



PE Long Term Overview

<u>Year</u>	Games	Autumn 1	Autumn 2	Spring 1	Spring 2	<u>Summer 1</u>	<u>Summer 2</u>
	<u>or PE</u>						
Year R		Parachute Games To develop balancing, riding and ball skills To skip, hop and stand on one leg 	 Gym – Travel I can use large- muscle movements to wave flags and streamers, paint and make marks. I can start taking part in some group activities which they make up for themselves, or in teams. I can revise and refine the fundamental movement skills: rolling, crawling, walking, jumping, running, hopping, skipping, climbing 	Sending and Receiving (Passing and catching) • I can use and remember sequences and patterns of movements which are related to music and rhythm. • I can develop small motor skills so that they can use a range of tools competently, safely and confidently. • I can refine a range of ball skills including: throwing, catching, kicking, passing, batting, and aiming. • I can develop confidence, competence, precision and	 Partner Work I will progress towards a more fluent style of moving, with developing control and grace. I can develop the overall body strength, co- ordination, balance and agility needed to engage successfully with future physical education sessions and other physical disciplines including dance, gymnastics, sport and swimming. I can combine different movements with ease and fluency. 	Athletics (Sports day prep) I can collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow blocks. I can develop the foundations of a handwriting style which is fast, accurate and efficient. I can confidently and safely use a range of large and small apparatus indoors and outside, alone and in a group. I can develop overall body- strength, balance, co- ordination and agility.	 Dance (Pirate) I can negotiate space and obstacles safely, with consideration for themselves and others. I can demonstrate strength, balance and coordination when playing. I can move energetically, such as running, jumping, dancing, hopping, skipping and climbing.



				accuracy when engaging in activities that involve a ball.			
<u>Year 1</u>	<u>Games</u>	Intro to different equipment	Moving Ball skills	Dribbling skills	Sending and Receiving (throwing and catching)	Athletics (Sports day prep)	Bat and ball games
	<u>PE</u>	Sit Ball Skills	Gym- control	Dance (Under The Sea)	Athletics	Gym – control	Dance (Great fire of London)
Year 2	<u>Games</u>	Sending and Receiving (kicking and stopping)	Pass and move	Dribbling skills	Sending and Receiving (throwing and catching)	Bat and ball skills	Athletics (Sports day prep)
	<u>PE</u>	Gym – Speed and direction	Adapted games	Gym – speed and direction	Dance (Explorers)	Athletics	Dance (The Scented Garden)
Year 3	<u>Games</u>	Invasion Games (Basketball)	Invasion Games (Football)	Invasion Games (Netball)	Invasion Games (Hockey)	Striking & Fielding (Cricket)	Striking & Fielding (Rounders)
	<u>PE</u>	ΟΑΑ	Gym - Height	Dance (The Pyramids)	Gym - Height	Dance (Roman)	Athletics
<u>Year 4</u>	<u>Games</u>	Invasion Games (Hockey)	Invasion Games (Rugby)	Invasion Games (Handball)	Invasion Games (Basketball)	Striking & Fielding (Cricket)	Net/Wall (Tennis)

	<u>PE</u>	Dance (Robots)	Gym – mirroring and matching	Dance (Viking)	Gym - mirroring and matching	ΟΑΑ	Athletics
	<u>Games</u>	Invasion Games (Basketball)	Invasion Games (Football)	Invasion Games (Netball)	Invasion Games (Hockey)	Striking & Fielding (Rounders)	Net/Wall (Tennis)
<u>Year 5</u>	<u>PE</u>	Dance (Around the World)	Gym – equipment and music	Swimming or Net/Wall (Volleyball)	Swimming or Dance (Battle of Troy)	Gym – equipment and music	Athletics
Year 6	<u>Games</u>	Invasion Games (Hockey)	Invasion Games (Rugby)	Invasion Games (Handball)	Invasion Games (Basketball)	Net/Wall (Tennis)	Striking & Fielding (Rounders)
	<u>PE</u>	OAA	Gym – Rhythmic	Dance- (Tribal)	Net/Wall (Volleyball)	Athletics	Dance- (Evolution)