	F	undamental Movements in Year 3 – Autumn	1
National Curricu	lum Objectives	Overview of skills	Physical Skills
Pupils should continue to apply of skills, learning how to use the link them to make actions and should enjoy communicating, c with each other. They should do how to improve in different phylearn how to evaluate and reco	em in different ways and to sequences of movement. They ollaborating and competing evelop an understanding of ysical activities and sports and gnise their own success. In and catching in isolation with previous ones and	Pupils will develop the fundamental skills of balancing, running, jumping, hopping and skipping. Pupils will develop their ability to change direction with balance and control. They will be given the opportunity to explore how the body moves at different speeds as well as how to accelerate and decelerate. Pupils will be asked to observe and recognise improvements for their own and others' performances and identify areas of strength and areas for development. Pupils will be given the opportunity to work on their own and with others, taking turns and sharing ideas.	Running Change direction quickly. Understand and show how the body moves at different speeds. Balance Demonstrate balance when performing other fundamental skills. Jumping and hopping Link jumping and hopping actions. Skipping Jump and turn a skipping rope.
Physical	Balancing, running, jumping,	ı dodging, skipping	<u> </u>
Social		others, respect, communication, taking turns,	
Emotional	Challenging myself, persevera	ince, honesty	
Thinking	Selecting and applying skills, o	observing others and providing feedback, identifying strengths a	nd areas for development

Vocabulary – dodge, speed, jog, steady, hurdle, sprint, distance, tension, technique, coordination, control and rhythm.

Red – Previous year's vocabulary.

		Ball Skills in Year 3 – Autumn 1	
National Curriculum O	bjectives	Overview of skills	Physical Skills
Pupils should continue to apply and do of skills, learning how to use them in a link them to make actions and sequent They should enjoy communicating, co competing with each other. They should understanding of how to improve in do activities and sports and learn how to recognise their own success. Pupils should be taught to: • use running, jumping, throwing and and in combination. • play competitive games, modified we example, badminton, basketball, crick netball, rounder's and tennis], and apsuitable for attacking and defending.	develop a broader range different ways and to nees of movement. bllaborating and uld develop an different physical prevaluate and distribute appropriate of the catching in isolation where appropriate for ket, football, hockey,	Pupils will have the opportunity to develop their accuracy and consistency when tracking a ball. They will explore a variety of throwing techniques and will learn to select the appropriate throw for the situation. They will develop catching with one and two hands as well as dribbling with feet and hands. These skills will then be applied to small group games. Pupils will have the opportunity to take on different roles and work both individually and with others.	Sending Send a ball with accuracy and increasing consistency to a target. Catching Catch a range of objects with increasing consistency Tracking Track a ball not sent directly. Dribbling Dribble a ball with hands and feet with control.
Physical Tracl	cking a ball, throwing, cate	ching, dribbling	ı
		on, communication, managing games	
	severance, respect, challe		
Thinking Decis	ision making, developing t	actics, creativity	
Vocabulary –overarm, underarm, coll	lect, dribble, target, dista	nce, track, shoulder, receive, overhead, chest, accurate	

vocabulary – overaim, under aim, collect, unbble, target, distance, track, shoulder, receive, over

Red – Previous year's vocabulary.



Knowledge Organiser: Ball Skills Year 3 and 4

Links to the PE National Curriculum

- · Pupils develop competence to excel in a broad range of physical activities, are physically active for sustained periods of time and engage in competitive sports and activities.
- · Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement.
- · Pupils should be taught to use running, jumping, throwing and catching in isolation and in combination.



Key Skills: Physical

- Tracking a ball
- Throwing
- Catching

Dribbling



- · Social:Supporting others
- Social: Co-operation
- Social: Communication
- · Social: Managing games
- Emotional: Perseverance
- Emotional: Honesty
- Emotional: Respect
- · Emotional: Challenging self
- Thinking: Decision making
- Thinking: Developing tactics
- Thinking: Creativity

Examples of games that use ball skills

Target G	ames	Invasion	Striking & Fielding	Net & Wall
Boule	es	Netball		
Восс	ia	Football	Rounders	Tennis NOC
New Age	Kurling	Tag Rugby	Cricket	Volleyball
Dodge	ball	Handball	Baseball	Badminton
//		Basketball		

Key Vocabulary:

Encourage pupils to use this language in your lessons. *Year 4 would use Year 3 and Year 4 vocabulary





Teacher Glossary

Dribble: To move the ball using your feet or your hands.

Track: To track is when a player moves their body to get in line with a ball that is coming towards them.

Send: To pass to someone with using either your feet or hands.

Receive: To collect or stop a ball that is sent to you using either your hands or feet.



Year 5

Assessment Criteria

Year 2

- I am beginning to provide feedback using key words.
- · I am beginning to understand and use simple
- I can describe how my body feels during exercise.
- · I can dribble a ball with my hands and feet with some control.
- · I can roll and throw a ball to hit a target.
- I can send and receive a ball using both kicking and throwing and catching skills.
- I can track a ball and collect it.
- · I can work co-operatively with a partner and a small group.

Year 3

- I can track the path of a ball that is not sent directly to me.
- · I can throw with accuracy and increasing consistency to a target.
- I can show a variety of throwing techniques.
- I can catch different sized objects with increasing consistency with two hands.
- I can dribble a ball with control.
- I can share ideas and work with others to create a game.
- I can persevere when learning a new
- I can provide feedback using key words.

Year 4

- · I can consistently track the path of a ball that is not sent directly to me.
- · I can accurately use a range of throwing techniques to throw to a target.
- I can catch different sized objects with increasing consistency with one and two
- · I can dribble a ball with increasing control and co-ordination.
- . I can share ideas and work with others to create a game to develop a certain skill.
- · I can persevere when learning a new skill.
- I can provide feedback using key terminology and understand what I need to do to improve.

Assessment criteria for Invasion Net and Wall Striking and Fielding and Target Games units in Year 5

Progression of Skills Ladder

Sending

Demonstrate clear technique when sending a ball under pressure.

Sending

Accurately use a range of techniques to send a ball to a target.

Catching

Demonstrate good technique under pressure.

Catching

Catch different sized objects with increasing consistency with one and two hands

Year

5

Year

Tracking

Demonstrate a range of techniques when tracking and collecting a ball.

Tracking

Consistently track a ball sent directly and indirectly.

Tracking

Track a ball not

sent directly.

Dribbling

Dribble with some control under pressure.

Dribbling

Dribble a ball with increasing control and co-ordination.

Sending

Send a ball with accuracy and increasing consistency to a target.

Catching

Catch a range of objects with increasing consistency.

Year

3

Tracking

Consistently track and collect a ball being sent directly.

Dribbling

Dribble a ball with hands and feet with control.

Dribbling

Dribble a ball with hands and feet with some control.

Sending

Roll, throw and kick a ball to hit a target.

Catching

- Develop catching a range of objects with two hands.
 - Catch with and without a bounce.

Year

Sending & Receiving/Invasion Games/Attacking/Defending in Year 3 – Autumn 2/Spring 2 and Summer 1CITC			
National Curricu	ılum Objectives	Overview of skills	Physical Skills
Pupils should continue to apply of skills, learning how to use the link them to make actions and They should enjoy communicated competing with each other. The understanding of how to improductivities and sports and learn recognise their own success. Pupils should be taught to: • use running, jumping, throwing and in combination • play competitive games, mo example, badminton, basketbanetball, rounder's and tennis], suitable for attacking and defere compare their performances demonstrate improvement to a	y and develop a broader range nem in different ways and to sequences of movement. ting, collaborating and ey should develop an ove in different physical how to evaluate and and catching in isolation dified where appropriate[for all, cricket, football, hockey, and apply basic principles nding with previous ones and	Pupils continue develop their skills in dribbling, sending and receiving a ball with their hands and feet with increased control and accuracy towards a desired target. When catching, pupils can track a ball that is not sent directly towards them before collecting it by scooping it up or catching the ball with two hands. Pupils will now catch balls of different sizes and throw using a variety of techniques. Pupils further develop their understanding of the roles of an attacker and a defender and are able to apply basic tactics in a game. Pupils further develop skills such as changing direction to move away from a defender or towards an attacker, as well as recognising and moving into space towards a goal. They also learn how to position body between and opponent and the ball to retain possession as well as learn how to signal when want to receive the ball. Pupils can work co-operatively with a partner and a small group during games, where they understand the rules and can keep a game going. Pupils can provide feedback using	Sending & Receiving Explore S&R abiding by the rules of the game. Dribbling Explore dribbling the ball abiding by the rules under pressure. Attacking Developing movement skills to lose a defender. Explore shooting actions in a range of invasion games. Defending Track opponents to limit their scoring opportunities. Space Develop moving with a ball towards goal with some control.
		key words.	
Physical	Throwing, catching, kicking, c	Iribbling with hands and feet, dodging, finding space, tracking, r	olling, bouncing, dodging
Social	Co-operation, communication	n, supporting and encouraging others, respect and kindness, ma	inaging games
Emotional	Honesty, fair play, managing	emotions, perseverance, challenging myself, respect	
Thinking	Connecting information, deci	sion making, recalling information, creativity	
Vocabulary –possession, receiv	ved, goal, teammate, dodge, ch	est pass, bounce pass, overarm, underarm, distance, collect, tar	get, shoulder, accurate, overhead pass, control, pressure

Vocabulary –possession, received, goal, teammate, dodge, chest pass, bounce pass, overarm, underarm, distance, collect, target, shoulder, accurate, overhead pass, control, pressure

Red – Previous year's vocabulary.



Knowledge Organiser: Gymnastics Y3

Links to the PE National Curriculum

- Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement.
- Pupils should be taught to develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]

Key Skills: Physical Key Skills: S.E.T

- Individual point and patch balances
- Straight roll
- Barrel roll
- Forward roll
- · Straight jump
- Tuck jump
- Star jump
- · Rhythmic gymnastics

- Social: Collaboration
- · Social: Communication
- Social: Respect
- Emotional: Confidence
- Thinking: Observing and providing feedback
- Thinking: Selecting and applying actions
- Thinking: Evaluating and improving

Ways to improve a sequence

- Starting and finishing position: Include a starting and finishing position.
- Level: Use a variety of levels. Can you explore that balance, shape, jump on a different level?
- Action: Include a variety of actions such as a jump, balance, travel,
 shape.
- **Balance:** Hold your balances with good extension and clear shapes for 3 5 seconds.
- **Body tension:** Squeeze your muscles to create and hold strong clear shapes.
 - **Direction:** Vary the direction used within a sequence e.g. forwards, backwards, sideways.
 - Speed: Vary the speed used within a sequence e.g. fast and slow.

Key Vocabulary:

Encourage pupils to use this language in your lessons.

- Matching Contrasting Sequence
- DirectionInterestingFlow
 - Explore Control Shape Create

Teacher Glossary

Shapes: E.g. tuck, pike, straddle, dish, arch, star, front support, back support. **Action:** The skill a gymnast uses in their sequence e.g. travel, jump, shape, balance, roll.

Point balance: A balance on a small body part e.g. hands, elbows, feet.

Patch balance: A balance on a large body part e.g. back, stomach, bottom.

Sequence: A number of actions linked together.

Body tension: Squeezing muscles to help to stay strong when performing actions. Having good body tension improves the quality of an action.







Assessment Criteria

Year 2

- · I am beginning to provide feedback using key
- · I am proud of my work and confident to perform in front of others.
- I can describe how my body feels during exercise.
- I can perform the basic aymnastic actions with some control and balance.
- I can plan and repeat simple sequences of actions.
- I can use directions and levels to make my work look interesting.
- I can use shapes when performing other skills.
- I can work safely with others and apparatus.

Year 3

- · I can adapt sequences to suit different types of apparatus.
- · I can choose actions that flow well into one another.
- I can choose and plan sequences of contrasting actions.
- I can complete actions with increasing balance and control.
- I can move in unison with a partner.
- I can provide feedback using key words.
- I understand the benefits of exercise.
- I use a greater number of my own ideas for movements in response to a task.
- With help, I can recognise how performances could be improved.

Year 4

- · I can explain what happens to my body when I exercise and how this helps to make me healthy.
- · I can identify some muscle groups used in gymnastic activities.
- · I can plan and perform sequences with a partner that include a change of level and shape.
- I can provide feedback using appropriate language relating to the lesson.
- · I can safely perform balances individually and with a
- · I can watch, describe and suggest possible improvements to others' performances and my own.
- · I understand how body tension can improve the control and quality of my movements.

Progression of Skills Ladder

Shapes Develop the range of shapes they use in their sequences.

Inverted movements Develop

Develop control and fluency in strength in bridge individual and and shoulder stand. partner balances.

Balances

Year

Develop the straight, barrel, forward and straddle roll and perform with increased control.

Rolls

Jumps

Develop control in performing and landing rotation jumps.

Shapes

Explore matching and contrasting shapes.

Balances

Explore point and patch balances and transition smoothly into and out of them.

Year

Rolls

Develop the straight, barrel, and forward roll.

Jumps

Develop stepping into shape jumps with control.

Shapes

Explore using shapes in different gymnastic balances.

Balances

Remember, repeat and link combinations of gymnastic balances.

Year

Rolls

Explore barrel, straight and forward roll and put into sequence work.

lumps

Explore shape jumps and take off combinations.



Knowledge Organiser: Tag Rugby Year 3 and Year 4

Links to the PE National Curriculum

- Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement.
- They should enjoy communicating, collaborating and competing with each other.
- They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success.
- Pupils should be taught to use running, jumping, throwing and catching in isolation and in combination.
- Pupils should be taught to play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending.

Key Skills: Physical

- · Passing
- · Catching
- · Dodging
- · Tagging
- Scoring

Key Skills: S.E.T

- · Social: Communication
- Social: Collaboration
- · Social: Inclusion
- · Emotional: Honesty and fair play
- · Emotional: Perseverance
- · Emotional: Confidence
- Thinking: Planning strategies and using tactics
- Thinking: Observing and providing feedback

Attacking	Defending
Score goals	Stop goals
Create space	Deny space
Maintain possession	Gain possession
Move the ball towards goal	E.

Key Rules

- Tag: Only the ball carrier may be 'tagged'. A tagged player has 3 steps or 3 seconds to pass the ball.
- Offside rule: When a tag is made, all defending players must get to an onside position. Onside is in front of the ball carrier, offside is behind the ball carrier.
- Try: To score, the ball must be placed down under control over the try line, this is called a try.
- Forward pass: Forward passes are not allowed and will be penalised by a free pass being given to the non-offending team. A forward pass is any pass where the ball travels in the direction of the teams scoring line (try line).

Key Vocabulary:

Encourage pupils to use this language in your lessons.

*Year 4 would use Year 3 and Year 4 vocabulary

Year 3	Defence Receive	er Possession Attack
Year 4	Opponent O	Onside Offside
	T I OI	

Teacher Glossary

Interception: When a player takes possession of the ball away from the opposition as the ball is passed

Possession: When a team has the ball they are in possession

Marking: When a player defends an opponent

Try line: The line behind which a player must place the ball in order to score a try

Try: The unit of scoring in tag rugby

Tag: When a player pulls the tag of the opposition who is in possession of

the ball



Assessment Criteria

- · I am beginning to provide feedback using key words.
- I can describe how my body feels during
- · I can dribble a ball with my hands and feet with increasing control.
- I can find space away from others when playing games.
- · I can move with a ball towards my goal.
- I can send and receive a ball with increasing consistency with hands and feet.
- I can stay close to another player to try to stop
- them from getting the ball.
- I understand the rules and can use them to keep a game going.
- I understand what to do when I am an attacker
- and a defender.

Year 2

- . I am learning the rules of the game and I am beginning to use them to play honestly.
- · I can communicate with my team and move into space to help them.
- I can defend an opponent and attempt to tag them.
- I can move with a ball towards goal with
 I can help my team keep possession and increasing control.
- · I can pass and receive the ball with some control.
- I can provide feedback using key words.
- I understand my role as an attacker and as a defender.
- I understand the benefits of exercise.
- I work cooperatively with my group to self-manage games. Year 3

- . I am learning the rules of the game and I am beginning to use them to play honestly
- I can delay an opponent and help prevent the other team from scoring.
- I can explain what happens to my body when I exercise and how this helps to make
- score tries when I play in attack.
- I can pass and receive the ball with increasing control.
 - I can provide feedback using key terminology and understand what I need to do to improve.
 - I can use simple tactics to help my team score or gain possession.
- I share ideas and work with others to Year 4 manage our game.

Year

- . I can communicate with my team and move into space to keep possession and score.
- . I can identify how different activities can benefit my physical health.
- . I can identify when I was successful and what I need to do to improve.
- . I can often make the correct decision of who to pass
- . I can pass and receive the ball with some control under pressure.
- I can tag apponents and close down space.
- · I can use feedback provided to improve my work.
- . I know what position I am playing in and how to contribute when attacking and defending.
- . I understand the need for tactics and can identify when to use them in different situations.
- . I understand the rules of the game and I can apply them honestly most of the time.
- · I understand there are different skills for different situations and I am beginning to apply this.

Year 5

Space

Move to create

space for

themselves

and others

in their team.

Space

Move into space to

keep

possession and

score goals.

Progression of Skills Ladder

Other units that progress into this activity are:

Games **Ball Skills Fundamentals Invasion Games** Sending and Receiving

Dribbling Sending & receiving Select and apply a variety

Develop control when S&R under pressure.

Sending & receiving

Sending &

receiving

Explore 5&R

abiding by the rules

of the game.

of dribbling techniques to game situations.

Dribbling

Develop passing to a teammate using a variety of dribbling under techniques appropriate to the game.

Year Develop control whilst

pressure.

Dribbling

Explore dribbling the ball abiding by the rules of the game under some pressure.

move.

Sending & receiving

Developing S&R with increased control.

Year

Dribbling Explore dribbling with Year hands and feet with increasing control on the

Attacking

Explore creating tactics with others and applying them to game situations.

Attacking

Develop decision making around when to pass and

Attacking

Developing movement

skills to lose a defender.

Explore shooting

actions in a range of

invasion games.

Defending Develop defending

win the ballwhen to shoot.

help their team

one on one and know when to

Defending

Develop tracking

and marking with

a variety of

techniques and

increased success.

Defending

Track opponents to Develop moving limit their scoring opportunities.

Space

with a ball towards goal with some control.

Attacking

Developing moving into space away from defenders.

Defending

Explore staying close to other players to try and stop them getting the ball.

Space

Explore moving with a ball towards goal.



Knowledge Organiser: Tennis Y3

Links to the PE National Curriculum

- They should enjoy communicating, collaborating and competing with each other.
- · They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success.
- Pupils should be taught to use running, jumping, throwing and catching in isolation and in combination.
- Pupils should be taught to play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending.

Key Skills: Physical

- Forehand
- Backhand
- Throwing
- Catching
- · Ready position

Key Skills: S.E.T

- Social: Collaboration
- · Social: Respect
- · Social: Supporting others
- · Emotional: Honesty
- Emotional: Perseverance
- · Thinking: Decision making
- · Thinking: Understanding rules
- · Thinking: Using tactics



How to win a point

A player wins a point when:

- Opponent hits the ball in the net.
- · Opponent hits the ball out of the court area.
- Opponent misses the ball.
- Ball bounces twice.
- . Opponent does a double fault (meaning if they serve the ball and it hits the net, doesn't land on their opponent's side, they can have another go. If they miss again it is a double fault.)

Key Vocabulary:

Encourage pupils to use this language in your lessons.

- Ready position Racket Track
- Rally

- Control Return Opponent Accurately

Teacher Glossary

Forehand: A stroke where the player hits the ball with their palm facing forward.

Backhand: A stroke where the player hits the ball with a swing that comes across their body.

Ace: A serve that is a winner without the receiving player being able to return the ball.

Baseline: The line indicating the back of the court.

Face: The top part of the racket that has the strings and is meant to hit the ball.





Assessment Criteria

Year 2

- I can defend space on my court using the ready
- I can describe how my body feels during exercise.
- I can hit a ball over the net and into the court area.
- I can throw accurately to a partner.
- I can use simple tactics to make it difficult for an opponent.
- I know how to score points and can remember the
- I show good sportsmanship when playing against an opponent.

Year 3

- . I am learning the rules of the game and I am beginning to use them to play fairly.
- I can provide feedback using key words.
- I can return a ball to a partner.
- I can use basic racket skills.
- I understand the aim of the game.
- I understand the benefits of exercise.
- I work cooperatively with my group to selfmanage games.

Year 4

- . I am learning the rules of the game and I am beginning to use them to play honestly and fairly.
- · I can communicate with my teammates to apply simple
- . I can explain what happens to my body when I exercise and how this helps to make me healthy.
- I can provide feedback using key terminology and understand what I need to do to improve.
- I can return to the ready position to defend my own court.
- I can sometimes play a continuous game.
- · I can use a range of basic racket skills.

Rallying

I share ideas and work with others to manage our game.

Progression of Skills Ladder

Other units that progress into this activity are:

Games **Net and Wall Games Ball Skills Fundamentals**

Sending and Receiving

Shots

Demonstrate increased technique when using shots both cooperatively serving underarm and competitively.

Serving

Develop technique in with increased consistency.

Shots

Explore returning a ball using focus shots such as the forehand and backhand.

Hitting

Serving

Explore serving from an underarm serve.

Feeding

partner.

Develop hitting a Accurately dropped ball over a underarm throw net. over a net to a

Year

Develop rallying using both forehand and backhand with increased technique.

Footwork

Begin to use appropriate footwork patterns to move around the court.

Year

Year

Explore rallying with a forehand.

Rallying

Footwork

Consistently use and return to the ready position in between shots.

Rallying

Explore underarm rallying with a partner catching after one bounce.

Footwork

Consistently use the ready position to move towards a ball.



Knowledge Organiser: Dance Y3

Links to the PE National Curriculum

- Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement.
- Pupils should be taught to develop flexibility, strength, technique, control and balance.
- Pupils should be taught to perform dances using a range of movement patterns.

Key Skills: Physical

- Using canon, unison, formation, dynamics, pathways, direction
- Copying and performing actions
- Control
- Balance



- Key Skills: S.E.T
- Social: Sharing ideas
 Social: Possoct
- Social: Respect
- · Social: Inclusion of others
- · Social: Leadership
- · Social: Working safely
- · Emotional: Confidence
- Emotional: Acceptance
- Thinking: Selecting and applying actions
- · Thinking: Creating
- Thinking: Observing and providing feedback

Performance Ideas

- Performing in front of the class can be a daunting task for some pupils. Be mindful to introduce this gradually by encouraging pupils to perform without
- forcing them. Performance is an important part of dance but can also be time consuming if not structured correctly.

Performing, some good ideas:

- Create an environment in which pupils feel safe to perform by teaching the audience how to be respectful.
- Help the audience to structure their feedback with positive comments first, followed by areas to improve.
- Encourage pupils to use the correct dance terminology in their feedback.
- Ways to perform: half the class to the other half, one individual to another, one pair to another, three groups at a time etc.

Key Vocabulary:

Encourage pupils to use this language in your lessons.

- Unison Explore Create Feedback
 - Perform Timing Levels Flow
 - Dynamics Expression Actions

Teacher Glossary

Counts: A performer uses counts to stay in time with the music and / or other performers.

Action: The movement a dancer does e.g. travel, jump, kick.

Level: High, medium and low.

Pathway: Designs traced in space (on the floor or in the air).

Unison: Two or more dancers performing the same movement at the same time.

Canon: Performing movements one after the other.

Formation: where dancers are in relation to each other.

Dynamics: How a movement is performed e.g. robotically, softly.



Assessment Criteria

Year 2

- I am beginning to provide feedback using key words.
- I can copy, remember, repeat and create dance phrases.
- I can describe how my body feels during exercise.
- I can show a character and idea through the actions and dynamics I choose.
- . I can use counts to stay in time with the music.
- I can work with a partner using mirroring and unison in our actions.
- I show confidence to perform.

Year 3

- I am respectful of others when watching them perform.
- I can provide feedback using key words.
- I can repeat, remember and perform a dance phrase.
- I can use counts to keep in time with a partner and group.
- I can use dynamic and and expressive qualities in relation to an idea.
- I can work with a partner and in a small group, sharing ideas.
- I create short dance phrases that communicate the idea.
- I understand the benefits of exercise.

- I can copy and remember set choreography.
- I can explain what happens to my body when I exercise and how this helps to make me healthy.

I can choose actions and dynamics to convey a character or idea.

- I can provide feedback using appropriate language relating to the lesson.
- I can respond imaginatively to a range of stimuli relating to character and narrative.
- I can use changes in timing and spacing to develop a dance.
- . I can use counts to keep in time with others and the music.
- I can use simple movement patterns to structure dance phrases on my own, with a partner and in a group.
- I show respect for others when working as a group and watching others perform.

Progression of Skills Ladder

Actions

Respond imaginatively to a range of stimuli related to character and narrative.

Dynamics

Change dynamics confidently within a performance to express changes in character.

Year

Confidently use changes in level, direction and pathway.

Space

Relationships

Use action and reaction to represent an idea.

Performance

Perform complex dances that communicate narrative and character well, performing clearly and fluently.

Actions

Create actions in response to a stimulus individually and in groups.

Dynamics

Use dynamics effectively to express an idea.

Year

3

Space

Use directions to transition between formations.

Relationships

Develop an understanding of formations.

Performance

Perform short, selfchoreographed phrases showing and awareness of timing.

Actions

Accurately remember, repeat and link actions to express an idea.

Dynamics

Develop an understanding of dynamics.

Year

Space

Develop the use of pathways and travelling actions to include levels.

Relationships

Explore working with a partner using unison, matching and mirroring.

Performance

Develop the use of facial expressions in their performance.



Knowledge Organiser: Rounders Year 3 and Year 4

Links to the PE National Curriculum

- Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement.
- They should enjoy communicating, collaborating and competing with each other.
- They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success.
- Pupils should be taught to use running, jumping, throwing and catching in isolation and in combination.
- Pupils should be taught to play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending.

Key Skills: Physical

- · Underarm and overarm throwing
- · Catching
- · Tracking a ball
- · Fielding and retrieving a ball
- Batting

Key Skills: S.E.T

- Social: Collaboration and communication
- · Social: Respect
- Social: Supporting and encouraging others
- Emotional: Honesty and fair play
- · Emotional: Confident to take risks
- Emotional: Managing emotions
- Thinking: Observing and providing feedback
- Thinking: Using tactics
- . Thinking: Decision making

Key principles of striking and fielding games Attacking Defending Score points Limit points Placement of Deny space an object Avoid Get opponents out

Scoring: How to score:

- . One rounder for hitting the ball and running to base four without stopping.
- Half a rounder for hitting the ball and running to base number two without stopping.
- Half a rounder for not hitting the ball and running to base four without stopping.
- . Half a rounder for two consecutive 'no balls' from the bowler.
- . Half a rounder for obstruction. E.g. if a fielder is standing in the path of a batter

A player is out if:

- . Caught out: by a fielder before the ball touches the floor.
- . Stumped out: by a fielder at the base the batter is running to.
- Run out: meaning the batter has run to a base where another batter is standing.
- · Running inside the bases

Key Vocabulary:

Encourage pupils to use this language in your lessons.

*Year 3 would use Year 3 and Year 4 vocabulary

Year 3	Strike Rounder Fielding Batting	
Your A	Stance • Retrieve Technique • Stumpe	Two-handed pick upShort Barrier

Teacher Glossary

Fielder: A player on the fielding team, especially one other than the bowler or backstop.

Batter: A player on the batting team.

Rounder: The unit of scoring.

Bowler: The player who starts the game by bowling to the batter.

Backstop: The player on the fielding side who stands behind the live

batter.



Year 5

Year 2

- I am beginning to provide feedback using key words.
- · I am developing underarm and overarm throwing skills.
- I can describe how my body feels during
- . I can roll a ball to hit a target.
- I can sometimes hit a ball using a racket.
- I can track a ball and collect it.
- · I can use simple tactics.
- I know how to score points and can remember the score.
- . I understand the rules of the game and can . I work cooperatively with my group to selfuse these to play fairly in a small group.

Year 3

- I am able to bowl a ball towards a target.
- I am beginning to strike a bowled ball.
- I am developing an understanding of tactics and I am beginning to use them in game
- I am learning the rules of the game and I am beginning to use them.
- I can provide feedback using key words.
- I can use overarm and underarm throwing and catchina skills.
- I understand the aim of the game.
- I understand the benefits of exercise.
- manage games.

Year 4

- · I am able to bowl a ball with some accuracy, and
- . I am learning the rules of the game and I am beginning to use them to play honestly and fairly.
- · I can communicate with my teammates to apply simple tactics.
- I can explain what happens to my body when I. exercise and how this helps to make me healthy
- · I can provide feedback using key terminology and understand what I need to do to improve.
- I can strike a bowled ball with adapted equipment (e.g. a tennis racket).
- I can use overarm and underarm throwing and catching skills with increasing accuracy.

Year

Year

Year

Year

I share ideas and work with others to manage our

- · I am beginning to strike a ball with a rounders
- · I am developing a wider range of fielding skills and I am beginning to use these under some
- I can identify how different activities can benefit my physical health.
- I can identify when I was successful and what I need to do to improve.
- · I can use feedback provided to improve my work.
- I can work co-operatively with others to manage
- I understand the need for tactics and can identify. when to use them in different situations.
- I understand the rules of the game and I can apply them honestly most of the time.
- I understand there are different skills for different situations and I am beginning to use this.

Progression of Skills Ladder

Other units that progress into this activity are:

Games **Ball Skills Fundamentals** Striking and Fielding **Sending and Receiving**

Striking

Explore defensive and driving hitting techniques and directional batting.

Striking

Develop batting technique consistent with the rules of the game.

Striking

Begin to strike

a bowled ball using

different equipment.

Fielding

Develop over and underarm bowling technique. Select and apply long and short barriers appropriate to the situation.

Fielding

Develop bowling with some consistency, abiding by the rules of the game.

Assessment Criteria

Explore bowling and fielding skills to include a two-handed pick up and long and short

Striking

Develop striking a ball with their hand and equipment with some consistency.

Fielding

barriers.

Fielding

Understand that there are different roles within a fielding team.

Demonstrate clear technique when using a variety of throws under pressure.

Throwing

Use overarm and underarm throwing with increased consistency in game situations.

skills (close/deep and wicket keeping) and apply these with some consistency in game situations.

Catching

Explore catching

Catching

Beginning to catch with one and two hands with some consistency in game situations.

Throwing

Use overarm and underarm throwing in game situations.

Catching

Catch with some consistency in game situations.

Throwing

Develop coordination and technique when throwing over and underarm.

Catching

Catch with two hands with some coordination and technique.



Links to the PE National Curriculum

- They should enjoy communicating, collaborating and competing with each other.
- · They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success.
- Develop running, jumping, throwing and catching in isolation and in combination.
- Develop flexibility, strength, technique, control and balance.
- · Compare their performances with previous ones and demonstrate improvement to achieve their personal best.

Key Skills: S.E.T **Key Skills: Physical**

- Sprinting
- · Running over obstacles
- · Jumping for distance
- Jumping for height
- · Push throw for distance
- · Pull throw for distance

- Social: Working collaboratively
- Social: Working safely
- Emotional: Perseverance
- Emotional: Determination
- Thinking: Observing and providing feedback

Official Athletic Events

Running

Sprinting

100m, 200m, 400m

Hurdles Relay

Middle distance

800m, 1500m

Long distance 5,000, 10,000

Steeplechase

Jumping

Long jump Jump for distance

Triple jump

Jump for distance

High jump

Jump for height Pole vault

Jump for height

Throwing

Discus

Fling throw Shot

Push throw

Hammer

Fling throw

Javelin

Pull throw

Key Vocabulary:

Encourage pupils to use this language in your lessons.

Accurately Power Speed

Personal Best

Determination

Further

Faster

Higher Ocntrol

Strength

Pace

Teacher Glossary

Push throw: when the performer pushes the item through the air

Pull throw: when the performer pulls the item through the air

Jump: take off and land on two feet

Hop: take off on one foot and land on the same foot

Leap: take off on one foot and land on the other

Changeover: where a baton is passed from one person to another







Assessment Criteria

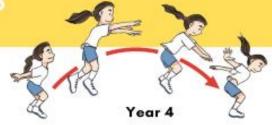
Year 2

- I can describe how my body feels during exercise.
- · I can identify good technique.
- . I can jump and land with control,
- . I can link running and jumping movements with some control and balance.
- . I can use an overarm throw to help me to throw for distance.
- · I can work with others, taking turns and sharing ideas.
- . I show balance and co-ordination when running at different speeds and in different directions.
- . I try my best.

Year 3

- I am developing jumping for distance and height.
- I can identify when I was successful.
- . I can take part in a relay activity, remembering when to run and what
- . I can throw a variety of objects, changing my action for accuracy and distance.
- I can use different take off and landings when jumping.
- . I can use key points to help me to improve my sprinting technique.
- I can work with a partner and in a small group, sharing ideas.
- I show determination to achieve my personal best.
- . I understand the benefits of exercise.
- I understand why it is important to warm up

Running



- · I can demonstrate the difference in sprinting and jogging techniques.
- · I can explain what happens in my body when I warm up.
- I can identify when I was successful and what I need to do to
- I can jump for distance and height with balance and control.
- I can throw with some accuracy and power to a target area.
- I show determination to improve my personal best.
- I support and encourage others to work to their best.

Progression of Skills Ladder

Other units that progress into this activity are:

> **Ball Skills Fundamentals** Games

Running Develop an

Develop power and understanding of speed and pace in speed in the relation to sprinting technique. distance..

Running

Develop the sprinting

technique and apply it to

relay events.

Running

Develop the sprinting action.

Explore rhythm when

running over obstacles.

Jumping Develop

Running

Develop fluency

and rhythm

when running

over obstacles.

Jumping

Develop

jumping,

hopping and

skipping actions.

technique when iumping for distance.

Year

Year

Year

Jumping

Explore fluency and technique in the vertical jump.

Throwing

Explore power and technique when throwing for distance in a pull throw.

Jumping **Jumping** Throwing Develop technique Develop Explore the

in a range of jumping for technique approaches and height and for a pull take off positions. safety on throw. landing.

Jumping

Explore safely jumping for distance and height.

Throwing

Develop overarm throwing for distance.



Knowledge Organiser: Netball Year 3 and Year 4

Links to the PE National Curriculum

- Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement.
- They should enjoy communicating, collaborating and competing with each other.
- They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success.
- Pupils should be taught to use running, jumping, throwing and catching in isolation and in combination.
- Pupils should be taught to play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending.

Key Skills: Physical

- · Passina
- · Catching
- · Footwork
- · Intercepting
- · Shooting
- · Dodging

Key Skills: S.E.T

- · Social: Working safely
- · Social: Communication
- Social: Collaboration
- · Emotional: Honesty and fair play
- · Emotional: Perseverance
- Thinking: Planning strategies and using tactics
- Thinking: Observing and providing feedback

Attacking	Defending
Score goals	Stop goals
Create space	Deny space
Maintain	Gain
possession	possession
Move the ball towards goal	
	Time I

Key Rules

- Footwork: The first foot to touch the ground when a player receives the ball is known as
 the landing foot. If both feet are already on the ground, a player can choose their landing
 foot. The landing foot must remain on the ground, the other foot may be moved in any
 direction, pivoting on the landing foot.
- Held ball: In 5-a-side a player has 4 seconds to pass or shoot, otherwise a free pass is awarded to the opposing team.
- Contact: A player is not allowed to contact an opponent.
- Obstruction: A defender must be 1m away from the ball carrier before they put their arms up, otherwise a penalty pass is awarded to the opposing team.

Key Vocabulary:

Encourage pupils to use this language in your lessons.

*Year 4 would use Year 3 and Year 4 vocabulary

Year 3

Footwork Receiver Possession Attack
Pivot Landing foot Interception Defence

Year 4

Opponent Rebound Contact
Opposition Obstruction Mark

Teacher Glossary

Interception: catching a pass made my an opposing player

Possession: when a team has the ball they are in possession

Marking: when a player defends an opponent

Getting free: when an attacking player moves to lose their defender

Rebound: is when a player attempts to shoot a goal but the ball hits the goalpost and bounces back into play



Assessment Criteria

- · I am beginning to provide feedback using key words.
- · I can describe how my body feels during exercise.
- I can dribble a ball with my hands and feet with increasing control.
- I can find space away from others when playing
- · I can move with a ball towards my goal.
- · I can send and receive a ball with increasing consistency with hands and feet.
- I can stay close to another player to try to stop.
- them from getting the ball.
- · I understand the rules and can use them to keep a game going.
- I understand what to do when I am an attacker
- and a defender.

Year 2

- · I am beginning to use simple tactics.
- · I am learning the rules of the game and a I am beginning to use them to play honestly and fairly.
- · I can communicate with my team and move into space to support them.
- I can defend an opponent and try to win_ the ball.
- · I can move with a ball towards goal with increasing control.
- · I can pass, receive and shoot the ball with some control.
- I can provide feedback using key words.
- . I understand my role as an attacker and _ as a defender.
- I understand the benefits of exercise.
- . I work cooperatively with my group to self-manage games. Year 3

- . I am learning the rules of the game and I am beginning to use them to play honestly
- · I can defend one on one and know when to win the ball.
- · I can explain what happens to my body when I exercise and how this helps to make me healthy.
- · I can move to space to help my team to keep possession and score goals.
- · I can pass, receive and shoot the ball with increasing control.
- I can provide feedback using key. terminology and understand what I need to do to improve.
- I can use simple tactics to help my team score or gain possession.
- I share ideas and work with others to manage our game. Year 4

Year

Year

Year

Year

- . I can communicate with my team and move into space to keep possession and score.
- . I can identify how different activities can benefit my physical health.
- . I can identify when I was successful and what I need to
- · I can often make the correct decision of who to pass to and when.
- . I can pass, receive and shoot the ball with some control
- · I can stay with an opponent and I confident to attempt to intercept.
- I can use feedback provided to improve my work.
- . I know what position I am playing in and how to contribute when attacking and defending.
- I understand the need for tactics and can identify when to use them in different situations.
- · I understand the rules of the game and I can apply them honestly most of the time.
- · Lunderstand there are different skills for different situations and I am beginning to apply this. Year 5

Progression of Skills Ladder

Other units that progress into this activity are:

Games **Ball Skills Fundamentals Invasion Games Sending and Receiving**

Sending & receiving

Develop control when S&R under pressure.

Sending & receiving

Develop passing to a

the game.

Attacking

Explore creating tactics with others and applying them to game situations.

Attacking

Develop decision teammate using a variety of making around techniques appropriate to when to pass and when to shoot.

Sending & receiving

Explore S&R of the game.

Attacking

Developing movement skills to lose a defender. abiding by the rules Explore shooting actions in a range of invasion games.

Sending & receiving

Developing S&R with increased control.

Attacking

Developing moving into space away from defenders.

Develop tracking and marking with a variety of techniques and increased success.

Defending

Defending

Develop defending one on one and know when to win the ball.

Move to create space for themselves and others in their team.

Space

Space

Move into space to help their team keep possession and score goals.

Defending

Track opponents to limit their scoring opportunities.

Space

Develop moving with a ball towards goal with some control.

Defending

Explore staying close to other players to try and stop them getting the ball.

Space

Explore moving with a ball towards goal.