

Oaklands Primary School PE Long Term Curriculum Plan

		Autumn	Spring	Summer
EYFS		Fundamental movements skills - To be introduced to basic movements including rolling, walking, running, skipping, crawling, jumping, hopping, climbing. Gymnastics - To develop over all body strength, balance, co-ordination and agility - To practise fundamental movement skills including rolling, jumping and balancing. - To practise moving with fluency, control and grace. - Combine different movements with ease and fluency.	Multi-skills - To practise fundamental movement skills including walking, running, skipping, climbing - Practise a range of ball skills including throwing, catching, kicking, passing, batting and aiming. Dance - To progress towards a more fluent style of moving, with developing control and grace. - Develop overall body strength, co-ordination, balance and agility. - Combine different movements with ease and fluency. - Explore and engage in music making and dance.	Multi-skills - To practise fundamental movement skills including walking, running, skipping, climbing - Further develop and refine a range of ball skills including throwing, catching, kicking, passing, batting and aiming. -Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball. Athletics - To further develop basic movements including rolling, walking, running, skipping, crawling, jumping, hopping, climbing. - Confidently and safely use a range of large and small apparatus indoors and outdoors, alone and in a group.
	Year 1	Autumn	Spring	Summer
Stage 1		Gymnastics - To master and develop basic movements including balance, agility and co-ordination, and begin to apply these. Games - Invasion - To master basic movements including running, jumping, throwing and catching -To participate in team games, developing simple tactics for attacking and defending.	Dance - To perform dances using simple movement patterns. Games - Racket - To master basic movements, develop balance, agility and co-ordination and begin to apply these in a range of hitting activities.	Games – Strike & Field - To master basic movements, develop balance, agility and co-ordination and begin to apply these in a range of striking and fielding activities. Athletics - To master basic movements including running, jumping, throwing and catching.
Key S	Year 2	Gymnastics - To master and develop basic movements including balance, agility and co-ordination, and begin to apply these. Dance - To perform dances using simple movement patterns.	Games - Invasion - To master basic movements including running, jumping, throwing and catching - To participate in team games, developing simple tactics for attacking and defending. Games - Racket - To master basic movements, develop balance, agility and co-ordination and begin to apply these in a range of hitting activities.	Games – Strike & Field - To master basic movements, develop balance, agility and co-ordination and begin to apply these in a range of striking and fielding activities. Athletics - To master basic movements including running, jumping, throwing and catching.



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ar 3	Dance - Perform dances using a range of movement patterns Compare their performances with previous ones and demonstrate improvement to achieve their personal best.	Games - Invasion - Play competitive invasion games, modified where appropriate and apply basic principles suitable for attacking and defending Compare their performances with previous ones and demonstrate improvement to achieve their personal best.	Games – Strike & Field - Play competitive striking and fielding games, modified where appropriate and apply basic principles suitable for attacking and defending. - Compare their performances with previous ones and demonstrate improvement to achieve their personal best.
2 Ye	Gymnastics - Develop flexibility, strength, technique, control and balance.	Games - Racket - Play competitive racket games, modified where appropriate and apply basic principles suitable for attacking and defending Compare their performances with previous ones and demonstrate improvement to achieve their personal best.	Athletics - Use running, jumping, throwing and catching in isolation and in combinationDevelop flexibility, strength, technique, control and balanceCompare their performance with previous ones and demonstrate improvement to achieve their personal best.
Lower Key Stage Year 4	Gymnastics - Develop flexibility, strength, technique, control and balance. Games - Invasion - Play competitive invasion games, modified where appropriate and apply basic principles suitable for attacking and defending. - Compare their performances with previous ones and demonstrate improvement to achieve their personal best. Swimming - Swim competently, confidently and proficiently over a distance of at least 25 metres. Use a range of strokes effectively (for example, front crawl, backstroke and breast stroke). - Perform safe self-rescue in different water-based situations.	Games - Racket - Play competitive racket games, modified where appropriate and apply basic principles suitable for attacking and defending. - Compare their performances with previous ones and demonstrate improvement to achieve their personal best. Dance - Perform dances using a range of movement patterns. - Compare their performances with previous ones and demonstrate improvement to achieve their personal best.	Games – Strike & Field - Play competitive striking and fielding games, modified where appropriate and apply basic principles suitable for attacking and defending. - Compare their performances with previous ones and demonstrate improvement to achieve their personal best. Athletics - Use running, jumping, throwing and catching in isolation and in combination. - Develop flexibility, strength, technique, control and balance. - Compare their performance with previous ones and demonstrate improvement to achieve their personal best.



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Stage 2	Year 5	Games - Invasion - Play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending Compare their performances with previous ones and demonstrate improvement to achieve their personal best. Dance - Perform dances using a range of movement patterns Compare their performances with previous ones and demonstrate improvement to achieve their personal best.	Games - Racket - Play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending Compare their performances with previous ones and demonstrate improvement to achieve their personal best. Gymnastics - Develop flexibility, strength, technique, control and balance Swimming - Swim competently, confidently and proficiently over a distance of at least 25 metres. Use a range of strokes effectively (for example, front crawl, backstroke and breast stroke) Perform safe self-rescue in different water-based situations.	Games – Strike & Field - Play competitive striking and fielding games, modified where appropriate and apply basic principles suitable for attacking and defending. - Compare their performances with previous ones and demonstrate improvement to achieve their personal best. Athletics - Use running, jumping, throwing and catching in isolation and in combination. -Develop flexibility, strength, technique, control and balance. -Compare their performance with previous ones and demonstrate improvement to achieve their personal best. Swimming continued
Upper Key Stag	Year 6	Gymnastics - Develop flexibility, strength, technique, control and balance. Games - Invasion - Play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending Compare their performances with previous ones and demonstrate improvement to achieve their personal best.	Games - Racket - Play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending. - Compare their performances with previous ones and demonstrate improvement to achieve their personal best. Dance - Perform dances using a range of movement patterns. - Compare their performances with previous ones and demonstrate improvement to achieve their personal best.	Games – Strike & Field - Play competitive striking and fielding games, modified where appropriate and apply basic principles suitable for attacking and defending. - Compare their performances with previous ones and demonstrate improvement to achieve their personal best. Athletics - Use running, jumping, throwing and catching in isolation and in combination. -Develop flexibility, strength, technique, control and balance. -Compare their performance with previous ones and demonstrate improvement to achieve their personal best. Swimming - Swim competently, confidently and proficiently over a distance of at least 25 metres. Use a range of strokes effectively (for example, front crawl, backstroke and breast stroke). - Perform safe self-rescue in different water-based situations.