



Year I	Lent I	
Topic	Agility, balance and coordination	Ball Games (Hands 2)
National curriculum	<ul> <li>Pupils should develop fundamental movement skills, become increasingly competent and confident.</li> <li>Know how to participate in team games using agility, balance and coordination.</li> </ul>	<ul> <li>Engage in competitive and co-operative physical activities.</li> <li>Develop fundamental movement skills.</li> <li>Know how to participate in team games, developing simple tactics for attacking and defending.</li> </ul>
Core knowledge	<ol> <li>Know that agility means to move quickly and easily. Know ways to be more 'agile' when moving, and understand why we need to be agile when playing sport. Know that balance is an even distribution of weight enabling someone or something to remain upright and steady and how to apply it.</li> <li>Know how to perform a circuit being balanced showing coordination using different parts of the body.</li> <li>Know how to throw, bounce and roll a ball in a team game.</li> <li>Know the word accuracy and how we can apply it to team games.</li> <li>Know how to complete a mini game and know ways we can improve our performance.</li> <li>Know we need to warm up before</li> </ol>	<ol> <li>Know how to throw underarm.</li> <li>Know what the word space means and that we need to move into it.</li> <li>Know we need to keep the ball close to us and away from the defenders.</li> <li>Know how to stop a small ball and roll a ball. Know that you have to keep looking at the ball.</li> <li>Know that you need to how throw with accuracy, stop ball, send the ball (rolling) to score a point.</li> <li>Know how to complete a team game attempting to score.</li> </ol> <ul> <li>Know how the body feels before, during</li> </ul>
Knowledge	<ul> <li>we exercise.</li> <li>Know being agile help keep us fit and healthy.</li> <li>Know what happens to our heart and muscles when we perform the agility circuit.</li> <li>Know which sports require us to be balanced.</li> </ul>	and after exercise.
Skills	<ol> <li>Move with 'agility' and perform a balance.</li> <li>Be able to perform a circuit to develop their application and understanding of coordination, agility and balance.</li> <li>Start to bounce, roll and throw (underarm) a ball-</li> <li>Apply skills in team/individual games.</li> <li>Apply skills in team/individual games with accuracy.</li> <li>Begin to know how they can improve their skills</li> </ol>	<ol> <li>Throw underarm with accuracy in a range of activities.</li> <li>Use the space effectively.</li> <li>Keep the ball close to us and away from the defenders.</li> <li>Be able to stop a small ball and roll a ball, and Keep looking at the ball.</li> <li>Apply these skills in a team game, throwing with accuracy, stopping a ball (small), sending (rolling) skills to score a point.</li> <li>Complete a team game attempting to score.</li> </ol>





Diversity Links		
Vocabulary	Agility, balance, accuracy, hand eye coordination, fit, healthy, bouncing, rolling, throwing, circuits, throw	Accuracy, roll, receive, underarm, throw, catch, bounce, stop, watch, describe, sportsmanship, rules team, cooperate, space, dribble, defenders.

Year I/2	Lei	nt I
Topic	Agility, balance and coordination	Ball Games (Hands 2)
National curriculum	<ul> <li>Pupils should develop fundamental movement skills, become increasingly competent and confident.</li> <li>Extend their agility, balance and coordination, individually and with others.</li> <li>Know how to participate in team games using agility, balance and coordination.</li> <li>Master basic movements developing balance, agility and co-ordination, and begin to apply these in a range of activities.</li> </ul>	<ul> <li>Engage in competitive and cooperative physical activities.</li> <li>Develop fundamental movement skills.</li> <li>Know how to participate in team games, developing simple tactics for attacking and defending.</li> </ul>
Core knowledge	<ol> <li>Know ways to be more 'agile' when moving. Know to run on the balls of feet with head up.         Know why we need to be agile when playing sport. Know to run on the balls of feet with head up. Know we should run and move into a space quickly/change direction at speed.</li> <li>Know that balance is an even distribution of weight enabling someone or something to remain upright and steady. Know how to hold a 2 second balance. Know how to hold balances still for 4 seconds. Stay balanced (both moving and still) using a variety of body parts.</li> <li>Know how to perform a circuit using balance and coordination and agility. Know how to perform a circuit collaborate and communicate with our partner / team members to help us balance.</li> <li>Know how to throw, bounce and roll a ball. Know how to throw, bounce and roll a ball with accuracy.</li> </ol>	<ol> <li>Know how to throw underarm. Know how to throw underarm with control.</li> <li>Know what the word space means and that we need to move into it.</li> <li>Know we need to keep the ball close to us and away from the defenders. Know the role of the attacker and the defender.</li> <li>Know how to stop a small ball and roll a ball (and keep looking at) Know how to stop and roll a ball and how to perform a chest push accurately.</li> <li>Know that you need to how throw with accuracy, stop ball, send the ball (rolling) to score a point. Know how to throw with accuracy, stop ball, send the ball (rolling) to score a point. Know the consequence if the defender gains possession of the ball.</li> <li>Know how to complete a team game attempting to score, keeping the ball close and away defenders. Know how to complete a team game combine dribbling /passing and receiving to score a point. Know the</li> </ol>





	5. Know how to apply their agility,	passing and listen to their team
	coordination skills into a mini team	members.
	game.	
	6. Know how to improve their performance.	
Wider	Know we need to warm up before	
Knowledge	we exercise.	
	Know how the body feels before,	
	during and after exercise.	
	Know being agile help keep us fit and healthy.	
	Know why we need to keep fit and healthy.	16
	Know what happens to our heart and	Y O
	muscles when we perform the agility	
	circuit.	
	Know which sports require us to be	
CI 'II	balanced.	
Skills	I. Move with 'agility' Run on the balls of feet with head up.	<ol> <li>Throw underarm with accuracy.</li> <li>Use the space effectively in the activity.</li> </ol>
	2. Perform a balance for up to 4	3. Keep the ball close to us and away
	seconds Hold balances still for 4	from the defenders. Show understanding
	seconds. Stay balanced (both moving	of the role of the attacker and defender.
	and still) using a variety of body parts.	4. Be able to stop a small ball and roll a
	3. Be able to perform a circuit to	ball, and Keep looking at the ball. Perform
	develop their application and	a chest pass accurately.
	understanding of coordination, agility	5. Apply these skills in a team game,
	and balance. Perform the circuits	throwing with accuracy, stopping a ball
	whilst encouraging their partners.	(small), sending (rolling) skills to score a
	4. Start to bounce, roll and throw (underarm) a ball. Bounce, roll and	point. Stand in the correct place when attacking.
	throw (underarm) a ball with	6. Complete a team game attempting to
	accuracy.	score, keeping the ball close and away
	5. Apply their skills of coordination,	defenders.
	agility in team/individual games.	Complete a team game combine dribbling
	6. Begin to know how they can improve	/passing and receiving to score a point
	their skills after taking part in the	communicating when passing and listening
	class mini- games.	to their team members.
Diversity		Michael Jordon
Links		Thenaer jordon
Vocabulary	Agility, balance, accuracy, hand eye	Accuracy, roll, receive, underarm, throw,
	coordination, fit, healthy, bouncing,	catch, bounce, stop, watch, describe,
	rolling, throwing, circuits, throw	sportsmanship, rules team, cooperate,
		space, dribble, defenders.





Year 2	Lent I	
Topic	Dance - Explorers	Ball Skills - Hands 2 (net/wall)
	<ul> <li>Extend their agility, balance and coordination, individually and with others.</li> <li>Know how to perform dances using simple movement patterns.</li> <li>I. Recap: Know that to be a 'champion dancers' they need to move with control, respond to the rhythm, move in relation to the music. Know the different ways of travelling and how create a movement that represents different ways of travel.</li> <li>2. Know the different parts of our bodies that we can move on and that we need to make our movements flow, responding to the music with appropriate actions.</li> <li>3. Know how to create a 'frozen' position showing a reaction creating an emotion/ expression.</li> </ul>	<ul> <li>Ball Skills - Hands 2 (net/wall)</li> <li>Engage in competitive (both against self and against others) and cooperative physical activities.</li> <li>Develop fundamental movement skills.</li> <li>Know how to participate in team games, developing simple tactics for attacking and defending.</li> <li>I. Know how to throw underarm accurately. Know we must make our partner make a target when we are throwing.</li> <li>2. Know terms attack and defend. Know how to win a game of throw tennis. Know the consequence in a game of throwing the ball out of the court or letting it bounce more than once.</li> <li>3. Know they should throw the ball into space when we are competing against an opponent. Know the differences between overarm and underarm throwing.</li> <li>4. Know the difference between batting and fielding.</li> </ul>
	Know how to create a 'frozen' position showing a reaction	underarm throwing. 4. Know the difference between
	<ol> <li>Know how to perform 2-3 linked movements on different levels to create a routine.</li> </ol>	competition.
Wider Knowledge	Know how tempo can affect the speed of the movement.	
Skills	<ol> <li>Demonstrate skills of a 'champion dancers' (move with control, respond to the rhythm, move in relation to the music). Create a movement that represents different ways of travel.</li> <li>Move on different parts of their bodies make movements flow, responding to the music with appropriate actions.</li> <li>Create a 'frozen' position showing a reaction creating an emotion/</li> </ol>	<ol> <li>Throw underarm making our partner our target, using their bodies to aim (fingers, arms, feet etc.). Throw the ball with control.</li> <li>Play a game of throw tennis apply their understanding of underarm throwing and the basic principles of attack vs defence to win a game.</li> <li>Throw overarm into space when competing against an opponent. Show am understanding of overarm throwing to win a game.</li> </ol>





	4. Change rhythm/speed/level & direction in the dance.	4. Demonstrate understanding the difference between batting and
	<ul> <li>5. Perform different choreography devises: unison, cannon and mirroring.</li> <li>6. Perform 2-3 linked movements on different levels creating a routine. Transition from one movement to another.</li> </ul>	fielding in a game.  5. Attempt to win a game if they are batting/ fielding. Have hands ready to catch when fielding.  6. Apply the principles of attack vs defence in a level 1 competition using the skills learnt in the sequence of learning.
Diversity Links		sequence of rearring.
Vocabulary	Transition, choreography, unison, cannon, mirror, tempo, control, level rhythm, beat, frozen, flow, expression, emotion, link, performance,	Throw, catch, underarm, overarm target aim pass, attack, defence, accuracy, batting, fielding, opponent.

Year 3 Cycle A	Le	ent I
Topic	Basketball	Gymnastics- Symmetry and Asymmetry
National curriculum	Play competitive games & apply basic principles suitable for attacking and defending	Develop flexibility, strength, technique, control and balance.  Compare their performances with previous ones & demonstrate improvement
Core knowledge	<ol> <li>Know to concentrate on attackers when they are dribbling, focusing on ball.</li> <li>Know that they need to keep control when changing direction, dribbling with alternate hands and need to change direction at speed.</li> <li>Know that they need to keep possession to beat an opponent. Know how to move and receive the ball/ where and when they should dribble.</li> <li>Know that they need to use a range of passes (chest and bounce) to keep possession, and when to use them. Know the consequence of an inaccurate pass.</li> <li>Know where they should stand when they are attacking. Know how to create space, pass and move and communicate.</li> <li>Know how to bring the sequence of learning into a mini game.</li> </ol>	<ol> <li>Know how to apply the concept of 'Excellent gymnastics' (KSI referred to 'Champion' gymnastics as the language)- Move with a silent body demonstrating control applying extension, balance.         Know a variety of ways how to travel.         Know what symmetry is and know how we can move our bodies in a symmetrical way. Know how to create matching and contrasting balances and use symmetry.     </li> <li>Know that we can apply extension to our movements / balances. Know how to make symmetrical balances more interesting (different levels and different connection points).</li> <li>Know what asymmetry is and ways we can we move our bodies in a symmetrical and asymmetrical way. Know that when we perform asymmetrical balances how we can make them more interesting</li> </ol>





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		(different levels and different
		connection points).
		4. Know how to change the line of
		symmetry to asymmetrical.
		Know that they can re-create
		symmetrical balances on apparatus
		and look at how they can begin to
		move out of them, forming the start
		of a sequence.
		5. Know how to add flow to the
		movements out of the balances.
		6. Know how to suggest making
		improvements to our partner pairs
		work, identifying strengths and
		weaknesses, and know to do this in a
		respectful way.
Wider	Recognise and describe the	Know how to safely move on apparatus.
Knowledge	effects of exercise on the	44
	body.	
	Know the importance of	
	strength and flexibility for	
	physical activity.	
	1 ' '	
	Explain why it is important to	
61 '''	warm up and cool down.	
Skills	I. Concentrate on attackers when	Apply the concept of 'Excellent
	they are dribbling, focusing on ball.	gymnastics. Travel in a variety of
	2. Keep control when changing	ways.
	direction, dribbling with alternate	Know what symmetry is and know
	hands and need to change	how can we move our bodies in a
	direction at speed.	symmetrical way. Know how to
	3. Attempt to maintain possession to	create matching and contrasting
	beat an opponent. Move and	balances and use symmetry.
	receive the ball/ where and when	2. Apply extension to our movements /
	they should.	balances. Make symmetrical balances
	4. Use a range of <b>passes</b> (chest and	more interesting (different levels and
	bounce) to keep possession. Show	different connection points).
	an understanding of the	3. Demonstrate asymmetry and ways
	consequence of an inaccurate pass.	we can we move our bodies in a
	5. Stand in the correct place when	symmetrical and asymmetrical way.
	attacking. Create space, pass,	Make the asymmetrical balances
	move and communicate.	more interesting (different levels and
	6. Take part in mini game using the	different connection points).
	sequence of learning.	4. Change the line of symmetry to
		asymmetrical. Re-create symmetrical
		balances on apparatus and look at
		how they can begin to move out of
		them, forming the start of a
		sequence.
		5. Add flow to the movements out of
		the balances.
		6. Suggest improvements to partner
		pair work, identifying strengths and
		weaknesses, and know to do this in a





		respectful way. Give pairs feedback explaining why movements / balances are excellent.
Diversity	Kawi Leonard (USA) Anthony	
Links	Leonard born June 29, 1991) is an	
	American	
	professional basketball player	
Vocabulary	Chest, bounce, overhead and	Flow, explore, create, matching,
	shoulder pass, dribble, footwork,	Interesting, asymmetry, symmetry,
	possession, role, travelling, triple	control contrasting, balance sequence,
	threat, technique	connection points, apparatus.

Year 3 /4	Lent I	
Topic	Basketball	Gymnastics- Symmetry and Asymmetry
National curriculum	Play competitive games & apply basic principles suitable for attacking and defending  I. Know to concentrate on	Develop flexibility, strength, technique, control and balance. Compare their performances with previous ones & demonstrate improvement  I. Know how to apply the concept of
knowledge	attackers when they are dribbling, focusing on ball.  2. Know that they need to keep control when changing direction, dribbling with alternate hands and need to change direction at speed.  3. Know that they need to keep possession to beat an opponent. Know that they need to keep possession to beat an opponent. Know how to move and receive the ball/ where and when they should dribble.	'Excellent gymnastics' (KSI referred to 'Champion' gymnastics as the language)-Move with a silent body demonstrating control applying extension, balance.  Know a variety of ways how to travel.  Know what symmetry is and know how can we move our bodies in a symmetrical way. Know how to create matching and contrasting balances and use symmetry.  Know that we can apply extension to our movements / balances. Know how
S	4. Know that they need to use a range of passes (chest and bounce) to keep possession, and when to use them. Know that they need to use a range of passes (chest and bounce) to keep possession, and when to use them. Know the consequence of an inaccurate pass. the correct technique when shooting with the ball under control, palm of shooting hand under the ball, fingers pointing upwards, support hand at the side of the ball, balanced stance, bend	to make symmetrical balances more interesting (different levels and different connection points). Know that we can apply extension to our movements / balances. Know how to make symmetrical balances more interesting (different levels and different connection points). Know how to form a bridge,  3. Know what asymmetry is and ways we can we move our bodies in a symmetrical and asymmetrical way. Know that when we perform asymmetrical balances how can we make them more interesting (different levels and different connection points). Know what asymmetry is and ways we can we move our bodies in a





	knees and straighten during	symmetrical and asymmetrical way.
	shot.	Know that when we perform
	5. Know where they should stand	asymmetrical balances how can we
	when they are attacking. Know	make them more interesting (different
	how to create space, pass and	levels and different connection points.
	move and communicate. Know	Know how to move over or under
	that they need to apply Know	their partner's bridge balance.
	the meaning of ' <b>The triple</b>	4. Know how to change the line of
	threat' (it involves a player	symmetry to asymmetrical. Know
	asking themselves; can I shoot,	that they can re-create symmetrical
	if not can I pass, if not can I	balances on <b>apparatus</b> and look at
	dribble before making and	how they can begin to move out of
	applying a skill).	them, forming the start of a sequence.
	6. Know how to bring the	Know how to change the line of
	sequence of learning into a mini	symmetry to asymmetrical. Know
	game. Know where they shoot	that they can re-create symmetrical
	from on the court in order to	balances on <b>apparatus</b> and look at
	increase their chances of	how they can begin to move out of
	scoring. Know what team	them, forming the start of a sequence.
	mates be doing while someone	Know how to add a bridge into the
	is shooting. (Position	sequence.
	themselves under the basket	5. Know how to add flow to the
	ready for a rebound).	movements out of the balances. Know
		how to add flow to the movements out
		of the balances. Move with accuracy and
		fluidity under or over their partner
		bridge balance.
		6. Know how to suggest making
		improvements to our partner pairs
	, 4	work, identifying strengths and
		weaknesses, and know to do this in a
		respectful way.
Wider	Recognise and describe the	respectivit way.
Knowledge	effects of exercise on	
Kilowiedge		
	the body.	
	Know the importance of	
	strength and flexibility for	
	physical activity.	
	Explain why it is important	
	to warm up and cool	
	down.	
Skills	I. Concentrate on attackers	Apply the concept of 'Excellent
	when they are dribbling,	gymnastics. Travel in a variety of ways.
	focusing on ball.	Know what symmetry is and know how
	2. Keep control when changing	can we move our bodies in a
	direction, dribbling with	symmetrical way. Know how to create
	alternate hands and need to	matching and contrasting balances and
	change direction at speed.	use symmetry.
	3. Attempt to maintain	Apply extension to our movements /
	possession to beat an	balances. Make symmetrical balances
	opponent. Move and receive	more interesting (different levels and
	opponent. I love and receive	more microsung (unierent levels and





	the ball/ where and when they	different connection points).
	should.	Incorporate a bridge with our bodies.
	4. Use a range of <b>passes</b> (chest	3. Demonstrate asymmetry and ways we
	and bounce) to keep	can we move our bodies in a
	possession. Show an	symmetrical and asymmetrical way.
	understanding of the	Make the asymmetrical balances more
	consequence of an inaccurate	interesting (different levels and different
	pass. Use a range of passes	connection points). Know how to move
	(chest and bounce) to keep	over or under their partner's bridge
	possession. Show an	balance.
	understanding of the	Change the line of symmetry to
	consequence of an inaccurate	asymmetrical. Re-create symmetrical
	pass. Use the correct	balances on apparatus and look at how
	technique when <b>shooting</b>	they can begin to move out of them,
	(with the ball under control,	forming the start of a sequence. Know
	palm of shooting hand under	how to add a bridge into the sequence.
	the ball, fingers pointing	5. Add flow to the movements out of the
	upwards, support hand at the	balances. Move with accuracy and
	side of the ball, balanced	
	stance, bend knees and	fluidity under or over their partner bridge balance.
	straighten during shot).	
	5. Stand in the correct place	33
	when attacking. Create space,	work, identifying strengths and
	pass, move and communicate.	weaknesses, and know to do this in a
	Stand in the correct place	respectful way. Give pairs feedback
	when attacking. Create space,	explaining why movements / balances are excellent.
	pass, move and communicate	are excellent.
	Apply the 'The triple threat'	
	concept. Apply an	
	understanding of dribbling	
	passing and moving to score	
	points against another team.	
	6. Take part in level 1	
	tournament using the sequence	
Diversity	of learning.	
Diversity	Kawi Leonard (USA) Anthony	
Links	Leonard born June 29, 1991) is an American	
Vasabulani	professional basketball player	Eleve evalene eneste matakina Intercatina
Vocabulary	Chest, bounce, overhead and	Flow, explore, create, matching, Interesting,
	shoulder pass, dribble, footwork,	asymmetry, symmetry, control contrasting,
	possession, role, travelling, triple	balance sequence, connection points,
	threat, technique	apparatus, bridge

Year 4	Lent I		
Topic	Dance- Space	Games- Invasion- Basketball	
National Curriculum	Perform dances using a range of movement patterns. Develop flexibility, strength, technique, control and balance.	Use running, jumping, throwing and catching in isolation and in combination play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending	





Core	Ι.	Know an excellent dancer can	Ι.	Know to concentrate on attackers
knowledge		interpret the music, perform		when they are dribbling, focusing on
		with good timing and musicality,		ball.
		show expression and creativity	2.	Know that they need to keep control
		and be able to choreograph.		when changing direction, dribbling with
		Know the meaning of		alternate hands and need to change
		creativity/expression. Know how		direction at speed.
		to create 3 movements.	3.	Know that they need to keep
	2.	Know how to link 3 movements		possession to beat an opponent. Know
		and perform the movements in		how to move and receive the ball/
		unison and make them match.		where and when they should <b>dribble</b> .
	3.	Know what cannon is and how	4.	Know that they need to use a range of
		to apply a canon into their		passes (chest and bounce) to keep
		movements when performing as		possession, and when to use them.
		a character reacting to a		Know the consequence of an
		discovery. Know how to use		inaccurate pass. the correct technique
		apparatus to enhance the		when <b>shooting</b> with the ball under
		sequence.		control, palm of shooting hand under
	4.	Know how to add drama and		the ball, fingers pointing upwards,
		emotion to the dance. Know		support hand at the side of the ball,
		how to create a sequence of 6		balanced stance, bend knees and
		movements with a partner,	_	straighten during shot.
		performing the movements in	5.	Know where they should stand when
	_	unison and making them match.		they are attacking. Know how to
	5.	Know how to bring the whole		create space, pass and move and
		performance together ensuring		communicate. Know that they need to
	,	flow.		apply Know the meaning of 'The
	6.	Know the importance of giving clear and accurate feedback to		triple threat' (it involves a player
				asking themselves; can I shoot, if not
		others, showing respect to other pupils when they are performing		can I pass, if not can I dribble before making and applying a skill).
		Know how to accurately assess	6.	Know how to bring the sequence of
		and suggest improvements to	0.	learning into a mini game. Know where
		another pair's work.		they shoot from on the court in order
		another pair 3 work.		to increase their chances of scoring.
				Know what team mates be doing while
				someone is shooting. (Position
				themselves under the basket ready for
		<u> </u>		a rebound).
Wider				,
Knowledge				
			L	
Skills	Ι.	Recall how to be an excellent	Ι.	Concentrate on attackers when they
		dancer. Create 3 movements.		are dribbling, focusing on ball.
	2.	Link 3 movements and perform	2.	Keep control when changing direction,
		the movements in unison and		dribbling with alternate hands and need
		make them match.		to change direction at speed.
	3.	Apply a canon into their	3.	Attempt to maintain possession to beat
		movements when performing as		an opponent. Move and receive the
		a character reacting to a	_	ball/ where and when they should.
		discovery. Use apparatus to	4.	Use a range of <b>passes</b> (chest and
		enhance the sequence.		bounce) to keep possession. Show an
				understanding of the consequence of





Diversity Links	<ul> <li>4. Add drama and emotion to the dance. Create a sequence of 6 movements with a partner, performing the movements in unison and making them match.</li> <li>5. Bring the whole performance together ensuring flow.</li> <li>6. Perform final performance. Give clear and accurate feedback to others, showing respect to other pupils when they are performing Accurately assess and suggest improvements to another pair's work.</li> </ul>	an inaccurate pass. Use the correct technique when <b>shooting</b> with the ball under control, palm of shooting hand under the ball, fingers pointing upwards, support hand at the side of the ball, balanced stance, bend knees and straighten during shot.  5. Stand in the correct place when attacking. Create space, pass, move and communicate. Apply the 'The triple threat' concept. Apply an understanding of dribbling passing and moving to score points against another team.  6. Take part in level 1 tournament using the sequence of learning.
LINKS		
Vocabulary	Action, sequence, performance, cannon improvisation, unison matching, apparatus, flow, Characters, drama, emotion, expression, assess, peer	Control, footwork, travelling. possession, attacking, defending, target, position, opposition, collaborate, marking

Year 5	Lent I			
Торіс	Swimming			
(National	Swim competently, confidently and proficiently over a distance of at least 15m.			
Curriculum)	Know how to be safe around water.			
Core Knowledge	<ol> <li>Know how to stay safe in and around water. Know how to enter the water safely.</li> <li>Know how to perform front crawl, breaststroke and backstroke.</li> <li>Know how to breath effectively when swimming.</li> <li>Know how to use different strokes &amp; swimming skills for different outcomes</li> <li>Know how to tread water.</li> <li>Swim competently, confidently &amp; proficiently 15m in range of strokes breast stroke and be able to perform them.</li> </ol>			
Wider Knowledge	Know the dangers of water- standing on ice in winter.			
Skills	<ol> <li>Demonstrate being safe in and around water and enter the water safely.</li> <li>Perform front crawl, breaststroke and backstroke.</li> <li>Breath effectively when swimming.</li> <li>Use different strokes &amp; swimming skills for different outcomes.</li> <li>Thread water.</li> <li>Swim competently, confidently &amp; proficiently 15m in range of strokes breast stroke and be able to perform them.</li> </ol>			
Diversity Links				





Vocabulary	Front crawl, Backcrawl, Breast stroke, Float, Glide, Life-saving, Sculling, Float, glide, technique

Year 5/6	Lent I		
Topic	Dance- The Greeks	Games- invasion Hockey	
(National Curriculum)	Develop flexibility, strength, technique, control and balance. Perform dances using a range of movement patterns.	Use running, jumping, throwing and catching in competitive games. Apply basic principles suitable for attacking and defending	
Core Knowledge	<ol> <li>Know how to create a sequence of three movements that depicts the character of their chosen god. Know they need to move with creativity and expression focussing on the music. Know how to create a sequence of three movements that depicts the character of their chosen god. Know they need to move with creativity and expression focussing on the music Know to include clarity, fluency, accuracy and consistency.</li> <li>Know how to show a change of level, include a change of speed and show big, clear and exaggerated movements. Know how to show a change of level, include a change of speed and show big, clear and exaggerated movements Know how to include expression and creativity /emotion.</li> <li>Know how to add a motif to partners and perform them both with flow</li> <li>Know how to perform in canon, unison, matching and mirroring.</li> <li>Know how to move like a Greek warrior and stay in character and perfect a sequence of 3 different actions that include a reaction, showing a change of level and speed, with big, clear and exaggerated movements</li> <li>Know to include a start and finish, with balanced positions that clearly portrays the athlete. Know to include a start and finish, with balanced positions that clearly</li> </ol>	<ol> <li>Know where, when and why do we dribble. Know how to dribble accurately and consistently. Know they need to look up when we are dribbling. Know where, when and why do we dribble. Know how to dribble accurately and consistently. Know they need to look up when we are dribbling Know to try and keep possession for a sustained length of time</li> <li>Know how to pass (long and short) accurately keeping possession. Receive the ball at pace in space. Pass accurately and consistently. Know when to pass and dribble using the correct techniques,</li> <li>Know how to combine passing and dribbling to create a shooting opportunity. Know the importance of dribble at speed keeping control. Know factors that make us decide whether to dribble or pass. Know passing can create suitable shooting opportunities.</li> <li>Know they need to create space when we are attacking. Know when to use "man-toman," Know the term, "goal-side" and how to defend as a team. Know they need to reduce space when defending. Know attackers need to create space to create a shooting opportunity. Know to change tactics depending on the game.</li> <li>Know the difference between blocking and tackling. Know when, where and why do we tackle/block. Know how to score/techniques for shooting (where hands go on the stick, good place to shoot from). Know they can create suitable shooting opportunities applying their prior knowledge of passing, dribbling and creating space. Know they need to attack</li> </ol>	





Wider Knowledge	portrays the athlete Know to perform a planned routine that includes: stage presence, timing, rhythm and sustaining character.  7. Know how to make effective evaluations of an individual or pairs' strengths and weaknesses. Know how to make improvements to another pupils' work.	<ul> <li>quickly to create shooting opportunities once they have regained possession</li> <li>6. Know the rules governing hockey and that we need to officiate the games fairly Know how to work as a team to create opportunities to score.</li> <li>Know some safety principles when preparing for and during exercise.</li> <li>Know and understand the reasons for warming up and cooling down</li> </ul>
Skills	<ol> <li>Create a sequence of three movements that depicts the character of their chosen god. Apply expression focussing on the music, moving with fluency, consistency, accuracy and clarity create the sequence.</li> <li>Show a change of level, include a change of speed and show big, clear and exaggerated movements. Show a change of level, including a change of speed, big, clear and exaggerated movements which include expression and emotion,</li> <li>Add motif to partner's and perform them both with flow</li> <li>Perform in canon, unison, matching and mirroring.</li> <li>Move like a Greek warrior and stay in character and perfect a sequence of 3 different actions that include a reaction, showing a change of level and speed, with big, clear and exaggerated movements.</li> <li>Start and finish, with balanced positions that clearly portrays the athlete. Have clear, bold, start and finish positions. Perform as part of a big group. Stay positive and support each other. Produce a well-planned routine that includes: stage presence, timing, rhythm and sustaining character.</li> <li>Make effective evaluations of an individual or pairs' strengths and weaknesses. Make improvements to another pupils' work</li> </ol>	<ol> <li>Dribble accurately and consistently, looking up. Dribble accurately and consistently, looking up, for a sustained length of time.</li> <li>Pass (long and short) accurately keeping possession. Receive the ball at pace in space. Pass accurately keeping possession. Receive the ball at pace in space. Pass consistently knowing when to pass and dribble using the correct techniques.</li> <li>Combine passing and dribbling to create a shooting opportunity. Decide whether it is better to dribble or pass. Dribble at speed keeping control. Combine passing and dribbling to create a shooting opportunity. Decide whether it is better to dribble or pass. Dribble at speed keeping control Pass to create suitable shooting opportunities</li> <li>Create space when they are attacking. Marking at the right time. Defend as a team reducing space. When attacking, creating space to create a shooting opportunity. Change tactics depending on the game.</li> <li>Block the ball, tackle safely and intercept the ball. Use blocking and tackling. Use scoring techniques for shooting placing hands correctly on the stick. Produce an attack and create a successful shooting opportunity. Create suitable shooting opportunities applying their prior knowledge of passing, dribbling and creating space. Attack quickly to create shooting opportunities once they have regained possession.</li> </ol>





		6. Play a level I tournament following the rules governing hockey. Work as a team to create opportunities to score. Show fluidity in movements and accuracy in their application
Diversity	Pearl Primus	Grant Fuhr has been described as the best
Links	Born in Trinidad in 1919 and raised in	black hockey player. He has always been
	New York City, studied biology and	described by Wayne Gretzky as the greatest
	intended to become a medical	goaltender ever. He was the first black player
	researcher until she was unable to find	to be inducted into the Hall of Fame. He
	employment in a laboratory due to racial	serves as a role model to young hockey
	discrimination. studied modern dance and performed many solo performances as well as on Broadway.  Primus was influential in bringing African dance to American audiences, which in turn changed American modern dance as genre	players of any colour.
Vocabulary	Olympian, Gods, Goddesses Aphrodite,	Stop, control, dribble, push
	Ares, Artemis and Apollo, unison cannon fluency, levels sequence	pass, drive pass, defend, attack long, short pass, man to man officiate,
	reaction balance exaggerated	blocking, tackling, goal side,
	movements timing rhythm stage	biocking, tacking, goar side,
	presence characterisation,	

Year 6		Lent I		
Topic	Dance- Titanic	Games- Invasion (handball)		
(National Curriculum)	Perform dances using a range of movement patterns Develop flexibility, strength, technique, control and balance	Use running and jumping, throwing in combination in competitive games. Apply basic principles suitable for attacking and defending.		
Core Knowledge	<ol> <li>Know how to create a sequence that shows passengers boarding The Titanic using clarity, fluency, accuracy and consistency.</li> <li>Know how to create movements that represent the different social classes on board performing with expression and creativity /emotion.</li> <li>Know how to perform the Irish dancing steps.</li> <li>Know how to perform reflecting the emotion of the passenger's after an iceberg has hit the ship including a change of speed.</li> <li>Know how to create 2/3 movements that represent the</li> </ol>	<ol> <li>Know how to use passing and moving skills to keep possession and score.</li> <li>Know they need to pass to move the ball up the court, creating an attack that results in a successful shot. Know that players cannot hold onto the ball longer than 3 seconds and can only take a maximum of 3 steps whilst holding the ball. Know if these rules are broken the opposition restart with a free pass</li> <li>Know that they are defending as soon as they lose possession of the ball. Know to react instantly when they lose possession and explore which defensive tactic works best for their team.</li> </ol>		





		sequence of events once an	4.	Know how to apply their tactics and
		iceberg hits The Titanic.		decision making when defending in
	6	Know how to perform final		different game scenarios.
	0.	dance: showing clarity, fluency,	5.	
		accuracy, expression, creativity,	٥.	defending skills in set ability teams (level 1
				• • • • • • • • • • • • • • • • • • • •
		consistency, stage presence,		tournament).
		timing, rhythm and sustaining	6.	Know how to apply effective attacking and
		character with a change of speed.		defending skills in mixed ability teams
		Know how to accurately assess		(level I tournament). Know how to
		other pupils'.		Collaborate and work together in teams.
Wider	•	Know the Titanic was a ship, and		
Knowledge		understand it's structure, the		
		materials used and the sheer size		
		of the ship given the time in		
		. •		
		history		
	•	Know that different social classes		
		existed in 1912 and how each		
		social class lived and how were		
		they viewed in society.		
	_			
	•	Know the impact that The Titanic		
		had when it arrived at the dock-		
		causing great excitement.		
	•	Know the lower class would		
		entertain themselves with Irish		
		dancing and playing musical		
		instruments in a room at the		
		bottom of the ship.		
	•	Know that the passengers and		
		crew on board The Titanic were		
		unaware of the ship approaching		
		an Iceberg.		
		Know that there were only		
		enough lifeboats for 1/3 of the		
		ship's passengers and that the		
		lifeboats were reserved for		
		women and children.		
21.111				
Skills	١.	In groups of 6, 3 pupils perform a	1.	Use passing and moving skills to keep
		balance that represents The		possession and score. Pass to move the
		Titanic, whilst the other 3 pupils		ball up the court, creating an attack that
		are passengers on the ship using		results in a successful shot.
		clarity, fluency, accuracy and	2.	React instantly when they lose possession
		consistency.		and explore which defensive tactic works
	2.			best for their team.
		represent the different social	3.	Know how to apply their tactics and
		classes on board performing with		decision making when defending in
		expression and creativity		different game scenarios.
		/emotion.	4.	Apply their tactics and decision making
	3.		→.	• • • • • • • • • • • • • • • • • • • •
		<del>-</del> •		when defending in different game
	٦.	Create a movement reflecting the		scenarios. follow an opponent's
		emotion of the passenger's after		movements keeping. close to them.





		an iceberg has hit the ship including a change of speed.  5. Create 2/3 movements that represent the sequence of events once an iceberg hits The Titanic.  6. Perform well planned routine final dance: showing clarity, fluency, accuracy, expression, creativity, consistency, stage presence, timing, rhythm and sustaining character with a change of speed. Know how to accurately assess other pupils'.	Demonstrate good pressure by marking the player with the ball preventing them from making a pass  5. Apply effective attacking and defending skills in set ability teams (level I tournament).  6. Apply effective attacking and defending skills in mixed ability teams (level I tournament Collaborate and work together in teams. Encourage others even when they make a mistake.
-	Diversity Links	Raissa de Oliveira- 26-year-old journalism student and a samba dancer. She represents Beija-Flor and was chosen as their Queen of the Drummers when she was just 12-years-old.	
Ī	Vocabulary	Social class, titanic, expression, fluency, clarity, accuracy, emotion, creativity	Footwork, shooting, change of pace/direction, defend, attach, man to man marking, obstruction, penalty pass, travelling, possession, tactics, contact, shooting.