jumping, throwing and catching in isolation and in combination 	in isolation and in combination compare their performances with previous ones and	Quadkids @ intervals use running, jumping, throwing and catching in isolation and in combination	Quadkids @ intervals use running, jumping, throwing and catching in isolation and in combination	use running, jumping, throwing and catching in isolation and in combination	use running, jumping, throwing and catching in isolation and in combination
 compare their performances with previous ones and demonstrate 	demonstrate improvement to achieve their personal best.	 compare their performances with previous ones and demonstrate 	 compare their performances with previous ones and demonstrate improvement to achieve 	Quadkids @ intervals use running, jumping, throwing and catching in isolation and in	Quadkids @ intervals use running, jumping, throwing and catching in isolation and in

improvement to achieve	it	mprovement to achieve	their personal best.	combination	combination
their personal best.	†	their personal best.		 compare their performances with previous ones and demonstrate improvement to achieve their personal best. 	 compare their performances with previous ones and demonstrate improvement to achieve their personal best.
				OAA @ intervals	OAA @ intervals
				take part in outdoor and adventurous activity challenges both individually and within a	take part in outdoor and adventurous activity challenges both individually and within a
				team.	team.

Year 3 & 4					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Tag Rugby	Basketball	Dance	Football	Athletics	Athletics
play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending	 play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending 	 develop flexibility, strength, technique, control and balance perform dances using a range of movement patterns 	 play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending 	 use running, jumping, throwing and catching in isolation and in combination develop flexibility, strength, technique, 	 use running, jumping, throwing and catching in isolation and in combination develop flexibility, strength, technique,
Swimming swim competently, confidently and proficiently over a	Swimming swim competently, confidently and proficiently over a	Swimming swim competently, confidently and proficiently over a	Swimming swim competently, confidently and proficiently over a	control and balance Swimming swim competently, confidently and	control and balance Swimming swim competently, confidently and

distance	ot	αt	least	25
metres				

- use a range of strokes
 effectively [for
 example, front crawl,
 backstroke and
 breaststroke]
- perform safe selfrescue in different water-based situations.

Quadkids @ intervals

- use running, jumping, throwing and catching in isolation and in combination
- compare their
 performances with
 previous ones and
 demonstrate
 improvement to achieve
 their personal best.

distance of at least 25 metres

- use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]
- perform safe selfrescue in different water-based situations.

Quadkids @ intervals

- use running, jumping, throwing and catching in isolation and in combination
- compare their performances with previous ones and demonstrate improvement to achieve their personal best.

OAA @Delaware Camp take part in outdoor and adventurous activity challenges both individually and within a team.

distance of at least 25 metres

- use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]
- perform safe selfrescue in different water-based situations.

Quadkids @ intervals

- use running, jumping, throwing and catching in isolation and in combination
 - compare their
 performances with
 previous ones and
 demonstrate
 improvement to achieve
 their personal best.

distance of at least 25 metres

- use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]
- perform safe selfrescue in different water-based situations.

Quadkids @ intervals

- use running, jumping, throwing and catching in isolation and in combination
- compare their
 performances with
 previous ones and
 demonstrate
 improvement to achieve
 their personal best.

proficiently over a distance of at least 25 metres

- use a range of strokes
 effectively [for
 example, front crawl,
 backstroke and
 breaststroke]
- perform safe selfrescue in different water-based situations.

Quadkids @ intervals

- use running, jumping, throwing and catching in isolation and in combination
- compare their performances with previous ones and demonstrate improvement to achieve their personal best.

proficiently over a distance of at least 25 metres

- use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]
- perform safe selfrescue in different water-based situations,

Quadkids @ intervals

- use running, jumping, throwing and catching in isolation and in combination
- compare their performances with previous ones and demonstrate improvement to achieve their personal best.

KS1 (SPM to take Y2 for one session pw - in italics)

Year 1 & 2					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Invasion Games (skills led) participate in team games, developing simple tactics for attacking and defending Multiskills master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and coordination, and begin to apply these in a range of activities participate in team games, developing simple tactics for attacking and defending	 master basic movements, as well as developing balance, agility and co- ordination, Multiskills master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co- ordination, and begin to apply these in a range of activities participate in team games, developing simple tactics for attacking and defending 	 perform dances using simple movement patterns. Multiskills master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and coordination, and begin to apply these in a range of activities participate in team games, developing simple tactics for attacking and defending 	 perform dances using simple movement patterns. Multiskills master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and coordination, and begin to apply these in a range of activities participate in team games, developing simple tactics for attacking and defending 	Striking/Fielding Games (skills led) participate in team games, developing simple tactics for attacking and defending, (i.e. batting & bowling) Multiskills master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co- ordination, and begin to apply these in a range of activities participate in team games, developing simple tactics for attacking and defending Quadkids @ intervals master basic movements including running, jumping &	Athletics master basic movements including running, jumping & throwing, as well as developing balance, agility and co- ordination, and begin t apply these in a range of activities Multiskills master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co- ordination, and begin t apply these in a range of activities participate in team games, developing simple tactics for attacking and defending Quadkids @ intervals master basic

apply these in a range of activities
