

PE Curriculum Map



	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
E Y F S	Physical Development and outdoor play - Continue to develop movement, balancing and riding)	Fundamental Games - agility, balance, coordination, running, jumping etc. Skip, hop, stand on one leg and hold a pose for a game like musical statues.	Gymnastics- Go up steps and stairs, or climb up apparatus, using alternate feet. Dance - Use and remember sequences and patterns of music that are related to music and rhythm. Use large-muscle movements.	Yoga- Use and remember sequences and patterns of music that are related to music and rhythm. Use large-muscle movements. Team Games- Start taking part in some group activities which they make up for themselves, or in teams.	Problem Solving Games - Collaborate with others to manage large items. Net and Wall- Use large-muscle movements, and develop movement, balancing and riding)	Athletics - Start taking part in some group activities. Master basic movements. Invasion Games - Participate in team games, developing simple tactics for attacking and defending.
Y e a r 1	Fundamentals Games - Master basic movements: running, jumping, throwing and catching. Movement Skills -agility, balance and coordination.	Gymnastics - Developing balance, agility and coordination, and begin to apply these in a range of activities. Ball Skills - Master basic movements including running, jumping, throwing and catching	Dance - Perform dances using simple movement patterns. Team Games - Participate in team games, developing simple tactics for attacking and defending.	Yoga - Use and remember sequences and patterns of music that are related to music and rhythm. Use large-muscle movements. Net and Wall - Master basic movements including running, jumping, throwing, and catching.	Athletics - Master basic movements including running, jumping, throwing and catching. Attacking / Defending games- Developing simple tactics for attacking and defending.	Striking and Fielding (game skills) - Participate in team games, developing simple tactics for attacking and defending. Invasion Games - Developing simple tactics for attacking and defending.
Y e a r 2	Fundamentals Games - Master basic movements including running, jumping, throwing and catching. Movement skills -agility, balance and coordination - Master basic movements.	Gymnastics - Developing balance, agility and coordination, and begin to apply these in a range of activities on small apparatus. Ball Skills - Master basic movements including running, jumping, throwing and catching.	Gymnastics/Yoga - Developing balance, agility and coordination, and begin to apply these in a range of activities on large apparatus. Team Games - Participate in team games, developing simple tactics for attacking and defending.	Dance - Perform dances using simple movement patterns. Net and Wall - Master basic movements including running, jumping, throwing and catching.	Athletics - Master basic movements including running, jumping, throwing and catching. Attacking / Defending games - Participate in team games, developing simple tactics for attacking and defending.	Striking and Fielding (target games) - Participate in team games, developing simple tactics for attacking and defending. Invasion Games - Participate in team games, developing simple tactics for attacking and defending.
Y e a r 3	Invasion Games - Competitive games. Basketball - Competitive games -apply basic principles suitable for attacking and defending.	Gymnastics - Develop flexibility, strength, technique, control and balance. Hockey- Competitive games -apply basic principles suitable for attacking and defending.	Dance - Perform dances using a range of movement patterns. Football - Competitive games -apply basic principles suitable for attacking and defending.	Outdoor Adventure - Take part in outdoor and adventurous activity challenges both individually and within a team. Tennis - Use running, jumping, throwing, and catching.	Netball - Competitive games -apply basic principles suitable for attacking and defending. Tag Rugby - Competitive games -apply basic principles suitable for attacking and defending.	Rounders - Competitive games -apply basic principles suitable for attacking and defending. Athletics - Develop flexibility, strength, technique, control and balance and compare their performances.
Y e a r 4	Invasion Games - Competitive games. Basketball - Competitive games -apply basic principles suitable for attacking and defending.	Gymnastics - Develop flexibility, strength, technique, control and balance. Hockey- Competitive games -apply basic principles suitable for attacking and defending.	Dance - Perform dances using a range of movement patterns. Football - Competitive games -apply basic principles suitable for attacking and defending.	Outdoor Adventure - Take part in outdoor and adventurous activity challenges both individually and within a team. Tennis - Use running, jumping, throwing, and catching.	Netball - Competitive games -apply basic principles suitable for attacking and defending. Tag Rugby - Competitive games -apply attacking and defending.	Rounders Competitive games -apply basic principles suitable for attacking and defending. Athletics - Develop flexibility, strength, technique, control and balance and compare their performances.
Y e a r 5	Invasion Games - Competitive games. Basketball - Competitive games -apply basic principles suitable for attacking and defending.	Gymnastics - Develop flexibility, strength, technique, control and balance. Hockey- Competitive games -apply basic principles suitable for attacking and defending.	Dance - Perform dances using a range of movement patterns. Football - Competitive games -apply basic principles suitable for attacking and defending.	Outdoor Adventure - Take part in outdoor and adventurous activity challenges both individually and within a team. Tennis - Use running, jumping, throwing, and catching.	Netball - Competitive games -apply basic principles suitable for attacking and defending. Tag Rugby - Competitive games -apply basic principles suitable for attacking and defending.	Rounders Competitive game - principles suitable for attacking and defending. Athletics - Develop flexibility, strength, technique, control and balance and compare their performances.
Y e a r 6	Invasion Games - Competitive games. Basketball - Competitive games -apply basic principles suitable for attacking and defending.	Gymnastics - Develop flexibility, strength, technique, control and balance. Hockey- Competitive games -apply basic principles suitable for attacking and defending.	Dance - Perform dances using a range of movement patterns. Football - Competitive games -apply basic principles suitable for attacking and defending.	Outdoor Adventure - Take part in outdoor and adventurous activity challenges both individually and within a team. Tennis - Use running, jumping, throwing, and catching.	Netball - Competitive games -apply basic principles suitable for attacking and defending. Tag Rugby - Competitive games -apply basic principles suitable for attacking and defending.	Rounders Competitive games - principles suitable for attacking and defending. Athletics - Develop flexibility, strength, technique, control and balance and compare their performances.