PE at Antingham & Southrepps - We are All Athletes

Our Curriculum Drivers:

Aspirations	To have high aspirations for my future and know all of the available opportunities open to me
Independence	To have the independence to be able to reach my full potential and take responsibility
Mental and Physical Health	To value my own self-worth to be the best I can be
Resilience	To have the courage to bounce back from failure or challenges and grow as an individual

INTENT

A high-quality physical education curriculum inspires all pupils to succeed and excel in competitive sport and other physically-demanding activities. It should provide opportunities for pupils to become physically confident in a way which supports their health and fitness. Opportunities to compete in sport and other activities build character and help to embed values such as fairness and respect.

We use Get Set for PE to support our teaching. Children are taught once a week for an hour by a specialist PE lead and once a week for an hour by their class teacher.

Our key concepts in PE are:

- Teamwork and having a good sports attitude
- Giving 100% effort
- Movement and
- Performance

	By the end of Reception	By the end of Year 2	By the end of Year 4	By the end of Year 6
GAMES	Knows how to move in an open space to negotiate obstacles, thinking about adjusting speed and direction.	Understand the terms 'opponent' and 'team mate'.	Understand the need for control when throwing and catching and using equipment.	Know which techniques to use and how to combine them.
	Knows to how to catch and throw a variety of ball sizes for accuracy in	Understand how to combine different movement skills with or without equipment.	Understanding which tactics and movements are appropriate for different	Understand how to work alone or as part of a team.
	different ways.	Understand how to lead others where	games.	Understand the need for accuracy and power.
	Knows how to kick a ball for power and accuracy.	appropriate. Knows the rules of simple team games.	Understand the term hand eye coordination.	Understand the benefits of different striking and fielding as well as attacking
	Understands how to control a ball when playing in games.	Knows the term 'dodging' and can	Understand the rules for a variety of games.	and defending techniques.
		apply in a range of activities.	Knowing that games need to be played	Select appropriate tactics for a game and adapt where necessary.
		Knows how to throw and catch a ball in a variety of ways, individually or with others.	fairly and for enjoyment. Know how to lead others and be	Know how to be respectful to other teams as well as own, behaving as a
			respectful within a team.	role model.
DANCE	Knows how to move their bodies to reflect the music.	Understand the need for careful control and co-ordination.	Understands how to plan, perform and repeat sequences, with a clear beginning, middle and end.	Knows how to compose creative and imaginative dance sequences with a clear beginning, middle and end.
	Understands how link movements to compose a short sequence.	Knows how to link movements together appropriately in a sequence, with a beginning and ending.	Understands that movements can be combined.	Knows how to hold a precise and strong body posture with dynamics, space and relationships.
		Knows to vary the dynamics, relationships, or space to create sequences.	Knows how to convey an idea through dance through dynamics, relationships and space.	Knows which muscles are involved in different movements.
		Understands that movements can communicate a mood, feeling or idea, with or without a stimulus	Knows that changing the speed and levels of a performance will impact on the outcome.	Knows how to improve strength and suppleness for a desired outcome.

			Lindorstands the northern business	
			Understands the need for physical strength and suppleness	
GYMNASTICS	Knowing the meaning and differences between a 'static and dynamic' balance. Knows how to travel in a safe manner indoors. Knows a variety of ways to roll and jump in a controlled manner. Knows the body can be moved into a variety of shapes and ways, and can name them correctly. Using simple vocabulary to describe their movements. Understands the need to be safe when using gymnastic equipment.	Knows how to confidently use a range of 'dynamic' and 'static' balances and apply these individually and with others. Knows how to hop, jump and leap and understands how to in a variety of ways, and apply these individually and with others. Knows the terms: front, back and side support to create floor shapes. Can name and perform a variety of movements in a controlled manner, on and off equipment. Understands how to climb and traverse safely on equipment.	Knows the terms and can attempt: planche, frog balance, y balance and t balance and apply in sequences. Knows the terms and can attempt forward rolls and backwards rolls, diving and forward and backwards rolls, and can demonstrate in a controlled manner. Knows how to perform different balances, movements and shapes on a variety of equipment and on the floor. Knows how to climb, traverse and perform 3 points hold on equipment and can explain how to be safe.	Knows how to combine strength and stamina gained through gymnastic activities. Knows the terms and can perform with control: planche, frog balance, y balance and t balance and apply in sequences. Knows the terms and can perform: forward rolls and backwards rolls, diving and forward and backwards rolls, cartwheel, headstand, handstand and can demonstrate in a controlled manner. Can demonstrate and explain a number of balances through control including front and pair support pair/trio balances. Can create, perform and, evaluate a sequence with balance, movement and flow on and off equipment. Knows how to climb, traverse and perform 3 points hold on equipment and can explain the risks and how to manage them.
ATHLETICS	Knows how to jump and leap in different ways for height and distance. Knows to negotiate speed and space when running. Knows how to throw a ball for accuracy and distance.	Understands how to throw in a variety of ways for accuracy and distance. Knows how improve their technique for running at speed.	Knows that their skills can be developed through strength, control and technique in a variety of manners (jumping, throwing, running)	Knows that their skills can be developed through strength, control and technique in a variety of manners (jumping, throwing, running), including demonstrating a positive attitude on how to improve themselves and others.
HEALTH & FITNESS (Body awareness, self-reflection, and personal challenge This knowledge set needs to be applied across all areas of P.E)	Knows that exercise and activity makes their body change. Can accept feedback giving by others, and respond positively.	Start to understand how their heart rate raises during physical exercise. Know they can improve their skills in a variety of sports to improve their performance. Can set simple personal challenges to improve. Can give and take feedback from others and respond positively.	Can use the terms: heart rate, pulse in lessons and knows some of the names of the main muscles groups. Can set personal challenges to improve through a positive attitude. Can give feedback to others in reference to a set success criteria. Can listen to feedback from to others and respond by making changes in a positive manner.	Know the terms: pulse, heart rate, and name some muscles correctly, and they can explain the effects of exercise on their body. Can take their own pulse at the start, during and end of a P.E lesson and explain the effects on their bodies. Knows the importance of warming up and cooling down. Can set measurable and realistic personal challenges. Can listen to feedback carefully and respond by making structured improvements in a positive manner

Subject content to be taught in P.E.

lesson from the National Curriculum:

EYFS

As part of the EYFS statutory framework pupils are taught:

- Physical development involves providing opportunities for young children to be active and interactive; and to develop their co-ordination, control, and movement. Children must also be helped to understand the importance of physical activity, and to make healthy choices in relation to food.
- Moving and handling: children show good control and co-ordination in large and small movements. They move confidently in a range of ways, safely negotiating space. They handle equipment and tools effectively.
- Health and self-care: children know the importance for good health of physical exercise, and a healthy diet, and talk about ways to keep healthy and safe.

Key Stage One

Pupils should be taught to:

- master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities
- participate in team games, developing simple tactics for attacking and defending
- perform dances using simple movement patterns.

Key stage 2

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
- 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
- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- perform dances using a range of movement patterns
- take part in outdoor and adventurous activity challenges both individually and within a team
- compare their performances with previous ones and demonstrate improvement to achieve their personal best

Our Unit Overviews

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
School Value	Be Positive	Take Part	Aim High	Be Respectful	Keep Trying	Challenge Yourself
Curriculum Drivers	Aspirations - To have high aspirations for my future and know all of the available opportunities open to me Independence - To have the independence to be able to reach my full potential and take responsibility Mental and Physical Health - To value my own self-worth to be the best I can be Resilience - To have the courage to bounce back from failure or challenges and grow as an individual					
Whole School Enhancement Events	International Day Halloween Harvest Festival World Peace Day School Council Elections	Pink Day Christmas Fair & Enterprise Project Black History Month Anti-Bullying Week Odd Socks Day	STEM Day World Book Day Children's Mental Health Week Safer Internet Day LGBT Week	Easter Bonet Parade Aspirations Week Arts Week Sports Week	A&S Talent Show Christian Aid Week Wheels Week Sports Day Autism Awareness Week	Summer Fair & Enterprise Project Leavers & Prize Giving Art Exhibition Environmental Science Project
CYCLE A Year R & 1	Ball Skills 2 Fundamentals 2	Games 2 Invasion	Dance 2 Fitness	Yoga Team Building	Athletics Invasion	Striking & Fielding Sending & Receiving
CYCLE B Year R & 1	Ball Skills Fundamentals	Target Games Fitness	Dance Yoga	Net and Wall Team Building	Athletics Invasion	Striking & Fielding Sending & Receiving
CYCLE A Years 2 & 3	Athletics Striking & Fielding	Dance Fitness	Ball Skills Team Building	Fundamentals Yoga	Net & Wall Sending & Receiving	Target Games Invasion
CYCLE A Years 4, 5 & 6	Athletics Hockey	Football Netball	Yoga Dance	Tag Rugby Fitness Dodgeball	Basketball Cricket	Rounders Tennis
CYCLE B Years 2 & 3	Athletics Striking & Fielding	Dance Fitness	Ball Skills Team Building	Fundamentals Yoga	Net & Wall Sending & Receiving	Target Games Invasion
CYCLE B Years 4, 5 & 6	Athletics Hockey	Football Netball	Yoga Dance	Tag Rugby Fitness Dodgeball	Basketball Cricket	Rounders Tennis
CYCLE C Years 4, 5 & 6	Athletics Hockey	Football Netball	Yoga Dance	Tag Rugby Fitness Dodgeball	Basketball Cricket	Rounders Tennis

Progression Journey: Games



EYFS

1

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4

5

6

Drop and catch with two hands.

Move a ball with feet.

Throw and roll a variety of beanbags and larger balls to space.

Kick larger balls to space.

Stop a beanbag or large ball sent to them using hands.

Attempt to stop a large ball sent to them using feet.

Hit a ball with hands.

Run and stop when instructed.

Move around showing limited awareness of others.

Make simple decisions in response to a situation. Drop and catch a ball after one bounce on the move.

Move a ball using different parts of the foot.

Throw and roll towards a target with some varying techniques.

> Kick towards a stationary target.

Catch a beanbag and a medium-sized ball.

Attempt to track balls and other equipment sent to them.

Strike a stationary ball using a racket.

Run, stop and change direction with some balance and control.

Recognise space in relation to others.

Begin to use simple tactics with guidance.

Dribble a ball with two hands on the move.

Dibble a ball with some success, stopping it when required.

Throw and roll towards a target using varying techniques with some success.

Show balance when kicking towards a target.

Catch an object passed to them, with and without a bounce.

Move to track a ball and stop it using feet with limited success.

Strike a ball using a racket.

Run, stop and change direction with balance and control.

Move to space to help score goals or limit others scoring.

Use simple tactics.

Dribble the ball with one hand with some control in game situations.

Dribble a ball with feet with some control in game situations.

Use a variety of throwing techniques in game situations.

Kick towards a partner in game situations.

Catch a ball passed to them using one and two hands with some success.

Receive a ball sent to them using different parts of the foot.

Strike a ball with varying techniques.

Change direction with increasing speed in game situations.

Use space with some success in game situations.

Use simple tactics individually and within a team. Link dribbling the ball with other actions with increasing control.

Change direction when dribbling with feet with some control in game situations.

Use a variety of throwing techniques with increasing success in game situations. Kick with increasing success in game situations.

Catch a ball passed to them using one and two hands with increasing success

Receive a ball using different parts of the foot under pressure.

Strike a ball using varying techniques with increasing accuracy.

Change direction to lose an opponent with some success.

Create and use space with some success in game situations.

Use simple tactics to help their team score or gain possession. Use dribbling to change the direction of play with some control under pressure.

Dribble with feet with some control under increasing pressure.

Use a variety of throwing techniques with some control under increasing pressure.

Use a variety of kicking techniques with some control under increasing pressure.

Catch and intercept a ball using one and two hands with some success in game situations.

Receive a ball using different parts of the foot under pressure with increasing control. Strike a ball using a wider range of skills. Apply these with some success under pressure.

Use a variety of techniques to change direction to lose an opponent.

Create and use space for self and others with some success.

Understand the need for tactics and can identify when to use them in different situations.

Use dribbling to change the direction of play with control under pressure.

Use a variety of dribbling techniques to maintain possession under pressure.

Use a variety of throwing techniques including fake passes to outwit an opponent

Select and apply the appropriate kicking technique with control.

Catch and intercept a ball using one and two hands with increasing success in game situations.

Receive a ball with consideration to the next move.

Strike a ball using a wider range of skills to outwit an opponent. Apply these with increasing control under pressure.

Confidently change direction to successfully outwit an opponent.

Effectively create and use space for self and others to outwit an opponent. Work collaboratively to create tactics within their team and evaluate the effectiveness of these.

Progression Journey: Body Management



EYFS

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Create shapes showing a basic level of stillness using different parts of their bodies.

Begin to take weight on different body parts.

Show shapes and actions that stretch their bodies.

Copy and link simple actions together.

Perform balances making their body tense, stretched and curled.

Take body weight on hands for short periods of time.

Demonstrate poses and movements that challenge their flexibility.

Remember, repeat and link simple actions together. Perform balances on different body parts with some control and balance.

Take body weight on different body parts, with and without apparatus.

Show increased awareness of extension and flexibility in actions.

Copy, remember, repeat and plan linking simple actions with some control and technique. Complete balances with increasing stability, control and technique.

Demonstrate some strength and control when taking weight on different body parts for longer periods of time.

Demonstrate increased flexibility and extension in their actions.

Choose actions that flow well into one another both on and off apparatus. Use body tension to perform balances both individually and with a partner.

Demonstrate increasing strength, control and technique when taking own and others weight.

Demonstrate increased flexibility and extension in more challenging actions.

Plan and perform sequences showing control and technique with and without a partner.

Show increasing control and balance when moving from one balance to another.

Use strength to improve the quality of an action and the range of actions available.

Use flexibility to improve the quality of the actions they perform as well as the actions they choose to link them.

Create and perform more complex sequences of actions with a good level of quality, control and technique with and without a partner

Combine and perform more complex balances with control, technique and fluency.

Demonstrate more complex actions with a good level of strength and technique.

Confidently transition from one action to another showing appropriate control and extension for the complexity of the action.

Plan and perform with precision, control and fluency, a sequence of actions including a wide range of skills.

Progression Journey: Dance



EYFS

Copy basic body actions and rhythms.

Copy, remember and repeat actions.

Choose actions

for an idea.

Copy, remember and repeat a series of actions.

Select from a

wider range of

actions in relation

to a stimulus.

Copy remember and perform a dance phrase.

Create short dance

phrases that

communicate an

idea.

Copy, remember and adapt set choreography.

Choreograph

considering structure

individually, with a

partner and in a

group.

Accurately copy and repeat set choreography in different styles of dance showing a good sense of timing.

Perform dances confidently and fluently with accuracy and good timing.

Choose and use travelling actions, shapes and balances.

Travel in different

pathways using

the space around

them.

Use changes of direction, speed and levels with guidance.

Show some sense of

dynamic and

Use pathways, levels, shapes, directions, speeds and timing with guidance.

unison when

completing actions with a partner.

Show a character

through actions,

dynamics and

expression.

Use canon, unison and formation to represent an idea. Use mirroring and

Use action and reaction to represent an idea.

Choreograph phrases individually and with others considering actions, dynamics, space and relationships in response to a stimulus.

Work creatively and imaginatively individually, with a partner and in a group to choreograph longer phrases and structure dance considering actions, space, relationship and dynamics in relation to a theme.

Begin to use dynamics and expression with guidance.

expressive qualities.

Use counts with Begin to use counts. music.

Match dynamic and and expressive qualities to a range of ideas.

Use counts to keep in time with a partner and group.

Change dynamics to Confidently perform express changes in character or narrative.

Use counts when

choreographing

short phrases.

choosing appropriate dynamics to represent an idea.

Use counts accurately when choreographing to perform in time with others and the

Improvise and combine dynamics demonstrating an awareness of the impact on performance.

Use counts when choreographing and performing to improve the quality of work.

Begin to count to music.

help to stay in time with the

Progression Journey: F.M.S



EYFS

2

3

some control.

Explore skipping as a

travelling action.

Jump and hop

with bent knees.

Throwing larger

balls and beanbags

into space.

Balance whilst

stationary and

on the move.

different speeds of technique.

ordination when running at different speeds.

Link running and

jumping movements

with some control

with some balance

and control.

Show balance and co-

Show balance, cospeeds, stopping with

jumping actions with

when to speed up and

slow down when running.

Jump for distance and height showing balance

Throw with some

Demonstrate good balance when performing other fundamental skills.

Show balance when changing direction at speed in combination with other skills.

their body at speed in

Show control at takeoff and landing in more complex

showing some

power when throwing for distance.

> improved body posture and speed when

Can co-ordinate a range of body parts at increased speed.

Demonstrate a controlled running technique using the appropriate speed over longer distances or for longer periods of time.

Link running, jumping and hopping actions with greater control and co-ordination.

Perform jumps for height and distance using good technique.

Show accuracy and good technique when throwing for distance.

Show fluency and control when travelling, landing, stopping and changing direction.

Change direction with a fluent action and can transition smoothly between varying speeds.

Can co-ordinate a range of body parts with a fluent action at a speed appropriate to the challenge.

Attempt to run at Run and stop with showing an awareness

> Begin to link running and jumping movements with some control.

Jump, leap and hop and choosing which allows them to jump the furthest.

Throw towards a target.

Show some control and balance when travelling at different speeds.

Begin to show balance and co-ordination when changing direction.

Use co-ordination with and without equipment.

and balance. Show hopping and jumping movements

Change technique to throw for distance.

Show control and balance when travelling at different speeds.

Demonstrates balance and co-ordination when changing direction.

Perform actions with increased control when co-ordinating their body with and without equipment.

ordination and technique when running at different control.

Link running, hopping and jumping actions using different take offs and landing.

> lump for distance and height with an awareness of technique.

Throw a variety of objects, changing action for accuracy and distance.

Demonstrate balance when performing other fundamental skills.

Show balance when changing direction in combination with other skills.

Can co-ordinate their bodies with increased consistency in a variety of activities.

Run at the appropriate speed over longer distances or for longer periods of time.

jumping activities.

Perform a range of more complex jumps

Show accuracy and

Demonstrate good balance and control when performing other fundamental

changing direction.

Change direction at a slow pace. Explore moving

different body

parts together.

Progression Journey: SET



SOCIAL

EMOTIONAL

Take turns.

Learn to share equipment with others.

> Share their ideas with others.

Encourage others to keep trying.

Talk to a partner about their ideas and take turns to listen to each other.

Work with a partner and small group to play games and solve challenges.

Show determination to continue working

over a longer period of time.

Determined to complete the

challenges and tasks set.

Explore skills independently before

asking for help.

Confident to share ideas, contribute to class

discussion and perform in front of others.

Encourage and motivate others to work to their personal best.

> Work with others to achieve a shared goal.

Work with others to self manage games.

Persevere when finding a challenge difficult.

Understand what their best looks like

Begin to use rules showing awareness of fairness and honesty.

> Show an awareness of how other people feel.

and they work hard to achieve it.

Try again if they do not succeed.

> Practise skills independently.

Confident to try new tasks and challenges.

Begin to identify personal success.

Choose own movements and actions in response to simple tasks e.g. choosing to travel by skipping.

Begin to provide simple feedback saying what they liked or thought was good about someone else's performance.

Make decisions when presented with a simple challenge. E.g. move to an open space towards goal.

Begin to select and apply skills to use in a variety of differing situations. E.g. choose to use a balance on their bottom on a wider piece of apparatus.

Provide feedback beginning to use key words from the lesson.

Pupils make quicker decisions when selecting and applying skills to a situation. E.g. who to pass to and where to move.

Select and apply from a wider range of skills and actions in response to a task.

> Provide feedback using key terminology.

Share ideas with others and work together to decide on the best approach to a task.

Lead others and show consideration of including all within a group.

> Communicate with others clearly and effectively.

Understand what maximum effort looks and feels like and show determination to achieve it.

Use different strategies to persevere to achieve personal best.

Compete within the rules showing fair play and honesty when playing independently.

Confident to attempt tasks and challenges outside of their comfort zone.

Reflect and evaluate their performances both as a group and as an individual and suggest areas for improvement.

Recognise and explain their thought process when playing games or completing tasks. E.g I moved here because my teammate was over there.

Identify their own and others' strengths and areas for development providing sensitive feedback and can suggest ways to improve.

Select and apply appropriate skills for the situation when under pressure.

THINKING

Progression Journey: Swimming



Beginners

Developers

Intermediate

Submerge and regain feet in the water.

Breathe in sync with an isolated kicking action from poolside.

Use arms and legs together to move effectively across a short distance in the water.

Glide on front and back over short distances.

Float on front and back for short periods of time.

Confidently roll from front to back and then regain a standing position.

Confidently and consistently retrieve an object from the floor with the same breath.

Begin to co-ordinate breath in time with basic strokes showing some consistency in timing.

Demonstrate a fair level of technique, consistently co-ordinating the correct body parts in a range of strokes.

Combine gliding and floating on front and back over an increased distance.

Float on front and back using different shapes with increased control.

Comfortably demonstrate sculling head first, feet first and treading water.

Confidently combine skills to retrieve an object from greater depth.

Confidently co-ordinate a smooth and consistent breathing technique with a range of strokes.

Confidently demonstrate good technique in a wider range of strokes over increased distances.

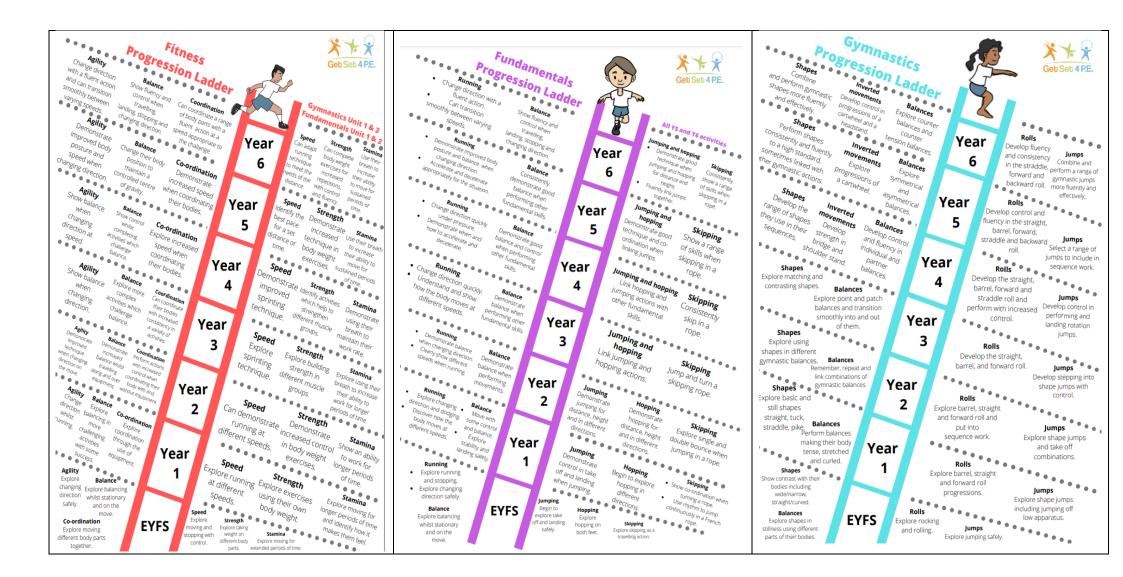
Combine gliding and transitioning into an appropriate stroke with good control.

Confidently link a variety of floating actions together demonstrating good technique and control.

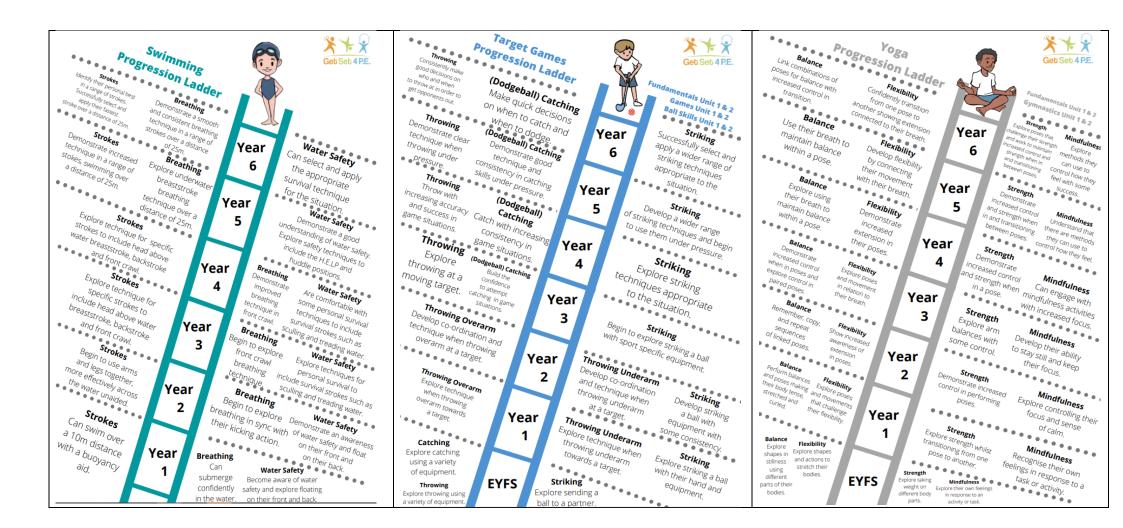
Select and apply the appropriate survival technique to the situation.

Physical Skills Progression Ladders

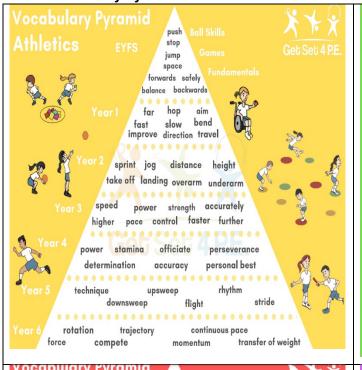


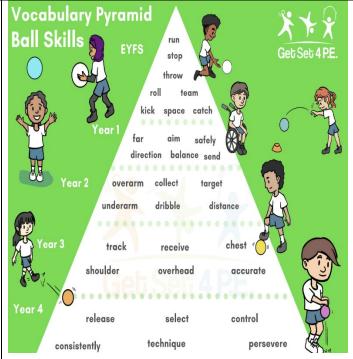


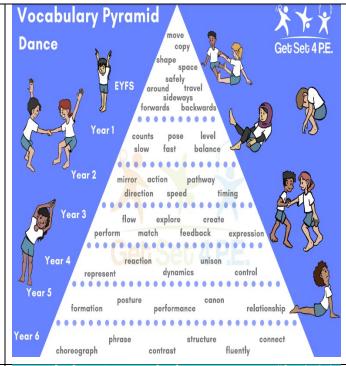


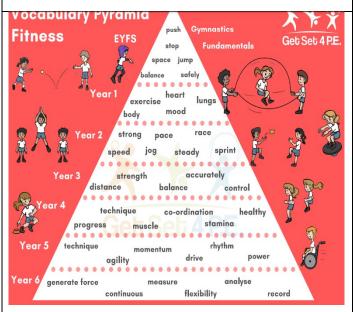


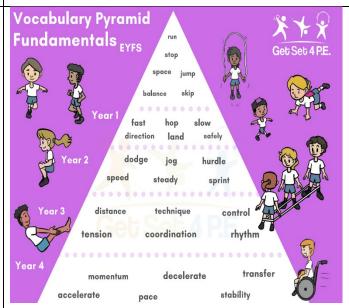
Vocabulary Pyramids

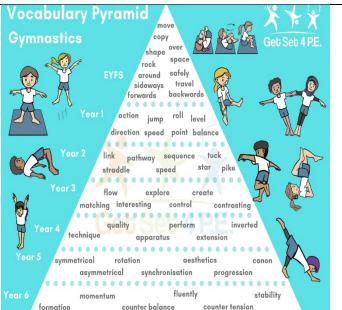


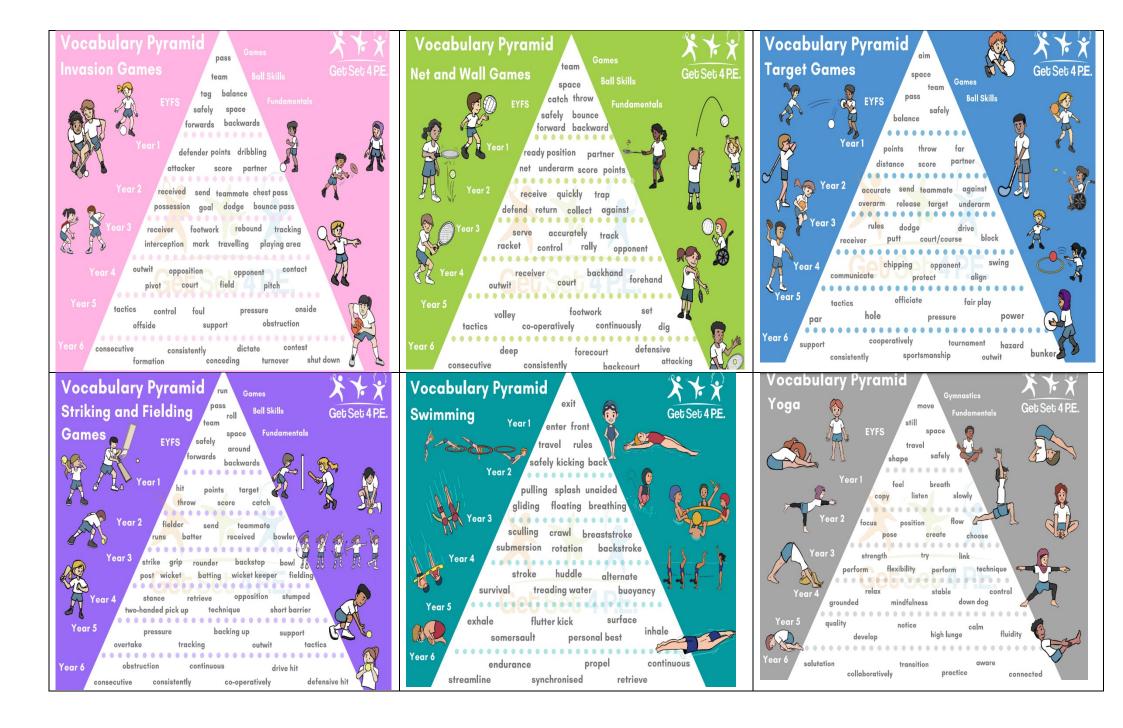












ASPIRATIONS FOR THE FUTUE

Pupils develop an understanding of how subjects and specific skills are linked to future jobs. Here are some of the jobs you could aspire to do in the future as an Athlete:

Personal Trainer	Sports Coach	Teacher
Sports physiologist	Sports Nutritionist	Sports Therapist
Strength and Conditioning Coach	Sports Development Officer	Sports Professional

Our Feeder High Schools KS3 Year 7 Art Curriculum Snapshot				
Cromer	Hands: sporting techniques, rules, regulations & tactics through	Hands: sporting techniques, rules, regulations & tactics	Hands: sporting techniques, rules, regulations & tactics of	
Academy	fitness, OAA and invasion game drills.	through net games, multiskills and dance/gymnastics/	the sporting activities of tennis, athletics and striking games.	
	Heart: respect and kindess	trampolining.	Heart: hard work and determination	
	Head: health and fitness principles. Stages/principles of a warm up	Heart: evaluativeness	Head: types of joints. Structure, function & movement at a	
	& of a cool down. Name, location and types of muscles.	Head: function of the Skeleton and types of bones.	joint.	
		Name and location of all skeletal bones.		
North	Practical: Mini Tennis, Rugby, Netball - Theory: Warm up and Cool	Practical: Rugby, Mini Tennis, Fitness - Theory: Skeletal	Practical: Athletics, Cricket, Tennis - Theory: Types of	
Walsham	Down.	System	Movement	
High School	Practical: Handball, Dance, Gymnastics- Theory: Muscular System	Practical: Gymnastics, Fitness, Netball	Practical: Athletics, Rounders, Cricket - Theory – Joints	
	Practical: Fitness, Gymnastics, Mini Tennis	Team sports - competitions	Practical: Tennis, Cricket, Rounders, sports day	
Aylsham	Students will develop their skill and understanding from a wide variety of sports, which may include: Athletics, badminton, basketball, cross country, cricket, dance, fitness, football, futsal,			
High School	gymnastics, handball, hockey, netball, rounders, rugby, swimming, tennis and trampolining.			