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NEW PE Curriculum 2024-25 - Unit Overview

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Gymnastics: Gym	in the Jungle	Dance: Dinosaurs	3	Best of Balls	Games: The
R	Gymnastics: Jump	ing Jacks	Dance: Dance Til	Dance: Dance Till You Drop		Olympics
	Invasion Games		Multi-skills: Throw	ving & Catching	Multi-Skills:	Circuit Training
1	Attacking & Defend	ding	Multi-Skills: Bat &	Ball	Sports Day	
	Gymnastics: Tradi	tional Tales	Dance: Starry Ski	es	Multi-Skills: Runnir	ng & Jumping
	Gymnastics: Anim	als	Dance: The Seaso	ons	Charlestown Sport	s Day Prep.
	Invasion Games		Multi-Skills: Throw	ving & Catching	Multi-Skills:	Circuit Training
2	Attacking & Defend	ding	Multi-Skills: Bat &	Ball	Target Games	
	Gymnastics (artist Sea	ic): Under the	Dance: Plants		Animal Olympics	
	Gymnastics (rhyth Landscapes & Citi	•	Dance: Gunpowd	er Plot	Charlestown Sport	s Day Prep.
3	Invasion Games: F	ootball	Dodgeball	Circuit Training	Net & Wall Game: Fundamentals	OAA
	Gymnastics (artist	ic) - Movement	Dance: Rainfores	t Dance	Striking & Fielding Games:	Athletics
	Gymnastics (rhyth	mic) – Shape	Dance: Extreme E	Earth	Fundamentals	
4	Invasion Games: H	łockey	Invasion Games:	Rugby	Net & WallOAAGames:Badminton	
	Gymnastics (artist	ic) - Movement	Dance: Roman	Circuit Training	Athletics	
	Gymnastics (rhyth Balance – Ancient		Unit		Charlestown Sports Day Prep.	
					Swimming 13/5	
5	Invasion Games –	Basketball	Invasion Games -	- Handball	Striking & Fielding Games - Rounders	Circuit Training
	Gymnastics (artist	ic) - Movement		- Trunia	Athletics	
	Gymnastics (rhyth Balance - Space	mic) – Shape &	Net & Wall Games - Tennis		Charlestown Sports Day Prep.	
			Swimming 5/2			
6	Invasion Games: N	letball	Leadership in PE	OAA	Striking & Fielding Games	Net & Wall Games: Volleyball
	Gymnastics (artist	ic): Movement	Dance: World	Circuit Training	Athletics	
	Gymnastics (rhyth Mountains	mic): Rivers &	War2 Char		Charlestown Sport	s Day Prep.



2024/2025 EYFS	Autumn 1	Autumn 2	Spring 1
Lead Enquiry Question (Composite Outcome)	How can I perform gymnastics?	How can I perform jumps and rolls in gymnastics?	How can I <u>dance</u> ?
Component Questions (components to be explored throughout the unit)	Gymnastics: Gym in the JungleCQ1: How can I develop the ability to move in a range of ways.CQ2: How can I develop the ability to move around and onto equipment.CQ3: How can I develop to increase the ability to move under and onto equipment.CQ4: How can I develop to increase the ability to move over and onto equipment.CQ4: How can I develop 	Gymnastics: Jumping Jacks CQ1: How can I develop the ability to jump in a range of ways from one space to another? CQ2: How can I control my body when jumping and balancing? CQ3: How can I create a sequence using a jump and a balance? CQ4: How can I develop the ability to roll in a range of ways? CQ5: How can I control my body when rolling in a range of ways? CQ6: How can I perform a sequence with confidence and control?	Dance: DinosaursCQ1: How can I develop the ability to create movements to musicCQ2: How can I practise movements and join them together to create a motif.CQ3: How can I practise and improve a dance motif.CQ4: How can I work as a team to create a short danceCQ5: How can I remember and perform a short dance?CQ6: How can I evaluate and improve a short dance.
Assessment Checkpoint	Children who are secure will be able to: • I can experiment with different ways of moving. • I can create my own ways of moving. • I can confidently climb on a range of different equipment. • I can confidently move in a range of ways around different objects.	Children who are secure will be able to: • I can jump from one space to another. • I can hop from one space to another. • I can balance on one leg. • I can confidently balance on a range of different equipment.	Children who are secure will be able to: • I can combine a range of dance movements. • I can find suitable moves to suit the music. • I can remember a range of movements to create a small dance. • I can create movements to music.

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	 I can confidently move in a range of ways under different objects. I can confidently move in a range of ways over different objects. I can confidently move in a range of ways through different objects. I can coordinate my movements. I can confidently move in a range of ways 	 I can confidently climb on a range of different equipment. I can confidently jump off a range of equipment. I can land safely and with confidence when jumping off of equipment. I can confidently jump over a range of small equipment. I can confidently join a range of movements to create a small sequence. I can control my body when performing my sequence of movements. I can make my body roll in different ways. I can perform a range of different rolls. 	 I can build a repertoire of dances. I can create a sequence of movements or gestures in response to an experience. I can confidently put my dance to suitable music.
2024/2025 EYFS	Spring 2	Summer 1	Summer 2
Lead Enquiry Question (Composite Outcome)	How can I develop and perform my own <u>dance</u> ?	How can I control, throw, catch, kick and hit <u>balls</u> ?	How can I throw, run and jump in <u>athletics</u> ?
Component Questions (components to be explored throughout the unit)	Dance: Dance till you drop CQ1: How can I develop the ability to adapt a known dance? CQ2: How can I develop the ability to share my ideas about how to adapt a dance? CQ3: How can I develop the ability to change movements and adapt a simple dance? CQ4: How can I share opinions and give my own ideas about how to adapt and alter a simple dance?	Best of Balls CQ1: How can I develop the ability to control a ball in a range of ways? CQ2: How can I develop the ability to throw accurately at a target? CQ3: How can I use throwing skills in a small- sided game. CQ4: How can I use a bat or racket to move and control an object? CQ5: How can I develop the ability to catch and bounce a ball?	Games: the Olympics CQ1: How can I develop the ability to throw an object? CQ2: How can I develop the ability to move at speed? CQ3: How can I adapt the body when moving at speed? CQ4: How can I learn how to jump safely? CQ5: How can I develop the ability to jump in different ways?

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Assessment Checkpoint C		<u>Obildren who are set</u>	Children who are a set
	Children who are secure	Children who are secure	Children who are secure
Ň	will be able to:	will be able to:	will be able to:
0 1 1 1 1 1 1 1 1 1 1 1 1 1	 I can change the speed of my dance moves. I can change the style of my dance moves. I can build a repertoire of dances. I can share my ideas about a dance berformance. I can think about how to make a dance even better. I can confidently join a wide range of different movements. I can adapt and change my dance to suit a different style. I can create a small dance which shows my bwn ideas and thoughts. 	 I can travel confidently in a range of ways. I can control a ball and move it round my body. I can move a ball in a range of ways. I can pat a large ball making it bounce. I can catch a range of objects. I can kick a range of objects towards a target. I can kick a range of objects into a target. I can control an object when it is coming towards me. I can throw an object at a target. I can throw an object into a target. I show good control when using equipment in a range of ways. I can co-ordinate my movements when using small equipment. 	 I can push an object. (towards a target) I can throw an object. (at/in a target) I can travel confidently in a range of ways. (running) I can safely play a chasing game with other children. I can successfully move in and out of objects at speed. I can change direction when travelling at speed. I can avoid objects when travelling at speed. I can travel confidently in a range of ways. (jumping) I can jump in a range of ways. I can land safely when jumping. I can confidently in gotiate a space.



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2024/2025 Year 1	Autumn 1	Autumn 2	Spring 1
Lead Enquiry Question (Composite Outcome)	How can I <u>invade</u> with a ball?	How do I <u>attack and</u> <u>defend</u> effectively in invasion games?	How can I <u>throw and</u> <u>catch</u> a ball?
Component Questions (components to be explored throughout the unit)	Invasion GamesCQ1: How can I travel in different ways with control?CQ2: How can I travel with a ball in different ways?CQ3: How can I control a ball while travelling in different directions?CQ4: How can I change direction quickly while travelling with a ball?CQ5: How can I pass the ball to another player?CQ6: How can I use travelling and passing skills in a game?	Attacking & DefendingCQ1: How can I use space to try to score points in a team game?CQ2: How can I mark another player?CQ3: How can I defend the space between players?CQ4: How can I pass a ball to another player?CQ5: How can I get past a defender?CQ6: How can I use attacking and defending skills in a team game?	Multi-skills: Throwing & Catching CQ1: How can I learn how to track and receive a ball? CQ2: How can I throw underarm? CQ3: How can I catch an object by myself? CQ4: How can I throw and catch an object with a partner? CQ5: How can I bounce a ball on the spot? CQ6: How can I throw, catch and bounce an object?
Assessment Checkpoint	Children who are secure will be able to: <u>Invasion Games</u> • travel backwards and keep their balance; • travel sideways in different directions; • change direction while travelling; • bounce a ball and catch it repeatedly as they walk forwards; • repeatedly push a ball with their foot while they walk forwards to meet it; • slowly travel in different directions with a ball; • keep control of a ball while travelling slowly;	Children who are secure will be able to: <u>Attacking & Defending</u> • move to a space closer to the goal in a team game; • move to a space away from a defender and pass to a teammate in a free space; • stay near to an attacker; • follow an attacker's movements, travelling in the same direction they do; • get into a space between two attackers;	Children who are secure will be able to: <u>Multi-skills: Throwing &</u> <u>Catching</u> • roll a ball to a partner, with some control; • track and stop a ball rolled over a medium distance, with success; • throw an object underarm using the correct technique; • use an underarm throw to throw an object over a medium distance, towards a certain direction;

	 change direction slowly while travelling with the ball; keep control of a ball while travelling slowly; visit twinkl.com Assessment Statements use their hands or feet to pass a ball to a partner, doing this successfully some of the time; aim a ball at a target and reach it some of the time; pass a ball to another player; pass the ball to a player to try to score points in a game. 	 get into a space to intercept a ball; begin to look for other players to pass to in useful spaces; move into a space to receive a pass; lean side to side to help me change direction to dodge a defender; look for a space to move into to dodge a defender; use simple attacking and defending skills in a team game; identify skills I can improve on and actively work towards improving these skills in a team game. 	 use two hands when catching a beanbag or large ball; be successful usually at catching using two hands; usually use techniques to help them with catching, e.g. tracking the object, hand placement and moving their feet; using two hands, usually catch a beanbag or ball that someone has thrown; catch an object and usually throw it accurately on to someone else so that they can catch it; use two hands to bounce a ball on the floor; use two hands to usually catch a ball as it bounces off the floor
Lead Enquiry Question (Composite Outcome)	How can I perform sequenced gymnastic <u>movements</u> , with a partner, including balances, jumps and rolls?	How can I perform jumps and rolls in <u>gymnastics</u> ?	How can I <u>dance</u> on my own?
Component Questions (components to be explored throughout the unit)	Gymnastics: Traditional Tales CQ1: How can I recognise and perform contrasting movements and balances? CQ2: How can I travel in different ways, changing speed and direction? CQ3: How can I control my body when jumping and rolling in different ways?	Gymnastics: Animals CQ1: How can I carry and place apparatus? CQ2: How can I travel safely in different ways? CQ3: How can I travel at different speeds and levels? CQ4: How can I make and hold different shapes?	Dance: Starry Skies CQ1: How can I dance with an object? CQ2: How can use my body and an object to express an idea? CQ3: How can I move in different ways? CQ4: How can I make different shapes with my body?

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	CQ4: How can I link	CQ5: How can I link two	CQ5: How can I make
	movements to create a sequence?	actions to make a sequence?	different shapes with others?
	CQ5: How can I cooperate effectively with a partner?	CQ6: How can I link two actions with a movement?	CQ6: How can I dance in different formations?
	CQ6: How can I create and perform a sequence with a clear beginning, middle and ending?		
Assessment Checkpoint	Children who are secure will be able to:	Children who are secure will be able to:	Children who are secure will be able to:
	<u>Gymnastics: Traditional</u> <u>Tales</u>	<u>Gymnastics: Animals</u>	Dance: Starry Skies
	 adapt star, straight and tuck shapes to create balances showing some control; choose and perform two contrasting balances showing some control; travel and balance in different ways, showing changes in speed and direction; create a sequence using a range of controlled balances and different ways of travelling; maintain a clear body shape when performing a log and egg roll; perform a controlled straight jump on the floor, landing safely; create their own sequence using a variety of rolls and balances; watch and describe a partner's sequence using prompt questions; perform a front support wheelbarrow and support their partner in 	 lift and carry apparatus in a group; follow instructions involving two or more commands; remember where apparatus goes; say how their body feels before, after and during exercise; jump from two feet to two feet; jump down from equipment; say what they like about their partner's movements; change speed from fast to slow. move high and low; jump into a wide, thin or curled shape; roll in a curled or long, thin shape; perform a movement sequence; link actions with a movement to form a sequence 	 make a shape hold it and move about in that shape; make a high and low level shape; dance in their personal space and in the wider space; dance with an object to communicate an idea; pretend to dance with an object to communicate an idea; move to the rhythm of the music; move an object to the rhythm of the music; mirror movements; choose movements to add together to make a dance; talk about how music and dancing makes them feel; say what they like about their own and other's movements; use movement to communicate feelings; perform basic actions like: turning, rolling, jumping, travelling, making a shape and
	support their partner in this position;		making a shape and holding it;

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	 identify examples of quality balances and controlled rolls in a sequence that they have watched and identify some skills needed for effective teamwork; create an interesting sequence using a range of skills that they have practised; talk about their learning by identifying which skills they need to practise further. 		 work on their own and with a partner or a group; perform a canon; move in unison; change between fast and slow movements; change between high and low movements; change between light and heavy movements; create a pathway; improvise an idea; move in response to stimuli; remember simple movement patterns
2024/2025 Year 1	Spring 2	Summer 1	Summer 2
Lead Enquiry Question	How can I use a range of	How can I throw, run and	How can I keep myself fit
(Composite Outcome)	bats/rackets to hit balls and bean bags?	jump in <u>athletics</u> ? (Sports Day)	and healthy?
Component Questions	Multi-Skills: Bat & Ball	<u>Multi-Skills: Sports Day</u>	Circuit Training
(components to be explored throughout the unit)			
	CQ1: How can I hold a	CQ1: How can I use	CQ1: How can I move over
	racket correctly and use it to control a beanbag in a variety of ways	appropriate skills and technique to sprint in a race?	or round an obstacle with control?
	CQ2: How can I use a racket to hit a ball or beanbag with control?	CQ2: How can I balance an egg on a spoon while racing against others?	CQ2: How can I jump in different ways with control?
			CQ3: How can I show
	CQ3: How can I apply my racket skills to play a target game?	CQ3: How can I jump in a sack while racing against others?	control and balance when travelling along a pathway?
	CQ4: How can I use a cricket bat to control a ball along the ground?	CQ4: How can I throw overarm and underarm to reach a target?	CQ4: How can I show control when rolling and bouncing a ball?
	CQ5: How can I use a cricket bat to hit a ball with control?	CQ5: How can I travel in different directions while pushing a football with the feet?	CQ5: How can I combine skills to complete circuit activities independently?
	CQ6: How can I apply my bat and ball skills to play a small-sided game?	CQ6: How can I travel using a range of movements across	CQ6: How can I watch and evaluate the performance of a partner and I complete activities
Charlestown		obstacles in a race?	independently to try to

			improve my own performance?
will Mu Mu h b h b the and sho air; h inter cor u inter inter cor u inter inter inter cor u inter inter cor u u inter inter cor u u inter inter cor and cor cor and cor cor and cor cor and cor and cor cor and cor and cor cor and cor cor and cor cor and cor cor and cor cor and cor cor and cor cor and cor cor and cor cor and cor cor and cor cor and cor cor and cor cor and cor cor and cor cor and cor cor and cor cor and cor cor and cor cor cor and cor cor cor and cor cor cor cor cor cor cor cor	hit a beanbag forwards to a target with some ontrol; use a racket to hit a ball to the air, gradually proving control; watch a partner and give edback using prompt lestions; cooperate with a partner ad follow rules to play a rget game; hold a cricket bat orrectly and use it to ontrol a ball along a line ad around cones; use a cricket bat to hit a fill towards a target with me accuracy; use a cricket bat to hit a fill that has been rolled them; take on different roles thin a game and iderstand their urpose; use a cricket bat to hit a fill that has been rolled them, showing control its path; roll a ball accurately and ack and stop a rolled	Children who are secure will be able to: Multi-Skills: Sports Day • sprint in a straight line and explain what they can do to move faster; • change direction quickly when sprinting; • balance an egg on a spoon while travelling forwards; • vary their body position and grip during the egg and spoon race as required, e.g. when moving faster/slower; • jump from two feet to two feet in different directions, e.g. forwards, sideways, backwards; • use their arms and legs to help them jump further; • jump the course while remaining in the sack; • throw underarm with control; • throw overarm with control; • throw overarm with control; • throw accurately to reach a target; • move a football using the inside of the foot and demonstrate some control; • stop a moving ball and quickly change direction; • alternate between jumping and hopping across an agility ladder; • move equipment between hoops independently; • jump over a series of hurdles without stopping running first.	Children who are secure will be able to: Circuit Training • go round an obstacle showing some control; • perform a leap, successfully taking off from one foot and landing on the other; • hop and jump with control to complete a circuit activity independently; • talk about how they feel after exercise and why it is important to warm up before they begin; • keep a beanbag balanced on a part of their body while weaving between cones; • remain balanced while travelling along a straight or curvy line; • roll a ball along a path and begin to show some control over its speed; • travel forwards while bouncing and catching a ball with growing control; • complete activities independently, remembering how to perform each skill and record their score; • identify which activity they need to improve; • tell a partner what they are doing well in their performance and identify an area for improvement; • identify improvements shown on their scorecard

Lead Enquiry Question (Composite Outcome)	How can I <u>dance</u> with	How do run faster and jump further? (+ Sports Day
Component Questions	others?	Prep)
(components to be explored	Dance: The Seasons	Multi-Skills: Running & Jumping
throughout the unit)	CQ1: How can I move in response to a video	CQ1: How can I move at different speeds?
	stimulus?	CQ2: How can I travel and follow different pathways?
	CQ2: How can I improvise and create movements	CQ3: How can I jump for height?
	with a partner?	CQ4: How can I jump for distance?
	CQ3: How can I show awareness of others when	CQ5: How can I take off and land on one foot?
	working in a group?	CQ6: How can I plan and perform a jumping sequence? Yoga: Salute the Sun
	CQ4: How can I	
	understand mirroring and use this with a partner?	CQ1: How can I develop coordination while in basic yoga poses and moving between them?
	CQ5: How can I keep in time with a steady beat to perform a traditional style of dance? CQ6: How can I vary the shape and speed of my movements to represent an object?	CQ2: How can I increase coordination while on all fours?
		CQ3: How can I develop agility by correctly coming into and out of the dog pose?
		CQ4: How can I develop agility by varying the speed of movements and poses?
		5: How can I develop balance in standing positions?
		CQ6: How can I develop balance when moving between yoga positions?
Assessment Checkpoint	Children who are secure will be able to:	Children who are secure will be able to:
	Dance: The Seasons	Multi-Skills: Running & Jumping
		 jog at a steady pace for a short time;
	• show control as they travel, jump, and spin:	 switch between jogging and sprinting; nivet on their fact to shange direction;
	travel, jump and spin; • identify which part of a	 pivot on their feet to change direction; travel in straight and in curved lines;
	performance may need	 Iand on the balls of their feet;
	to	 swing their arms forward and up to jump higher;
	be improved;	• lean forward and push their arms back to help them
	• keep to the beat of the	propel forwards;
	music when performing;	• use their arms to balance when landing on one foot;
	• improvise independently and adapt	 perform three jumps in a sequence
	previous ideas	
	to include in a dance;	

 work effectively within 	
a group to perform in	
canon;	
 combine actions to 	
create a short motif;	
 mirror the movements 	
of a partner;	
 copy and repeat 	
actions in time with the	
music;	
 describe the sequence 	
of a barn dance;	
 shape their bodies 	
appropriately to	
represent an	
object and respond to	
changes of speed;	
 suggest some ways to 	
improve their	
movements.	



2024/2025 Year 2	Autumn 1	Autumn 2	Spring 1
Lead Enquiry Question (Composite Outcome)	How can I attack and defend in <u>invasion</u> games?	How do I <u>attack and</u> <u>defend</u> effectively?	How can I throw and catch?
Component Questions (components to be explored throughout the unit)	Invasion Games CQ1: How can I move with the ball in a game? CQ2: How can I use space when passing and receiving in a game? CQ3: How can I use throwing and catching to pass and receive the ball in a game? CQ4: How can I know how to make or deny space when attacking and defending in a game? CQ5: How can I use attacking and defending skills in a game? CQ6: How can I apply specific skills to an invasion game? How can I follow rules to play a game	Attacking & DefendingCQ1: How can I use space well in a team game?CQ2: How can I understand how to mark players?CQ3: How can I defend in a game by intercepting?CQ4: How can use a range of tactics to get past a defender?CQ5: How can I pass the ball to another player?CQ6: How can I use attacking and defending skills in a game?	Multi-skills: Throwing & CatchingCQ1: How can I practise the skill of rolling and stopping a ball?CQ2: How can I throw underarm?CQ3: How can I throw overarm?CQ4: How can I practise the skill of catching?CQ5: How can I practise the skill of bouncing a ball and catching a bounced ball?CQ6: How can I use and practise throwing and catching skill?
Assessment Checkpoint	Children who are secure will be able to: <u>Invasion Games</u> • recognise and describe how the body feels during and after physical activity; • begin to use and understand the terms attacking and defending; • throw and catch a ball with a partner using different techniques and begin to choose the	Children who are secure will be able to: <u>Attacking & Defending</u> • explain the role of an attacker or defender in a game and take on either role correctly; • move into a suitable space away from a defender when playing a game; • identify spaces in a game and make some use of them to help their team;	Children who are secure will be able to: <u>Multi-skills: Throwing &</u> <u>Catching</u> • roll a ball along a line, with some control; • often stop a rolling ball with two hands, showing good reactions; • often reach a target with a rolling ball; • throw underarm, using different objects, with good

	best pass to make in a game; • kick a ball, using the correct technique whilst moving, with some control and fluency; • pass a ball in different ways, using the correct technique, with some control and accuracy; • use throwing, catching and kicking skills in a game with increasing confidence and success; • begin to apply a range of attacking and defending skills in a game successfully, including dodging and marking • increasingly choose and use the best space in a game, including passing to a player who is in space; • perform learnt skills with increasing control; • follow rules to play different games and understand the importance of having them; • show good teamwork in competitive situations.	 stay close to and move with the player they are marking; mark a player during a game; find and move into spaces to get away from a defender; position themselves between two opponents, to help defend in a game; 	control; • throw underarm towards a target, with some accuracy; • throw overarm, using different objects, with good control; • throw overarm for distance, with some accuracy; • attempt to catch an object, using many of the correct techniques; • move and position themselves when trying to catch an object; • catch different objects with some success; • bounce a ball on a spot and sometimes catch it; • bounce a ball to a partner, with some control over the height or distance travelled; • use different skills they have learnt in a range of games, with good success; • begin to know how to evaluate their performance_
Lead Enquiry Question	How can I perform jumps	How can I move in	What makes an effective
(Composite Outcome)	and rolls in gymnastics?	different shapes?	dance performance?
Component Questions	Gymnastics: Under the	<u>Gymnastics:</u>	Dance: Plants
(components to be explored throughout the unit)	Sea CQ1: How can I perform and improve upon balances on different parts of the body? CQ2: How can I create matching balances with a partner? CQ3: How can I roll in different ways while	Landscapes & Cities CQ1: How can I move and balance with agility and coordination? CQ2: How can I roll with coordination and control? CQ3: How can I make long thin shapes with my body?	CQ1: How can I create and perform a dance motif inspired by a stimulus? CQ2: How can I use different movements and body shapes to represent a plant growing? CQ3: How can I create movements to represent different types of seeds?
	showing control?		
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	CQ4: How can I jump safely in a variety of ways, including on and off apparatus? CQ5: How can I combine a selection of movements to create a gymnastic sequence? CQ6: How can I work with	CQ4: How can I take my weight on my hands and feet? CQ5: How can I take my weight on my hands? CQ6: How can I perform and compete?	CQ4: How can I work with a partner to create a dance based on plants? CQ5: How can I create movements to represent the different parts of a story? CQ6: How can I work with a partner to create movements to represent
	a partner to create a		the parts of a story?
Assessment Checkneint	matching sequence?		
Assessment Checkpoint	Children who are secure	Children who are secure	Children who are secure
	will be able to:	will be able to:	will be able to:
	<u>Gymnastics: Under the</u> <u>Sea</u>	<u>Gymnastics: Landscapes</u> <u>& Cities</u>	Dance: Plants
	 create their own shapes on a range of body parts and hold balances still; identify which part of a performance may need to be improved; work with a partner to create their own matching balance; perform paired balances on different pieces of equipment; demonstrate three different types of roll correctly, including a curled side roll; show control when performing log, teddy bear and curled side rolls; perform at least two types of jump correctly, showing a clear body shape in the air; jump off apparatus independently and land safely; Can compose, remember and perform their own sequence containing at least one 	 egg, log, teddy bear roll and forward roll from a crouched position; move from one roll into another roll and finish by standing; balance in a shape and with a partner; hurdle step on to a springboard; balance and take the weight on their hands and feet and move at different levels; crab walk; do a supported handstand; copy and create movement sequences with a clear start and finish; move with agility, balance and coordination; evaluate their own and other's work to improve; compete with their classmates; describe and understand things we can do to stay healthy; 	 use and remember their own movements as part of a motif to show preparing a garden; perform a range of movements in canon and unison; use different movements and body shapes to represent a plant growing; evaluate the performance of others by answering questions, identifying strengths independently and can improve their own performance using ideas from their partner; work cooperatively in a group to create suitable movements to represent different types of seeds; perform a range of movements , some at different speeds or levels, showing good body control; use movements from their previous learning to create a dance based on plants;
	_	can do to stay neattily,	piants,
Charlostawa	roll, balance and jump;		

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	 describe what is good about a sequence and identify an area for improvement; work with a partner to compose, remember and perform a matching sequence containing at least one roll, balance and jump; show good control when performing balances, jumps and rolls, and link movements together to make a sequence flow. 	• say how they feel before, during and after exercise.	 perform a range of body movements and shapes and perform some of these in time with the music; create and remember suitable movements to represent the different parts of a story and perform some of these at different speeds and levels. talk about what they have done well in their performances and begin to show ideas on how to improve their own dances; create suitable movements to represent different parts of a story and perform them in a mixture of canon and unison; remember the structure of a whole dance and perform it independently
2024/2025 Year 2	Spring 2	Summer 1	Summer 2
	Spring 2 How can I use a range <u>of</u> <u>bats/rackets</u> to hit balls and bean bags?	Summer 1 How do throwing skills help in <u>target g</u> ames?	
Year 2 Lead Enquiry Question	How can I use a range <u>of</u> <u>bats/rackets</u> to hit balls and bean bags? <u>Multi-Skills: Bat & Ball</u> CQ1: How can I hold a	How do throwing skills help in <u>target</u> games? <u>Multi-Skills: Target</u> <u>Games</u>	Summer 2 How can I keep myself fit and healthy? Circuit Training CQ1: How can I change
Year 2 Lead Enquiry Question (Composite Outcome) Component Questions (components to be explored	How can I use a range <u>of</u> <u>bats/rackets</u> to hit balls and bean bags? <u>Multi-Skills: Bat & Ball</u> CQ1: How can I hold a racket correctly to hit a ball?	How do throwing skills help in <u>target</u> games? <u>Multi-Skills: Target</u> <u>Games</u> CQ1: How can I use a range of ball rolling skills?	Summer 2 How can I keep myself fit and healthy? Circuit Training CQ1: How can I change the direction of movements with control?
Year 2 Lead Enquiry Question (Composite Outcome) Component Questions (components to be explored	How can I use a range <u>of</u> <u>bats/rackets</u> to hit balls and bean bags? <u>Multi-Skills: Bat & Ball</u> CQ1: How can I hold a racket correctly to hit a	How do throwing skills help in <u>target g</u> ames? <u>Multi-Skills: Target</u> <u>Games</u> CQ1: How can I use a	Summer 2How can I keep myself fit and healthy?Circuit TrainingCQ1: How can I change the direction of movements with control?CQ2: How can I combine different types of jumps?
Year 2 Lead Enquiry Question (Composite Outcome) Component Questions (components to be explored	How can I use a range of bats/rackets to hit balls and bean bags? Multi-Skills: Bat & Ball CQ1: How can I hold a racket correctly to hit a ball? CQ2: How can I hit a ball that has been thrown underarm? CQ3: How can I practise and use a simple tactic?	How do throwing skills help in <u>target games</u> ? <u>Multi-Skills: Target</u> <u>Games</u> CQ1: How can I use a range of ball rolling skills? CQ2: How can I aim for a stationary target using an	Summer 2How can I keep myself fit and healthy?Circuit TrainingCQ1: How can I change the direction of movements with control?CQ2: How can I combine different types of jumps?CQ3: How can I perform movements with control and accuracy?
Year 2 Lead Enquiry Question (Composite Outcome) Component Questions (components to be explored	How can I use a range <u>of</u> <u>bats/rackets</u> to hit balls and bean bags? <u>Multi-Skills: Bat & Ball</u> CQ1: How can I hold a racket correctly to hit a ball? CQ2: How can I hit a ball that has been thrown underarm? CQ3: How can I practise	How do throwing skills help in <u>target games</u> ? <u>Multi-Skills: Target</u> <u>Games</u> CQ1: How can I use a range of ball rolling skills? CQ2: How can I aim for a stationary target using an underarm throw? CQ3: How can I play a game that involves aiming	Summer 2How can I keep myself fit and healthy?Circuit TrainingCQ1: How can I change the direction of movements with control?CQ2: How can I combine different types of jumps?CQ3: How can I perform movements with control

	CQ6: How can I combine my skills to play a competitive team game?	CQ5: How can I kick a ball accurately? CQ6: How can I use my skills in different target games?	and try to improve own performance? CQ6: How can I watch others and use this to improve own performance?
Assessment Checkpoint	Children who are secure will be able to: <u>Multi-Skills: Bat & Ball</u> • hold a racket correctly and use it to hit a ball with control; • hit a ball to a target with increasing accuracy; • throw a ball underarm showing some accuracy when aiming for a partner's racket; • hit a ball that has been thrown to them, showing some control of the direction; • combine their skills to play a competitive game against a partner; • apply a practised tactic to help them to win a competitive game; • hold a cricket bat correctly and use it to control and hit a ball to a target; • use the correct technique to roll a ball accurately to a partner; • use a cricket bat to hit a ball that has been rolled to them, controlling the direction of the hit; • use the correct overarm technique to throw a ball forwards; • watch a partner, describe what they are doing well and identify an area for improvement; • cooperate with others to	Children who are secure will be able to: <u>Multi-Skills: Target</u> <u>Games</u> • change the speed of the ball they are rolling, appropriate to the activity; • often hit the target with a rolling ball and sometimes when positioned further away; • have some success when taking part in games that involve rolling, including team games; • know how to carry out an underarm throw and can do this with good accuracy; • aim for a stationary target using an underarm throw with good accuracy and success; • make important contributions to the group when designing a successful underarm throwing game; • know how to carry out an underarm throw, aiming for a moving target, and can do this with good success and accuracy; • avoid being hit by a ball by using different techniques, including dodging, swerving and jumping, with good success;	Children who are secure will be able to: <u>Circuit Training</u> • use a pivot movement to change direction; • identify which activities they need to improve; • perform different types of jumps with control and use more than one type of jump in an activity; • explain how they feel after exercise; • show some control and accuracy when rolling a ball and aiming for a target; • identify similarities and differences between their own performance and that of someone else; • combine skills within an activity; • identify which skills are needed for a particular activity; • complete activities independently and record their scores; • suggest some ways that a partner can improve their performance; • identify improvements shown on their scorecard.
	, play a team game, taking		

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	on different roles within the game.	 play a game that involves aiming at moving targets with good success and outcomes; know how to carry out an underarm throw, aiming for a target, and can do this with good success and accuracy; know how to carry out an overarm throw, for distance, and can do this with good success; usually choose the most appropriate throw How can Ibased on the situation, with good success and outcomes; know how to kick a ball for accuracy, aiming for a target, and can do this with good success; play a game that involves kicking at targets, with good success and outcomes; use the different skills they have learnt in a range of different target games, with good success and proficiency; know what a tactic is and begin How can Ithem appropriately in a game; begin to evaluate their performance. 	
Lead Enquiry Question (Composite Outcome)	How can I <u>dance</u> effectively?	How can I throw, run and jump in <u>athletics</u> ? (+ Sports Day prep)	
Component Questions (components to be explored throughout the unit)	Dance: Gunpowder Plot CQ1: How can dance be used to communicate? CQ2: How can different dance movements to communicate an idea?	Animal Olympics CQ1: How can I show the Olympic values of friendship and respect in a jumping for height activity? CQ2: How can I show the Olympic value of excellence i a throwing for accuracy activity? CQ3: How can I show the Olympic value of determination in a running activity?	
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C03: How can I dance in different formunicate different (idea?) CQ4: How can I show the Olympic value of equality in a jumping for distance activity? CQ4: How can I show the Olympic value of equality in a jumping for distance activity? CQ5: How can I show the Olympic value of inspiration in athletics activities? CQ5: How can I refine and improve my movements? CQ6: How can I show the Olympic value of inspiration in athletics activities? CQ5: How can I refine and improve my movements? CQ6: How can I show the Olympic value of inspiration in athletics activities? CQ6: How can I refine and improve my movements? CQ6: How can I show the Olympic value of inspiration in athletics activities? CQ6: How can I show the Olympic value of inspiration in athletics activities? CQ6: How can I show the Olympic value of inspiration in athletics activities? Assessment Checkpoint Children who are secure will be able to: Animal Olympics Assessment Checkpoint Children who are secure will be able to: Animal Olympics act and react with a partner and a group; • staighten their knees to spring up using both legs at the same time; • staighten their knees to spring up using both legs at the same time; • dance in unison and canon; • dance in unison and canon; • staighten their knees to spring up using both legs at them; • use expressions, gestures and movement to them; • use their foot to push off in thenew direction; • sect off at astinable p			
will be able to:Animal OlympicsDance: Gunpowder Plot• straighten their knees to spring up using both legs at the same time;act and react with a partner and a group; • use expressions, gestures and movement to• straighten their knees to spring up using both legs at the same time;• use expressions, gestures and movement to• encourage their partner to do their best, especially if they find something challenging; • encourage their partner to do their best, especially if they find something challenging; • encourage their partner to do their best, especially if they find something challenging; • encourage their partner to do their best, especially if they find something challenging; • encourage their partner to do their best, especially if they find something challenging; • encourage their partner to do their best, especially if they find something challenging; • encourage their asustainable pace; • eremain motivated to keep trying to achieve excellence, even when they are finding it hard; • set off at a sustainable pace; • eremain motivated to keep trying to achieve excellence, even when they are finding it hard; • use their foot to push off in the new direction; • consider how the hare shows courage, by thinking quickly to escape, even when it must feel very scared; • bend their knees to take off; lean forward, swinging their arms back when jumping; • show equality by making sure all their group members have a turn; • take part in athletic activities; with prompting, remembers some of the techniques from previous lessons; • take inspiration from animal behaviour in order to develop their athletics skills.• they find in the music; • march in single file or• their knees to askeids.		 different formations to communicate different Ideas? CQ4: How can I communicate feelings through dance? CQ5: How can I refine and improve my movements? CQ6: How can I change the rhythm of my movement to communicate 	running activity? CQ5: How can I show the Olympic value of equality in a jumping for distance activity? CQ6: How can I show the Olympic value of inspiration in
	Assessment Checkpoint	 will be able to: Dance: Gunpowder Plot act and react with a partner and a group; use expressions, gestures and movement to communicate ideas and feelings; dance simple motifs, remember and repeat them; dance in unison and canon; improvise movement; put several motifs together to make a dance; move fluently; say how they would improve a movement or dance; move to a rhythm; move to music; change the tempo and rhythm of your movement with the music; march in single file or 	Animal Olympics • straighten their knees to spring up using both legs at the same time; • encourage their partner to do their best, especially if they find something challenging; • keep their eye on the target, to focus their aim; • remain motivated to keep trying to achieve excellence, even when they are finding it hard; • set off at a sustainable pace; • remain motivated to keep trying to reach their goal, even when they are finding it hard; • use their foot to push off in the new direction; • consider how the hare shows courage, by thinking quickly to escape, even when it must feel very scared; • bend their knees to take off; lean forward, swinging their arms back when jumping; • show equality by making sure all their group members have a turn; • take part in athletic activities; with prompting, remembers some of the techniques from previous lessons; • take inspiration from animal behaviour in order to

Charleste Primary Sci

 know why it is important to stretch after exercise; know why we cool down after exercise; romember and report 	
 remember and repeat their pathway; move between personal and wider 	
space; • use their bodies to make sound to a rhythm.	

2024/2025 Year 3	Autumn 1	Autumn 2	Spring 1
Lead Enquiry Question (Composite Outcome)	How do I move, transfer, att. in <u>football</u> ?	ack and defend effectively	How can I play dodgeball?
Component Questions (components to be explored throughout the unit)	Invasion Games: Football CQ1: How can I develop drik in football? CQ2: How can I develop pass football? CQ3: How can I know how the effectively? CQ4: How can I learn the dettackling? CQ5: How can I learn to sho understand the importance CQ6: How can I use the skills them in a game and to work	sing and receiving skills in o find and use space fensive skills of marking and ot in football and to of fitness in football? s I have learnt and apply	Dodgeball CQ1: How can I learn about the basics of Dodgeball and to throw a ball in dodgeball? CQ2: How can I learn different techniques to dodge the ball in dodgeball? CQ3: How can I learn different techniques to dodge the ball in dodgeball? CQ4: How can I defend in dodgeball by catching and blocking? CQ5: What are the different parts of a dodgeball court and simple tactics for effective positioning on it? CQ6: How can I work as part of a team and participate in a class dodgeball Tournament?
Assessment Checkpoint	Children who are secure wil Invasion Games: Football	l be able to:	Children who are secure will be able to:
	 execute ball control skills use the correct technique football, with control and su stop the ball, after dribblin use the correct technique generally with accuracy and use the correct technique generally with control and s combine dribbling and pase 	for dribbling with a uccess; og with it, with success; for passing a football, success; for receiving a pass, uccess;	 Dodgeball use the correct technique when throwing in dodgeball; aim at and often hit a moving target; have a good understanding of the

 give at least two reasons why space and movement are important in football; 	basics of how to play dodgeball;	
 use the correct technique for dodging and generally 	• usually use the	
execute this skill with success when trying to get free	technique of dodging	
from a defender;	with effect;	
• frequently find and use space effectively to receive a	• jump to dodge the ball	
pass, in order to support teammates;	with effect;	
• give at least two facts about the job of the defender	• duck to dodge the ball	
or the defending team in football;	with effect;	
 understand how to mark an opponent and usually 	 usually use the 	
execute this with success in games and drills;	technique of	
 demonstrate the correct technique for block tackling 	sidestepping with effect;	
and usually execute this with success in games and	 leap to dodge the ball 	
drills;	with effect;	
• usually demonstrate defensive skills in a game, often	 display a range of 	
with success;	different dodging	
 demonstrate the correct technique when shooting 	techniques to avoid	
with accuracy and usually execute this skill with success	being hit by the ball with	
in drills;	increasing success;	
 demonstrate the correct technique when shooting 	 usually catch a ball 	
with power and usually execute this skill with success in	aimed at their knees and	
drills;	lower legs with good	
• talk about at least two elements of fitness needed for	success;	
football (strength, speed, agility, endurance);	 know how to block a 	
• take part in a football fitness drill, opting for the	ball in dodgeball and can	
'medium' exercises;	usually do this with	
 use a range of football skills in a game, sometimes 	SUCCESS;	
with success;	 know and can talk about the rules and skills 	
 understand what being part of a team involves and usually demonstrate this skill; 	about the rules and skills of blocking and catching	
identify the skills they need to develop and	in dodgeball;	
demonstrate improvement, to achieve their personal	 recognise and 	
best	understand the rules	
Dest	associated with the	
	different areas and	
	boundary lines on a	
	dodgeball court;	
	 know where to position 	
	themselves on a	
	dodgeball court when	
	attacking and defending,	
	and can usually do this	
	with good success;	
	• try to do their best for	
	their team most of the	
	time;	
	 remember and 	
	understand most of the	
	rules of dodgeball;	
	 demonstrate fair play 	
	and honesty when	
	playing competitively	

Lead Enquiry Question	How can I create and	How can I perform jumps	How can I create and
(Composite Outcome)	perform a <u>gymnastics</u>	and rolls in gymnastics to	perform a rainforest
	sequence?	create different shapes?	<u>dance</u> ?
Component Questions (components to be explored	Gymnastics: Movement	Gymnastics: Shape	Dance: Rainforest Dance
throughout the unit)			
	CQ1: How can I perform a	CQ1: How can I perform	CQ1: How can I create a
	range of jumps accurately?	static body shapes?	short dance, inspired by rainforests?
	accuratery!	CQ2: How can I make	Talliolesis!
	CQ2: How can I accurately	body shapes in the air?	CQ2: How can I adapt
	perform a forward roll		movement phrases to vary
	from standing and a	CQ3: How can I carry out	the length of a dance?
	tucked backward roll?	rhythmic gymnastics	
		moves?	CQ3: How can I combine
	CQ3: How can I perform a		movement phrases of
	squat on vault accurately?	CQ4: How can I perform a	different speeds in a
		rhythmic gymnastics	dance?
	CQ4: How can I perform a lunge into handstand and	routine?	CQ4: How can I use dance
	a cartwheel accurately?	CQ5: How can I create	vocabulary to
		symmetrical shapes?	evaluate and improve a
	CQ5: How can I link		dance
	movements together by	CQ6: How can I apply the	performance?
	performing a chassis step,	gymnastics skills I have	
	straight jump half-turn	learnt?	CQ5: How can I develop
	and cat leap?		movement phrases to
			create a dance sequence
	CQ6: How can I create		that
	and perform a gymnastics sequence		represents the rainforest?
	with a partner?		CQ6: How can I use
			dance vocabulary to
			improve the sequence
			and
			performance of a dance?
Assessment Checkpoint	Children who are secure	Children who are secure	Children who are secure
About the checkpoint	will be able to:	will be able to:	will be able to:
		will be uble to.	
	Gymnastics: Movement	Gymnastics: Shape	Dance: Rainforest Dance
	describe how to	• show good control and	 select from different
	perform the new	coordination when making	movements and add
	movements learnt in the	simple static	their own ideas to create
	unit; • perform movements	shapes/positions;make basic	a short dance inspired by the layers of the
	that show good	shapes/positions clearly in	rainforest;
	understanding and	the air when taking off	• use different levels in a
	control of the key skills	from the floor and some	dance and begin to use
	needed;	more complex shapes	these to represent ideas;
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	 describe what they have done or changed in order to improve their performance during a lesson; link a series of movements together to create a longer sequence; practise and refine their own movements and 'spot' and advise others around them. 	when taking off from low- level apparatus; • create longer and more complex sequences with a partner and remember these actions with accuracy and consistency; • perform with an awareness of others and use the apparatus confidently and safely; • copy a variety of actions with accuracy and clarity; • know what symmetry means; identify and make symmetrical shapes; • use the correct words for the body shapes/ positions and explain what must be done to make them; • observe, describe and analyse the movements of others using appropriate language.	 use prompts to improvise movements inspired by rainforest weather; select movements and perform them, making choices about the length of their dance; use different speeds in a dance and begin to use these to represent ideas; join their own movement phrases of different speeds in a chosen order, to create a dance that is inspired by the animals of the rainforest; use suggested dance vocabulary; evaluate their dance and give ideas for ways to improve their performance; perform a combination of suggested movements and own actions, to represent features of the rainforest; begin to consider the order in which to perform their chosen movements; link movement phrases with some success by considering the order in which to perform them; use suggested dance vocabulary to evaluate their dance performance.
2024/2025 Year 3	Spring 2	Summer 1	Summer 2
Lead Enquiry Question (Composite Outcome)	How can I keep myself fit and healthy by <u>circuit</u> <u>training</u> ?	What are <u>'net and wall'</u> <u>games</u> and what skills are required?	Why are teamwork and good communication so important for <u>OAA</u> ?
Component Questions (components to be explored throughout the unit)	<u>Circuit Training</u> CQ1: How can I travel in a variety of ways?	<u>Net & Wall Games:</u> <u>Fundamentals</u>	<u>OAA</u> CQ1: How can I work effectively with others to

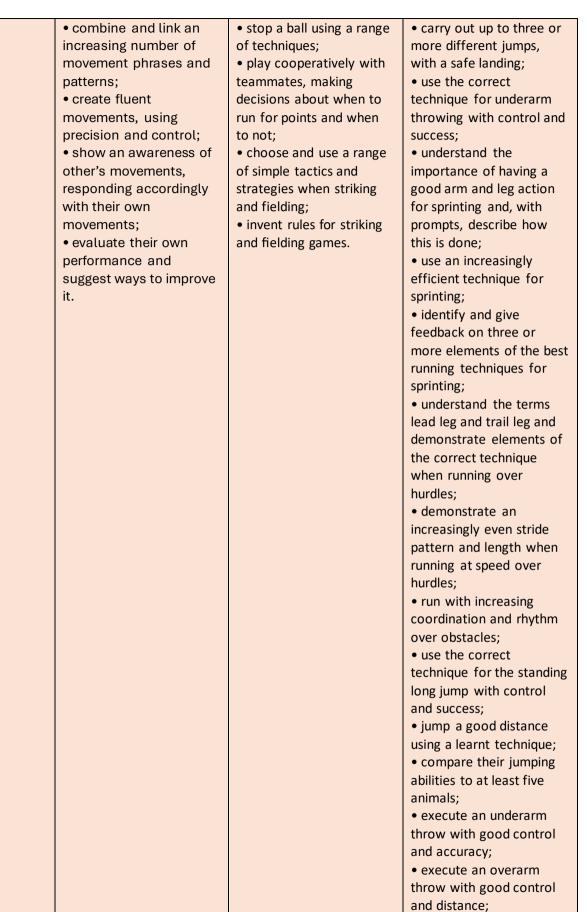
-			
		CQ1: How can effective	complete a task
	CQ2: How can I change	footwork, movement and	(communicate
	direction, level or speed of	positioning in the context	effectively)?
	travel?	of net and wall games?	
			CQ2: How can I follow
	CQ3: How can use a range	CQ2: How do I roll and	multi-step instructions?
	of ball control skills?	throw a ball accurately?	
			CQ3: How can I solve a
	CQ4: How can I control	CQ3: How can I develop	range of problems when
	movement using balance and coordination?	ball control when using a racket?	working with other?
		Tacket	CQ4: How can I follow a
	CQ5: How can I use a	CQ4: How do I hit a ball	set of directions correctly
	range of movement skills	accurately using the	(to give clear and precise
	in a circuit of activities?	forehand technique?	directions for someone
	In a circuit of activities:		else to follow)?
	CQ6: How can I adapt and	CQ5: How can I use the	
	improve performance in a	backhand technique in	CQ5: What do I need to
	circuit of activities?	different ways?	know to I read simple
			maps?
		CQ6: How can I	
		understand and	CQ6: What is
		demonstrate the basic	orienteering?
		principles of attacking and	5
		defending in net and wall	
		games (to play	
		competitive net and wall-	
		based games)?	
		baseu games):	
		based games):	
Assessment Checkpoint	Children who are secure	Children who are secure	Children who are secure
Assessment Checkpoint	Children who are secure will be able to:	-	Children who are secure will be able to:
Assessment Checkpoint	will be able to:	Children who are secure will be able to:	will be able to:
Assessment Checkpoint		Children who are secure will be able to: <u>Net & Wall Games:</u>	
Assessment Checkpoint	will be able to: <u>Circuit Training</u>	Children who are secure will be able to:	will be able to: <u>OAA</u>
Assessment Checkpoint	will be able to: <u>Circuit Training</u> • follow instructions to	Children who are secure will be able to: <u>Net & Wall Games:</u> <u>Fundamentals</u>	will be able to: <u>OAA</u> • identify and
Assessment Checkpoint	 will be able to: <u>Circuit Training</u> follow instructions to travel using a sidestep 	Children who are secure will be able to: <u>Net & Wall Games:</u> <u>Fundamentals</u> • give examples of net and	 will be able to: <u>OAA</u> identify and demonstrate a range of
Assessment Checkpoint	 will be able to: <u>Circuit Training</u> follow instructions to travel using a sidestep action; 	Children who are secure will be able to: <u>Net & Wall Games:</u> <u>Fundamentals</u> • give examples of net and wall games and know	 will be able to: <u>OAA</u> identify and demonstrate a range of effective teamwork skills
Assessment Checkpoint	 will be able to: <u>Circuit Training</u> follow instructions to travel using a sidestep action; travel in different ways; 	Children who are secure will be able to: <u>Net & Wall Games:</u> <u>Fundamentals</u> • give examples of net and wall games and know what these types of sports	 will be able to: <u>OAA</u> identify and demonstrate a range of effective teamwork skills to achieve the goals;
Assessment Checkpoint	 will be able to: <u>Circuit Training</u> follow instructions to travel using a sidestep action; travel in different ways; change direction, speed 	Children who are secure will be able to: <u>Net & Wall Games:</u> <u>Fundamentals</u> • give examples of net and wall games and know what these types of sports involve, including some of	 will be able to: <u>OAA</u> identify and demonstrate a range of effective teamwork skills to achieve the goals; understand, recognise
Assessment Checkpoint	 will be able to: <u>Circuit Training</u> follow instructions to travel using a sidestep action; travel in different ways; change direction, speed and level while travelling; 	Children who are secure will be able to: <u>Net & Wall Games:</u> <u>Fundamentals</u> • give examples of net and wall games and know what these types of sports involve, including some of the skills needed to play	 will be able to: <u>OAA</u> identify and demonstrate a range of effective teamwork skills to achieve the goals; understand, recognise and demonstrate verbal
Assessment Checkpoint	 will be able to: <u>Circuit Training</u> follow instructions to travel using a sidestep action; travel in different ways; change direction, speed and level while travelling; show an ability to travel 	Children who are secure will be able to: <u>Net & Wall Games:</u> <u>Fundamentals</u> • give examples of net and wall games and know what these types of sports involve, including some of the skills needed to play them;	 will be able to: <u>OAA</u> identify and demonstrate a range of effective teamwork skills to achieve the goals; understand, recognise and demonstrate verbal and non-verbal methods
Assessment Checkpoint	 will be able to: <u>Circuit Training</u> follow instructions to travel using a sidestep action; travel in different ways; change direction, speed and level while travelling; show an ability to travel at a different speed and 	Children who are secure will be able to: <u>Net & Wall Games:</u> <u>Fundamentals</u> • give examples of net and wall games and know what these types of sports involve, including some of the skills needed to play them; • demonstrate a range of	 will be able to: <u>OAA</u> identify and demonstrate a range of effective teamwork skills to achieve the goals; understand, recognise and demonstrate verbal and non-verbal methods of communication
Assessment Checkpoint	 will be able to: <u>Circuit Training</u> follow instructions to travel using a sidestep action; travel in different ways; change direction, speed and level while travelling; show an ability to travel 	Children who are secure will be able to: <u>Net & Wall Games:</u> <u>Fundamentals</u> • give examples of net and wall games and know what these types of sports involve, including some of the skills needed to play them; • demonstrate a range of effective footwork skills	 will be able to: <u>OAA</u> identify and demonstrate a range of effective teamwork skills to achieve the goals; understand, recognise and demonstrate verbal and non-verbal methods of communication effectively during team
Assessment Checkpoint	 will be able to: <u>Circuit Training</u> follow instructions to travel using a sidestep action; travel in different ways; change direction, speed and level while travelling; show an ability to travel at a different speed and direction in a circuit; 	Children who are secure will be able to: <u>Net & Wall Games:</u> <u>Fundamentals</u> • give examples of net and wall games and know what these types of sports involve, including some of the skills needed to play them; • demonstrate a range of effective footwork skills during footwork drills,	 will be able to: <u>OAA</u> identify and demonstrate a range of effective teamwork skills to achieve the goals; understand, recognise and demonstrate verbal and non-verbal methods of communication
Assessment Checkpoint	 will be able to: <u>Circuit Training</u> follow instructions to travel using a sidestep action; travel in different ways; change direction, speed and level while travelling; show an ability to travel at a different speed and direction in a circuit; throw a ball underarm 	Children who are secure will be able to: <u>Net & Wall Games:</u> <u>Fundamentals</u> • give examples of net and wall games and know what these types of sports involve, including some of the skills needed to play them; • demonstrate a range of effective footwork skills	 will be able to: <u>OAA</u> identify and demonstrate a range of effective teamwork skills to achieve the goals; understand, recognise and demonstrate verbal and non-verbal methods of communication effectively during team activities; follow multi-step
Assessment Checkpoint	 will be able to: <u>Circuit Training</u> follow instructions to travel using a sidestep action; travel in different ways; change direction, speed and level while travelling; show an ability to travel at a different speed and direction in a circuit; throw a ball underarm with some accuracy; 	Children who are secure will be able to: <u>Net & Wall Games:</u> <u>Fundamentals</u> • give examples of net and wall games and know what these types of sports involve, including some of the skills needed to play them; • demonstrate a range of effective footwork skills during footwork drills, such as moving in	 will be able to: <u>OAA</u> identify and demonstrate a range of effective teamwork skills to achieve the goals; understand, recognise and demonstrate verbal and non-verbal methods of communication effectively during team activities;
Assessment Checkpoint	 will be able to: <u>Circuit Training</u> follow instructions to travel using a sidestep action; travel in different ways; change direction, speed and level while travelling; show an ability to travel at a different speed and direction in a circuit; throw a ball underarm with some accuracy; use their feet to move a 	Children who are secure will be able to: <u>Net & Wall Games:</u> <u>Fundamentals</u> • give examples of net and wall games and know what these types of sports involve, including some of the skills needed to play them; • demonstrate a range of effective footwork skills during footwork drills, such as moving in different directions and	 will be able to: <u>OAA</u> identify and demonstrate a range of effective teamwork skills to achieve the goals; understand, recognise and demonstrate verbal and non-verbal methods of communication effectively during team activities; follow multi-step instructions, using
Assessment Checkpoint	 will be able to: <u>Circuit Training</u> follow instructions to travel using a sidestep action; travel in different ways; change direction, speed and level while travelling; show an ability to travel at a different speed and direction in a circuit; throw a ball underarm with some accuracy; use their feet to move a ball around cones; 	Children who are secure will be able to: <u>Net & Wall Games:</u> <u>Fundamentals</u> • give examples of net and wall games and know what these types of sports involve, including some of the skills needed to play them; • demonstrate a range of effective footwork skills during footwork drills, such as moving in different directions and changing direction whilst	 will be able to: <u>OAA</u> identify and demonstrate a range of effective teamwork skills to achieve the goals; understand, recognise and demonstrate verbal and non-verbal methods of communication effectively during team activities; follow multi-step instructions, using strategies to aid them;
Assessment Checkpoint	 will be able to: <u>Circuit Training</u> follow instructions to travel using a sidestep action; travel in different ways; change direction, speed and level while travelling; show an ability to travel at a different speed and direction in a circuit; throw a ball underarm with some accuracy; use their feet to move a ball around cones; independently hold 	Children who are secure will be able to: <u>Net & Wall Games:</u> <u>Fundamentals</u> • give examples of net and wall games and know what these types of sports involve, including some of the skills needed to play them; • demonstrate a range of effective footwork skills during footwork drills, such as moving in different directions and changing direction whilst maintaining balance;	 will be able to: <u>OAA</u> identify and demonstrate a range of effective teamwork skills to achieve the goals; understand, recognise and demonstrate verbal and non-verbal methods of communication effectively during team activities; follow multi-step instructions, using strategies to aid them; identify the problem and
Assessment Checkpoint	 will be able to: <u>Circuit Training</u> follow instructions to travel using a sidestep action; travel in different ways; change direction, speed and level while travelling; show an ability to travel at a different speed and direction in a circuit; throw a ball underarm with some accuracy; use their feet to move a ball around cones; independently hold balances with control; 	Children who are secure will be able to: <u>Net & Wall Games:</u> <u>Fundamentals</u> • give examples of net and wall games and know what these types of sports involve, including some of the skills needed to play them; • demonstrate a range of effective footwork skills during footwork drills, such as moving in different directions and changing direction whilst maintaining balance; • understand the importance of good footwork, movement and	 will be able to: <u>OAA</u> identify and demonstrate a range of effective teamwork skills to achieve the goals; understand, recognise and demonstrate verbal and non-verbal methods of communication effectively during team activities; follow multi-step instructions, using strategies to aid them; identify the problem and come up with possible
Assessment Checkpoint	 will be able to: <u>Circuit Training</u> follow instructions to travel using a sidestep action; travel in different ways; change direction, speed and level while travelling; show an ability to travel at a different speed and direction in a circuit; throw a ball underarm with some accuracy; use their feet to move a ball around cones; independently hold balances with control; independently 	Children who are secure will be able to: <u>Net & Wall Games:</u> <u>Fundamentals</u> • give examples of net and wall games and know what these types of sports involve, including some of the skills needed to play them; • demonstrate a range of effective footwork skills during footwork drills, such as moving in different directions and changing direction whilst maintaining balance; • understand the importance of good	 will be able to: OAA identify and demonstrate a range of effective teamwork skills to achieve the goals; understand, recognise and demonstrate verbal and non-verbal methods of communication effectively during team activities; follow multi-step instructions, using strategies to aid them; identify the problem and come up with possible solutions and a plan of

 follow instructions to 	games, including the	 demonstrate a range of
complete exercises;	ready position and	effective teamwork skills
 actively try to improve 	demonstrate this	to solve a range of
their performance over	throughout the lesson;	problems;
time.	 roll a ball with good 	 understand and use
	control and accuracy at a	directional language to
	target;	effectively navigate
	 throw a ball underarm 	others;
	with good control and	 follow the directions
	accuracy at a target;	given to them with
	 confidently use throwing 	success;
	and catching skills in	 give easy-to-follow
	games involving precision	directions using
	and accuracy with	appropriate terminology;
	success;	• understand the concept
	 control the ball in a 	of a map and use a key
	range of ways, including	and symbols on a simple
	bouncing the ball up and	map;
	down, using good hand-	• orientate a map;
	eye coordination and	 know the meaning of a
	racket skills;	range of common map
	 hit a ball along the 	symbols;
	ground with accuracy	• understand and can talk
	using a tennis racket and	about what orienteering
	use this skill to have a co-	-
		involves and know a range of different orienteering
	operative rally as well as	-
	to outwit an opponent;	symbols.
	effectively hit a ball	
	using a forehand	
	technique and demonstrate this in a	
	game, including using the	
	correct grip;often hit a ball to land	
	close to or in a target	
	area; • throw a ball using a	
	• throw a ball using a double-handed backhand	
	throw with good accuracy and technique;	
	effectively hit a ball	
	using a backhand	
	-	
	technique and	
	demonstrate this in a	
	game, including using the	
	correct grip;	
	 work co-operatively in a team to keep a rally going 	
	team to keep a rally going,	
	using both the forehand	
	and backhand hit;	
	 explain what to do in 	
	different attacking and	

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Lead Enquiry Question (Composite Outcome) Component Questions (components to be explored throughout the unit)	How can I work with others to create and perform a <u>dance</u> ? <u>Dance: Extreme Earth</u> CQ1: How can I improvise and create movements with a partner? CQ2: How can I create and perform imaginative movements to fit with different stimuli? CQ3: How can I develop new actions whilst working in a small group? CQ4: How can I show awareness of others when moving? CQ5: How can I work with a partner to create and perform a dance to show feelings and emotions?	defending scenarios and why; • understand the importance of positioning to be able to return the ball and consistently apply this in a game; • use a range of net and wall fundamentals to play a competitive net and wall-based game. How do I <u>'strike and field'</u> effectively? <u>Striking & Fielding Games:</u> <u>Fundamentals</u> CQ1: How can I use an overarm throw to hit a target with accuracy? CQ2: How can I strike a ball in an intended direction? CQ3: How can I work cooperatively to field a ball? CQ4: How can I use striking and fielding skills in a game? CQ5: How can I design and play games that use striking and fielding skills?	How can I throw, run and jump in athletics?AthleticsCQ1: How can I practise and refine existing running, jumping and throwing skills?CQ2: How can I sprint effectively?CQ3: How do I run over hurdles?CQ4: What is the best technique to jump for distance?CQ5: What different techniques can be used for throwing (including push throws)?
	show feelings and	striking and fielding skills?	
Assessment Checkpoint	Children who are secure will be able to: <u>Dance: Extreme Earth</u>	Children who are secure will be able to: <u>Striking & Fielding Games:</u> <u>Fundamentals</u>	Children who are secure will be able to: <u>Athletics</u>
Charlestown Promy Stool	• use movements to tell a narrative; estions and Assessm	• strike a bowled ball in an intended direction;	 apply and try to improve existing running, throwing and jumping skills;





	 choose the best throw
	to use, depending on the
	situation;
	 identify, describe and
	execute a two-handed
	push throw, with good
	control, accuracy and
	distance;
	 identify, describe and
	execute a one-handed
	push throw, with good
	control, accuracy and
	distance;
	 show a marked
	improvement in their
	ability to throw for
	accuracy and distance.

2024/2025 Year 4	Autumn 1	Autumn 2	Spring 1
Lead Enquiry Question (Composite Outcome)	How do I attack and defe	nd effectively in <u>hockey</u> ?	How can I attack and defend in <u>tag rugby</u> ?
Component Questions (components to be explored	Invasion Games: Hockey		Invasion Games: Tag Rugby
throughout the unit)	CQ1: How can I pass and rec	ceive the ball in hockey?	CQ1: To throw and catch
	CQ2: How can I dribble with	the ball in hockey?	a rugby ball
	CQ3: How can I learn the teo dribble?	chnique for the Indian	CQ2: To execute a successful pass of a rugby ball while on the
	CQ4: How can I know how to	o tackle an opponent?	move. To move with the ball into space.
	CQ5: How can I aim for a tar shuffle?	rget and take a penalty	CQ3: To know,
	CQ6: How can I apply the hogame?	ockey skills I have learnt in a	understand and apply the rules of tagging in tag rugby.
			CQ4: To gain possession by intercepting a pass.
			CQ5: To use my attacking and defending skills and knowledge to make tactical decisions.
			CQ6: To apply attacking and defending skills in a game of tag rugby. To watch and evaluate the performance of others.
Assessment Checkpoint	Children who are secure w	vill be able to:	Children who are secure will be able to:
	 Invasion Games: Hockey hold the hockey stick cor stopping the ball; usually push the ball with 		<u>Invasion Games: Tag</u> <u>Rugby</u>
	 correct technique; usually stop and control the correct technique; use the correct body post 	the ball effectively, using ition for forehand dribbling	 use the correct grip while holding the ball to be able to pass it effectively;
	with efficiency; • usually keep control of th • change direction with the	ne ball while dribbling;	• pass the ball with accuracy, using the correct technique while
	a walking pace;		stationary; • move their hands to catch a ball arriving at

 generally use the correct technique for the Indian 	different heights and	I
dribble while stationary and on the move, with some	angles;	I
efficiency and success;	• pass the ball with	1
 change direction with the ball with good control at 	accuracy using the	1
a walking pace;	correct technique while	
• dribble past a passive defender or opponent with	on the move;	
increasing speed and efficiency;	 sometimes get into the 	
 generally use the correct technique for tackling 	correct position to	
safely, with increasing success;	receive a pass from a	
 know and carry out most of the rules for tackling 	teammate;	
safely;	 use the sidestep to get 	1
• use a range of different hockey skills in a game with	around a passive	1
increasing efficiency and success;	defender at a pace faster	1
• usually demonstrate accuracy when aiming for a	than walking;	1
target a medium distance away;	• explain and	1
 know how to take a penalty shuffle and sometimes 	demonstrate most of the	1
do this successfully;	rules of tagging,	1
•		1
• use a range of attacking and defending skills to	including in a game	1
contribute towards the success of their team;	situation;	1
• know and follow most of the basic rules for	 sidestep a defender 	1
hockey;	and pass the ball with	1
 evaluate their own performance, sometimes 	success and generally	1
suggesting appropriate improvements	use the space	1
	effectively;	1
	 demonstrate 	1
	knowledge of how to	1
	intercept a pass and	1
	execute this during drills	1
	that specifically practise	1
	this skill and sometimes	1
	in a game situation;	1
	 show knowledge and 	1
	understanding of tactical	1
	-	1
	decision-making and	1
	sometimes choose the	1
	right tactic in a game, to	1
	help their team keep and	1
	win back possession of	1
	the ball;	1
	 use a range of attacking 	1
	and defending skills to	1
	contribute to the	1
	success of their team;	1
	• demonstrate	1
	knowledge of many of	1
	the rules of tag rugby and	1
	follow them in a game;	1
	 identify and describe 	I
	the effectiveness of the	1
		1
	performance of others	1
	and give suggestions for	1
	improvement.	ı.

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Lead Enquiry Question (Composite Outcome)	How can I work with others to create and perform a <u>gymnastics</u>	How can I perform jumps and rolls in <u>gymnastics</u> to create different shapes?	What makes an effective dance performance?
	sequence?	•	
Component Questions	Gymnastics: Movement	Gymnastics: Shape &	Dance – Roman
(components to be explored throughout the unit)		<u>Balance – Ancient Egypt</u>	
throughout the unit)	CQ1: How can I perform		CQ1: How can I combine
	a range of jumps and	CQ1: How can I create	and perform movement
	leaps?	shapes and three and	phrases to represent facts
		four-point balances to	about the Roman Empire?
	CQ2: How can I perform	represent icons from	CO2. Hannen hannen h
	a straddle forward roll	ancient Egypt?	CQ2: How can I compose
	and a backward roll to straddle correctly?	CQ2: How can I work with	and perform movement sequences with
	stradule correctly?	a partner to create	expression?
	CQ3: How can I perform	hieroglyphic shapes within	
	a straddle on vault	a gymnastics routine?	CQ3: How do I link and
	correctly?		combine movement
		CQ3: How can I use shape,	phrases?
	CQ4: How can I perform	balance and movement to	
	a lunge into cartwheel	tell the ancient Egyptian	CQ4: How do I work as
	correctly?	creation story?	part of a group to develop
			a longer dance that tells
	CQ5: How can I link	CQ4: How can I work with	the story of Pompeii?
	movements together by	a partner to create and	
	performing a straight	perform three and four-	CQ5: How can I perform a
	jump	point balances and	dance with precision and
	full turn, a cat leap half	counterbalances?	control?
	turn and a pivot?		COC: How can Learnage
	CQ6: How can I work in a	CQ5: How can I use shape, movement and balance to	CQ6: How can I compose longer dance sequences
	small group to create	create an ancient Egyptian	for a performance and use
	and perform a	festival or funeral	a range of dance
	gymnastics sequence	routine?	vocabulary to describe
	with a theme?		and improve work?
		CQ6: How can I use shape,	
		movement and balance to	
		create a gymnastic	
		showcase based on	
		ancient Egypt?	
Assessment Checkpoint	Children who are secure	Children who are secure	Children who are secure
	will be able to:	will be able to:	will be able to:
	Gymnastics: Movement	<u>Gymnastics: Shape &</u>	<u>Dance – Roman</u>
	describe how to	<u>Balance – Ancient Egypt</u>	• perform actions to
	• describe now to perform the new	• think of their own ideas	 perform actions to communicate ideas;
	movements learnt in	and create shapes with	combine actions to
	the unit;	their body and	create a longer dance;
		movements based on	 develop actions to
		ancient Egyptian icons;	communicate ideas;
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	 How can I perform movements that show good understanding and control of the key skills needed; describe what they have done or changed in order to better their performance during a lesson; link a series of movements together to create a longer sequence; practise and refine their own movements and 'spot' and advise others around them. 	 hold a range of balances on three and four-points of their body; say what is good about their own and others' performances and know how to make it better; work with a partner, listening to and sharing ideas and sometimes leading the discussion; think of different ideas for hieroglyphic shapes and balances and demonstrate elements of strength and flexibility when forming them; demonstrate good technique and control when performing; use a good range of linking actions and movements to create a gymnastics partner routine; use a good range of movements, shapes and balances to retell key points of the creation story in more detail; use their technique, strength, flexibility and control to improvise and hold three and four-point balance on their own and with a partner, including counterbalances; combine a good range of movements, shapes and balances to create a 	 perform some actions with expression; develop movement phrases to communicate ideas; link different movement phrases in a longer dance; link different movement phrases, performing in unison and canon with the rest of their group; perform with increased precision and control; evaluate and improve movement phrases ready for performance.
2024/2025 Year 4	Spring 2	Summer 1	Summer 2
Lead Enquiry Question (Composite Outcome)	As Spring 1 Tag Rugby	How can I throw, run a	and jump in <u>athletics</u> ?
Component Questions (components to be explored throughout the unit)	As Spring 1 Tag Rugby	<u>Athletics</u>	

		CQ1: How can I apply existing running, jumping and throwing skills? CQ2: How can I improve running technique for sprinting? CQ3: What do I need to know to compete in relay running? CQ4: How do I jump for distance using the standing triple jump? CQ5: How do I throw using the 'pull' technique? CQ6: How can I compete in a combined athletics event, aiming to achieve a personal best?
Assessment Checkpoint	As Spring 1 Tag Rugby	Children who are secure will be able to: <u>Athletics</u> • execute a range of fundamental movement skills with good control and efficiency; • effectively apply the movement skills of running, jumping and throwing in games; • identify what three (or more) three different parts of their body should be doing when sprinting and practise these actions; • apply most elements of the technique for sprinting effectively; • sustain their sprinting pace for a medium distance, such as 50m; • describe the down sweep technique for passing and receiving the baton; • use many elements of the down sweep technique effectively in a relay race; • usually work well as part of a team; • combine a variety of three jumps in one continuous movement; • execute the standing triple jump technique with good control and efficiency, jumping a good distance; • work with others in the standing triple jump, to jump and measure successfully; • identify and describe how to perform a pull throw, using some using key vocabulary appropriately; • execute the pull throw technique with good control and efficiency; • throughout the lesson, show noticeable improvement when throwing for distance and accuracy; • use and apply most elements of the correct technique for their chosen event in a competitive situation;

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		 identify good technique and area for improvement; adjust their performance to personal best; work successfully as part of athletics event. 	to try to achieve their
Lead Enquiry Question (Composite Outcome)	How can I keep myself fit and healthy by <u>circuit</u> <u>training</u> ?	What are 'net and wall' games and what skills are required in <u>badminton</u> ?	How can I work with others to complete challenges, including reading maps in <u>OAA</u> ?
Component Questions (components to be explored throughout the unit)	Circuit Training CQ1: What are the effects of aerobic and anaerobic exercise on the body? CQ2: How do I recognise the benefits of exercise on the upper body? CQ3: How do I recognise the benefits of exercise on the lower body? CQ4: How do I recognise the benefits of exercise on core muscles? CQ5: What are my personal targets for exercise? How do I set these? CQ6: How can I improve performance in order to reach personal targets?	Net & Wall Games:BadmintonCQ1: How can I usebadminton racket tocontrol an object?CQ2: How can I usebadminton racket to strikea shuttlecock withaccuracy and control?CQ3: How can I usedifferent footwork tomove across a space?CQ4: How can I usebadminton racket tocontrol a shuttlecock inorder to score points?CQ5: How do I defendagainst an opponentscoring a point?CQ6: How do I compete ina full badminton match?	OAAQAACQ1: How can I work together with others on different scavenger hunt activities?CQ2: How can I work with others, developing problem-solving skills.CQ3: How can I communicate effectively with others to complete blindfolded challenges?CQ4: How can I read, follow and understand maps?CQ5: How can I take part in an orienteering exercise and demonstrate different sporting values and qualities?CQ6: How can I set up a simple orienteering course for others to follow and navigate around space with growing confidence?
Assessment Checkpoint	Children who are secure will be able to: <u>Circuit Training</u>	Children who are secure will be able to: <u>Net & Wall Games:</u> Badminton	Children who are secure will be able to: <u>OAA</u>

 follow instructions to 		 talk about what OAA
complete a set of	 use a forehand grip with 	involves;
exercises;	a badminton racket to	 demonstrate a range of
 describe the different 	control a balloon;	elements of effective
effects of aerobic and	 use a backhand grip with 	teamwork,
anaerobic exercise;	a badminton racket to	generally working well as
• identify the parts of the	control a balloon;	part of a team;
upper body and	• use a badminton racket	demonstrate effective
participate in exercises	to strike a shuttlecock;	teamwork to complete a
that use their upper body	• give consideration for	scavenger
muscles;	which grip How can	hunt;
 identify the parts of the 	I(forehand or backhand	• demonstrate effective
lower body and	grip) to strike a	teamwork to create a
participate in exercises	shuttlecock;	scavenger hunt;
which use their lower	 control a badminton 	• communicate
body muscles;	racket to send a	effectively and generally
 identify the core 	shuttlecock in a particular	work well as part of a
muscles and participate	direction;	team;
in exercises which use	 strike a shuttlecock in 	 usually solve problems
these muscles;	different ways, to alter the	by working well as part of
 participate in a range of 	distance the shuttlecock	a team;
exercises;	travels, with increasing	 demonstrate effective
 set their own realistic 	accuracy;	teamwork to create an
targets for	 give consideration for 	obstacle
improvement;	which step How can	course that tests agility,
 notice how they are 	I(running step or chasse	coordination and
progressing towards	step) to move across a	balance;
their personal targets	space;	 give a range of different,
and try hard to reach	 adopt the ready position 	easy-to-follow directions
them.	and identify the	to guide a
	importance of this;	partner or teammates
	 return to a centre point 	successfully;
	but may need prompting	demonstrate effective
	and understand the	listening and following of
	reasons for doing this;	directions
	• use a serve to start a	during team activities;
	rally, with some control;	usually complete
	• maintain a rally, with	challenges successfully
	some success;	as part of a team;
	 confidently use an 	 understand and talk about at least two
	attacking shot to score a	different features of a
	point;independently position	
	• Independently position themselves in a defensive	map;orientate a map;
	stance to face an attacking	• thumb a map;
	shot;	 follow a simple map;
	 attempt a block shot in 	 identify a control
	order to return a smash	marker, control point and
	shot;	control card and
	 perform a badminton 	explain what they are;
	serve.	

	e use attacking and	e work with others to
	 use attacking and defensive skills in a game; evaluate own performance and attempt to improve their skills in a badminton game. 	 work with others to complete an orienteering exercise; name and demonstrate at least three different sporting qualities; draw a simple mini orienteering map; set up four control markers and add them to a map
Lead Enquiry Question (Composite Outcome)	How can I <u>swim</u> and self- rescue?	
Component Questions (components to be explored throughout the unit)	SwimmingCQ1: How can I swim front crawl?CQ2: How can I swim breaststroke?CG3: How can I swim back stroke?CG4: How can I perform butterfly kicks?CG5: How can I demonstrate water safety techniques and self-rescue?	
Assessment Checkpoint	Children who are secure will be able to: <u>Swimming</u> Red (Water Safe) • Distance Swimming: Swim unaided for 5m using recognised arm & leg actions; competently, confidently & consistently	

Charlestown Primary School

	 Stroke Development Swim for 5m on 3 of the following strokes (with buoyancy aids) a. Front Paddle b. Back Paddle c. Basic Breaststroke d. Butterfly Leg Kick Water Safety Enter the water safely and Submerge the face underwater Float on front or back for 10 seconds, moving into a standing position (use of aids permitted) Tread water for 10 seconds using buoyancy aids in Perform a basic shout & signal rescue from poolside Exit the water
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2024/2025 Year 5	Autumn 1	Autumn 2	Spring 1
Lead Enquiry Question (Composite Outcome)	How can I play <u>basketball,</u> defending?	by both attacking and	How can I transfer and develop new skills to play <u>handball</u> ?
Component Questions (components to be explored throughout the unit)	Invasion Games – Basketba CQ1: How can I dribble with CQ2: How can I use a range basketball successfully? CQ3: How can I use a pivot a the court? CQ4: How can I use strategie ball? CQ5: How can I mark a playe defender? CQ6: How can I apply basket part of a team in a game and	a basketball? of techniques to pass a and move effectively around s to keep possession of the er effectively and get from a aball skills when playing as	HandballCQ1: How can I practise ball control, agility and quickness?CQ2: How can I develop and refine throwing and catching skills?CQ3: How can I combine the skills of moving and passing in handball?CQ4: How can I use the defensive skills of marking and intercepting in a game?CQ5: How can I aim for and protect a target?CQ6: How can I work as part of a team and participate in a class handball tournament?
Assessment Checkpoint	Children who are secure will <u>Invasion Games: Basketba</u> • dribble with the ball usin varying their speed and cha- • look up when dribbling we under control; • use a range of techniquest some • accuracy and control over • combine dribbling and particular and accuracy and control; • generally, demonstrate and around the court with and stop in different ways and correct footwork; • combine dribbling and particular and parti	II g the correct technique, anging direction; hile keeping the ball as to pass the ball with er a range of distances; assing with some fluency, good technique to move without a ball; pivot using the	Children who are secure will be able to: <u>Handball</u> • manipulate the ball in a range of different ways with good control; • take part in agility drills using a good technique and demonstrating good control, balance and coordination; • take part in quickness drills using a good technique and demonstrating quick feet and acceleration;

Charlestown Primary School

 use more than one technique while dribbling to 	 know how to grip a
protect the ball from a defender and	handball and generally use
keep possession;	the correct grip when
• generally, adopt the defensive stance when	throwing;
marking an opposition player in possession of the	• use an overhead pass
ball (including closing them down) and sometimes	when throwing a handball,
with success;	using a good technique
 use man-to-man marking successfully to prevent 	and with reasonable
an	accuracy;
opposition player from receiving a pass;	 use a good technique to
• use a change of pace or direction to get free from a	catch a ball effectively;
defender, usually with success;	 successfully take part in
 use a range of attacking and defending skills 	throwing and catching
and tactics to contribute towards the success of	activities, using a good
their team;	throwing and catching
	technique;
• understand and demonstrate being part of a team;	•
• evaluate their own performance.	• know and execute the
	'rule of 3' for moving and
	passing in handball in
	specified drills;
	 combine the skills of
	moving and passing with
	some continuity;
	• take part in moving,
	passing and shooting drills
	with some success;
	 know how to mark a
	player in handball and can
	usually do this with
	success in a game;
	 will often anticipate and
	react to be able to
	intercept the ball;
	 take part in a modified
	game of handball,
	applying a range of
	different attacking and
	defending handball skills
	with some success;
	• shoot with accuracy at a
	target with some
	success;
	 shoot with decent
	power at a target with
	some success;
	• take part in drills to test
	their reactions with some
	success;
	generally use effective
	body positioning and
	technique to protect a

			 target with some success; have a positive impact on their team; know and follow most of the rules of handball; apply a good range of attacking and defending handball skills in a game with some success; understand how tactics can be used to help win games and use them with some success.
Lead Enquiry Question (Composite Outcome)	How can I perform a <u>gymnastics</u> routine to music?	How can I perform a <u>rhythmic gymnastics</u> routine, including balances and shapes with	How can I perform a competitive game of <u>tennis</u> ?
		my body and objects?	
Component Questions (components to be explored throughout the unit)	Gymnastics – MovementCQ1: How can I perform a stag jump and split leap?CQ2: How can I perform pike rolls?CQ3: How can I perform a squat through vault?CQ4: How can I perform a round-off?CQ5: How can I independently plan a sequence of gymnastics movements that are creatively linked together?CQ6: How can I perform a gymnastics sequence in a pair or group in time to music?	Gymnastics – Balance & ShapeCQ1: How can I link shapes and movement using rhythmic gymnastics to represent ideas about the Earth, Sun and Moon?CQ2: How can I create two, three and four-point balances and movements to represent the discovery and exploration of a new planet?CQ3: How can I create part-weight balances with a partner to resemble an alien?CQ4: How can I create and perform a gymnastics routine that includes shapes on apparatus?CQ5: How can I plan a space-themed gymnastics routine that includes a range of shapes, balances and movements?	Tennis CQ1: How can I understand and practise some of the fundamental skills of tennis? CQ2: How can I hit a ball with accuracy using the forehand technique? CQ3: How can I play a backhand stroke with control and accuracy? CQ4: How can I perform an overhead tennis serve? CQ5: How can I develop a volley for use in a tennis mini-game? CQ6: How can I apply learnt skills in a variety of tennis minigames?

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		CQ6: How can I perform a space-themed gymnastics routine that includes a range of shapes, balances and movements?	
Assessment Checkpoint	Children who are secure will be able to: <u>Gymnastics – Movement</u> • describe how to perform the new movements learnt in the unit; • perform movements that show good understanding and control of the key skills needed; • describe what they have done or changed in order to better their performance during a lesson; • link a series of movements together to create a routine with a theme or style; • practise and refine their own movements and 'spot' and advise others around them.	Children who are secure will be able to: Gymnastics – Shape & Balance • improvise to create shapes using rhythmic gymnastics ribbon and their body; • explain how Earth orbits the Sun, how seasons are created and how the Moon orbits Earth and demonstrate this through shape and movement; • hold a range of balances on two, three and four points of their bodies; • link a wide range of movements and balances and purposefully vary elements to create some different effects; • work with a partner, listening to and sharing ideas and taking the lead when appropriate; • demonstrate good body tension, strength and the correct technique to hold different part-weight partner balances; • adapt their body shape and position to create star, tuck, straddle, pike, stag and splits shapes on apparatus and while moving; • link a wide range of movements and shapes and purposefully vary elements to create some different effects and tell a story;	Children who are secure will be able to: <u>Tennis</u> • show good control and balance when dribbling with a ball; • use the correct skills to catch and control a ball on their racket; • move their feet to get into a good position to catch a ball; • grip a tennis racket correctly when hitting a forehand groundstroke; • regularly get into the ready position before and after shots; • use the correct technique to land forehand shots in the opposition's side of the court, with some deep towards the baseline; • explain an advantage and disadvantage of both backhand groundstroke techniques; • use the correct technique for the double- handed and single-handed backhand; • hit different backhand strokes towards a targeted area; • demonstrate a good service stance and toss a ball into a good position for striking with an overhead serve; • strike a tossed ball with a racket well, showing a good overhead service stroke;

		• work in a group,	 show knowledge of how
		listening to and sharing	to adjust their technique
		ideas and taking the lead	for direction and distance
		when appropriate;	and aim a serve at a target
		• think of and plan a good	area with some accuracy;
		range of rhythmic	• strike a ball before it
		gymnastics, shapes,	bounces, using the volley
		balances and movements	technique;
		that fit a space theme and	 play short and long
		purposefully vary	volleys, changing the level
		elements to create	of power and racket head
		different effects in the	position appropriately;
		story;	• use the ready position
		• hold a range of	and quick footwork to get
		individual two, three and	into a good position for
		four-point balances and	the volley;
		part-weight partner	 begin to read a player's
		balances as part of a	body positioning to
		routine;	increase reaction speed;
		adapt their body shape	demonstrate an
		to create star, tuck,	understanding of the rules
		straddle, pike, stag, and	of tennis and use the
		splits shapes as part of a	tennis scoring system in a
		routine;	mini-game;
		• select and perform a	• use a number of the
		wide range of appropriate	stroke techniques and
		linking actions and	skills learnt in the unit, to
		movements to structure a	take part in a rally;
		routine;	• use an overarm serve
		• vary the speed, levels	technique;
		and dynamics of a routine	• evaluate their
		to create effect;	performance, identifying
		-	some suggestions for
		 say what is good about their own and others' 	00
			improving their
		performances and know	performance
		how to make them better	
Lead Enquiry Question	How can I <u>swim</u> and		
(Composite Outcome)	perform self-rescue?		
Component Questions	Swimming		
(components to be explored			
throughout the unit)	CQ1: How can I swim		
	front crawl?		
	CQ2: How can I swim		
	breaststroke?		
	CG3: How can I swim		
	back stroke?		
	CG4: How can I perform		
	butterfly kicks?		
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	CG5: How can I perform	
	water safety techniques	
	and self-rescue?	
Assessment Checkpoint	Children who are secure	
	will be able to:	
	Swimming	
	Yellow (Water Confident)	
	Distance	
	Distance Swimming	
	Swim unaided for 10m	
	using recognised arm &	
	leg movements;	
	competently,	
	confidently & consistently	
	Stroke	
	Development	
	Swim for 5m on 3 of the	
	following strokes (without	
	buoyancy aids)	
	a. Front paddle	
	b. Back Paddle	
	c. Basic Breaststroke	
	d. Butterfly Leg Kick	
	• Water Safety	
	Water Safety Jump in from	
	poolside,	
	submerge & rise	
	to the surface (1m	
	depth)	
	- Float on front or	
	back without aids	
	for 10 seconds,	
	moving into a	
	standing position	
	- Tread water in	
	deep water	
	without using	
	buoyancy aids for 15 seconds	
	- Perform a shout &	
	signal rescue using	
	buoyancy aids for	
	15 seconds	
	- Exit the water	
	safely without	
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	using steps (1m minimum depth)		
2024/2025 Year 5	Spring 2	Summer 1	Summer 2
Lead Enquiry Question (Composite Outcome)	Invasion Games – Handball as Spring 1	How can I run at different pa implements and jump for he athletics?	
Component Questions (components to be explored throughout the unit)	Invasion Games – Handball as Spring 1	Athletics CQ1: How can I practise and refine existing running, jumping and throwing skills? CQ2: How can I use an effective technique for sprinting including the sprint start? CQ3: How can I sustain my running pace over longer distances? CQ4: How can I practise jumping for height? CQ5: What is the fling throw technique? CQ6: How can I use a variety of throwing techniques?	
Assessment Checkpoint	Invasion Games – Handball as Spring 1	 Children who are secure will be able to: <u>Athletics</u> identify and know about a variety of athletic events and techniques; apply and develop existing running, throwing and jumping skills; practise and improve reaction times and identify an effective sprint start; demonstrate a sound technique for a sprint start to improve the acceleration phase; develop and improve their running technique for sprinting, showing good coordination and control; demonstrate stamina in order to maintain a sustained run; show good control, coordination and power when performing the standing vertical jump and measure the height jumped with accuracy; follow step-by-step instructions to learn and develop a range of throwing techniques with increasing control, accuracy, fluency and success; compete against self and others with confidence and demonstrate noticeable improvements to achieve their personal best. 	

Charlesto Primary Sch

		• evaluate the effectiveness suggestions of how to impro	
Lead Enquiry Question (Composite Outcome)	Net & Wall Games – Tennis as Spring 1	How can I play <u>rounders</u> – both batting and fielding?	How can I set and perform a challenging, motivating <u>circuit</u> to increase my fitness?
Component Questions (components to be explored throughout the unit)	Net & Wall Games – Tennis as Spring 1	RoundersCQ1: What are the correct techniques for batting and bowling in rounders?CQ2: What are the correct techniques for throwing and catching when fielding in rounders?CQ3: What are the roles and responsibilities of the backstop and base fielders in rounders and how can I field effectively in these positions and demonstrate good skill and technique?CQ4: What are the roles and responsibilities of the deep fielders in rounders and how can I field effectively in these positions and demonstrate good skill and technique?CQ4: What are the roles and responsibilities of the deep fielders in rounders and how can I field effectively in these positions and demonstrate good skill and technique?CQ5: To be able to 'read' the game and apply tactics 	Circuit Training CQ1: Why is it important to help the body to prepare for and recover from exercise and how this should be done? How can I complete a simple circuit of exercises? CQ2: How can I set individual challenges and work towards achieving them? CQ3: How can I compete fairly against a classmate in a circuit training activity? CQ4: How can I improve my speed, agility and quickness within circuit training? CQ5: How can I develop teamwork skills in a group task featuring different exercises? CQ6: How can I use my knowledge of the effects of exercise to develop an effective fitness routine?
Assessment Checkpoint	Net & Wall Games – Tennis as Spring 1	strategies? Children who are secure will be able to: <u>Rounders</u>	Children who are secure will be able to: <u>Circuit Training</u>

	 hit a bowled ball out into the field; control the speed and direction of the ball when bowling; move into the correct position or space to catch a ball that is thrown or hit into the field; accurately throw a ball overarm or underarm to reach a designated target; choose and apply relevant tactics during a game according to an agreed strategy. 	 Know what circuit training involves and can follow instructions to complete a range of different 'medium' exercises; Can give two or more reasons of the importance of warming up before exercise and cooling down after exercise, including why and how to stretch; Can set challenges that are achievable; Can join in a competition with a classmate of a similar ability and show some qualities of a good sportsperson such as winning or losing graciously; Can identify speed, agility and quickness and evaluate their ability in these areas; Can identify their own strengths in different exercises; Can plan exercises to form a varied circuit
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2024/2025 Year 6	Autumn 1	Autumn 2	Spring 1
Lead Enquiry Question (Composite Outcome)	How can I p	lay <u>netball</u> ?	What makes a good PE Teacher / Group <u>Leader</u> ?
Component Questions (components to be explored throughout the unit)	Invasion Games: Netball CQ1: How can I improve and throwing in netball? CQ2: How can I use a range a netball in different ways? CQ3: How can I pivot and un in netball? CQ4: How can I outwit a defe	of netball passes and catch	Leadership in PE CQ1: How can I lead others during the PE lesson, demonstrating different leadership skills including respect and giving clear instructions? CQ2: How can I lead others during the PE lesson, demonstrating different leadership skills
	CQ5: How can I know how to opposition player and aim fo CQ6: How can I play in a mevaluate my own and othe	or a target? etball tournament and	including confidence, positivity and directing others? CQ3: How can I lead others during the PE lesson, demonstrating different leadership skills including adaptability, safety and good communication? CQ4: How can I lead others during the PE lesson, demonstrating different leadership skills including emotional intelligence, resilience and motivating others? CQ5: What are different leadership skills including problem-solving, teamwork, empowering others and listening and how are these used to lead sessions? CQ6: What are different leadership skills including encouragement, decision making and evaluating and how are these used to lead sessions?

		CQ7: What does it feel like to plan and lead a physical activity for a selected group of children?
Assessment Checkpoint	Children who are secure will be able to: Invasion Games: Netball • consistently move to meet the netball to catch it with two hands, bringing it safely into the chest; • execute the chest pass with control and accuracy; • execute the shoulder pass with control and power; • catch a netball with both one and two hands, bringing it safely into the chest; • execute the bounce pass with control and accuracy; • execute the overhead pass with control and power; • effectively use a range of passes in a game situation; • land with one or two feet with or without the ball; • use the correct footwork to pivot in a range of situations and scenarios; • understand the footwork rule and demonstrate their understanding in a game situation; • move at a range of speeds and in different directions in specific drills to practise this and apply this with success in a game scenario; • effectively execute the movement skills of dodging and leading to outwit a defender in specific drills to practise these skills; • apply a range of attacking movement skills they have learnt to outwit a defender with success in a game; • know how to mark an opposition player who is in possession of the ball (marking the ball) and does this with some success in a game; • know how to mark an opposition player who is not in possession of the ball (marking the player) and do this with some success in a game; • perform all or most elements of the shooting technique in isolation and sometimes in a competitive game with success; • use a range of attacking and defending skills to contribute towards the success of their team; • understand and demonstrate being part of a team in a range of ways;	activity for a selected
	• evaluate their own and other's performance, sometimes suggesting appropriate improvements	elements of being an effective motivator when leading an activity or game;

awareness of their own	
and others' emotions	
when leading an activity	
or game;	
 show resilience when 	
leading an activity or	
game;	
 know about the 	
importance of	
empowering others in	
leadership and	
sometimes demonstrate	
this themselves;	
 know about the 	
importance of listening	
to others in leadership	
and usually demonstrate	
this themselves;	
 know about the 	
importance of teamwork	
in leadership and usually	
demonstrate elements of	
this themselves;	
 recognise and 	
demonstrate three or	
more different	
leadership skills during	
problem-solving	
activities;	
• know about the	
importance of	
encouraging others in	
leadership and	
sometimes	
demonstrates this	
themselves;	
know about the	
importance of good	
decision making in	
leadership and usually	
demonstrates this	
effectively;	
demonstrate three or	
more different	
leadership skills when	
planning and leading a	
physical activity for	
others;	
 can evaluate their own 	
and others' leadership	
abilities, showing an	

• demonstrate a good

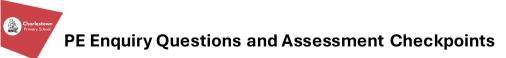
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Lead Enquiry Question (Composite Outcome)How can I link and perform gymnastic activities in a sequence?How can I link rhythmic gymnastics sequences?How can I choreograp and perform a dance, integrating WW2?Component Questions (components to be explored throughout the unit)Gymnastics MovementGymnastics: Rivers & MountainsHow can I link shapes and movement using rhythmic gymnastics to represent the course of a river?Dance: World War 2CQ1: How can I accurately perform a dive forward roll and a pike backward roll?CQ1: How can I accurately perform a straddle over vault?CQ2: How can I create one, two, three and four-point balances to represent mountains?CQ3: How can I center one, two, three and four-point balances to represent mountains?CQ4: How can I tell the story of a wartime even through dance?CQ4: How can I perform a cartwheel and a round-off?CQ3: How can I combine a range of body shapes and balances with a partner to represent different features of a mountain?CQ4: How can I pela and cQ5: How can I pan and				
Lead Enquiry Question (Composite Outcome)How can I link and perform gymnastic activities in a sequence?How can I link fthythmic gymnastics sequences?How can I choreograp and perform a dance integrating WW2?Component Questions (component to be explored) throughout the unit)Gymnastics Movement G1: How can I accurately perform a cat leap full turn and a stag leap?Gymnastics: Rivers & MountainsDance: World War 2 C01: What is the C01: What is the C02: How can I accurately perform a dive forward roll and a pike backward roll?Dance: World War 2 C02: How can I centee one, to represent the course of a river?C02: What is the Lambe Walk? How can I perform this dance?CQ3: How can I accurately perform a straddle over vault?CQ4: How can I centee one, two, three and four-point balances to represent mountains?CQ4: How can I centee one, two, three and four-point balances to represent the course of a mountain?CQ4: How can I tell the story of a wartime even through dance?CQ5: How can I perform a series of similar movements in quick succession, linked together to form a sequence?CQ4: How can I combine a gymastics routine in time to music?CQ6: How can I link shape, movement and balances to matourt in rages?CQ5: How can I link shape, movement and balances to matourt in rages?CQ6: How can I work in a large group to choreograph and perform a gymastics routine in time to music?CQ6: How can I link mountains?CQ6: How can I link mountains?CQ6: How can I link shapes and balances to matourt in rages?CQ6: How can I link shape, rad group sequence that communicates information abou				awareness of the impact
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CQ2: How can I accurately perform a dive forward roll and a pike backward roll?using rhythmic gymnastics to represent the course of a river?CQ2: What is the Lamber Walk? How can I perform this dance?CQ3: How can I accurately perform a straddle over vault?CQ2: How can I create one, two, three and four-point balances to represent mountains?CQ3: What is the Lindy Hop? How can I perform this dance?CQ4: How can I perform a hurdle step into a cartwheel and a round-off?CQ3: How can I combine a range of body shapes and balances with a partner to represent different features of a mountain?CQ4: How can I tell the story of a wartime even through dance?CQ5: How can I perform a series of similar movements in quick succession, linked together to form a sequence?CQ4: How can I work in a large group to choreograph and perform a gymnastics routine in time to music?CQ5: How can I link shape, novement and balance to plan a group sequence that communicates information about rivers and mountains?CQ5: How can I linkCQ6: How can I work in a large group to choreograph and perform a gymnastics routine in time to music?CQ5: How can I link shape, novement and balance to plan a group sequence that communicates information about rivers and mountains?CQ5: How can I link				
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a gymnastics routine in time to music? movement and balance to plan a group sequence that communicates information about rivers and mountains? CQ6: How can I link			CO5: How can I link shape.	
time to music? plan a group sequence that communicates information about rivers and mountains? CQ6: How can I link			-	
about rivers and mountains? CQ6: How can I link		time to music?		
CQ6: How can I link			communicates information	
CQ6: How can I link				
			mountains?	
			CQ6: How can I link	
			shape, movement and	
balance to perform a			balance to perform a	
group sequence that				
communicates				
information about rivers				
and mountains?			and mountains?	
	Assessment Checkpoint			Children who are secure
will be able to: will be able to: will be able to:		will be able to:	will be able to:	will be able to:
Gymnastics Movement Gymnastics: Rivers & Dance: World War 2		Gymnastics Movement	Gymnastics: Rivers &	Dance: World War 2
Mountains				

 describe how to 		describe some of the
perform the new	 create a good range of 	
movements learnt in the	shapes with a	features and steps of
	•	popular wartime dances;
unit;	gymnastics ribbon	• perform and link a wider
perform movements	to represent river	range of dance steps from
that show good	features;	the Charleston, Lambeth
understanding and	• use shape and	Walk and Lindy Hop;
control of the key skills	movement to represent	 describe what they have
needed;	the changing	done or changed in order
describe what they	course of a river and	to better their
have done or changed in	specific river features;	performance during a
order to better their	 create and hold a range 	lesson and unit;
performance during a	of balances that	 link a series of dance
lesson; • link a series of	represent	motifs to create a longer
	mountain shapes on one,	dance sequence which
movements together to	two, three and four	reflects a theme or tells a
create a routine with a	points of their bodies;	story;
theme or style; • practise and refine their	• move into and out of a	 work with others to
own movements and	balance or shape using	choreograph effective
'spot' and advise others	interesting	routines while recognising
around them.	and creative ways with	and developing their own
	fluency and control;	strengths and abilities
	 suggest a range of body 	within a group.
	shapes and balances to	
	depict	
	different mountain	
	features and work	
	collaboratively with	
	a partner to form them;	
	 work with a partner and 	
	as part of a group,	
	listening to and	
	sharing ideas and taking	
	the lead when	
	appropriate;	
	 perform a range of 	
	counterbalances with a	
	partner	
	experimenting with	
	different levels and	
	shapes;	
	 perform a range of 	
	more complex part-	
	weight partner	
	balances safely and	
	effectively;	
	 make positive 	
	contributions to my	
	group when creating	

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		and forming body shapes, balances and positions to represent mountain ranges; • think of, plan and perform a good range of rhythmic gymnastics, shapes, balances and movements that fit a river journey theme and purposefully vary elements to create different effects; • use a range of apparatus in creative ways as part of a sequence; • perform a good range of rhythmic gymnastics, shapes, balances and movements that fit a river journey theme and purposefully vary elements to create different effects; • say what is good about their own and others' performances and know how to make it better.	
Lead Enquiry Question (Composite Outcome)	How can I <u>swim</u> with a range of strokes and perform self-rescue?		
Component Questions (components to be explored throughout the unit)	Swimming CQ1: How can I swim front crawl? CQ2: How can I swim breaststroke? CG3: How can I swim back stroke? CG4: How can I perform butterfly kick?		



	CG5: How can I perform	
	water safety techniques	
	and self- rescue?	
Assessment Checkpoint	Children who are secure	
·	will be able to:	
	witt be abte to.	
	Que increasing a	
	Swimming	
	Green (Water Proofed)	
	 Distance 	
	Swimming	
	Swim unaided for 25m	
	using recognised arm &	
	leg movements;	
	competently,	
	confidently &	
	consistently	
	consistently	
	Stroke	
	Development	
	Swim for 10m on 3 of the	
	following strokes	
	(without buoyancy aids)	
	a. Front Crawl	
	b. Backstroke	
	c. Breaststroke	
	d. Butterfly Leg Kick	
	Water Safety	
	- Jump in from	
	poolside,	
	submerge & rise	
	to the surface	
	(1.5m minimum	
	depth)	
	- Float on front or	
	back without aids	
	for 20 seconds in	
	deep water, then	
	swim back to the	
	wall	
	- Tread Water in	
	deep water	
	without using	
	buoyancy aids for	
	30 seconds	
	- Perform a shout	
	& signal rescue	
	(unaided) for 30	
	seconds	
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	- Exit the water safely without using steps in deep water (1.2m minimum depth)		
2024/2025 Year 6	Spring 2	Summer 1	Summer 2
Lead Enquiry Question (Composite Outcome)	How can I compete in orienteering (<u>OAA</u>)?	How can I run at different pa implements and jump for he <u>athletics</u> ?	
Component Questions (components to be explored throughout the unit)	OAA CQ1: How can I work systematically and as part of a team to solve a range of problems? CQ2: How can I demonstrate positivity, perseverance and effective teamwork when completing a range of challenges? CQ3: How can I use a range of communication methods effectively during problem solving activities and challenges? CQ4: How can I demonstrate effective leadership skills and work together effectively to achieve a common goal?	Athletics CQ1: How do we practise an movement skills needed for CQ2: How do we work as a t perform a sprint relay? CQ3: How do we control run distances? CQ4: How do we refine my h CQ5: How do we practise an techniques? CQ6: How do we throw for o throw technique?	athletics? eam to competitively nning pace over a range of nurdling technique? nd refine jumping
	CQ5: How can I work effectively with others to complete a range of challenges and work effectively with others to plan and carry out a game plan (strategy)? CQ6: How can I compete		
Charles Source	in a timed orienteering team relay event and work as part of a team to		

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design a themed orienteering course? Assessment Checkpoint Children who are secure	
Assessment Checkpoint Children who are secure	
 Childler wild be secure will be able to: <u>OAA</u> use a step-by-step approach to solve problems; work effectively with others to solve problems, often with success; evaluate the problem-solving strategies used, in relation to both their own success as well as the success of the group; understand what perseverance is, how it is an important life skill and demonstrate this most of the time when faced with problems and challenges; show the ability to work effectively with others to achieve a common goal, often with success; usually approach tasks with a positive attitude; understand how to give verbal communication effectively and often demonstrate this by speaking clearly and concisely and checking everyone has understood; know different methods to communicate non-verbally and can use these effectively in a range of problem-solving activities; effectively lead a small group through a warm-up and/or cool-down activity; 	Children who are secure will be able to: Athletics • demonstrate an improvement in reaction speed through repetition; • execute the underarm throw with accuracy and success in isolation and sometimes in a game situation; • understand what an effective springing technique involves and work hard to improve theirs; • work well with team members to pass and receive the baton using the learned technique • demonstrate some endurance and stamina to be able to run for longer distances; • run at an appropriate pace to suit the activity, including speeding up at the end; • mostly use their preferred leg to lead with over the obstacles and maintain a consistent stride pattern; • demonstrate increasing coordination, speed and rhythm when hurdling; • demonstrate an effective technique for the three different jumps and gain good height and distance with them. • lead jumping activities effectively; • demonstrate an effective technique for the overhead heave throw technique and gain good distance with it; • effectively use different throwing techniques for distance and accuracy

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	have an important role		
	in the team, usually		
	cooperating well with		
	others;		
	 demonstrate some 		
	elements of good		
	leadership;		
	• work as part of a team,		
	often trying their best to		
	complete the		
	challenges;		
	 understand what a 		
	strategy is and the steps		
	needed to make and		
	carry out one effectively;		
	 demonstrate effective 		
	strategising at times;		
	 successfully orientate 		
	and follow a map to find		
	control points in timed		
	conditions;		
	 understand what 		
	orienteering involves and		
	use this knowledge to		
	help design a themed		
	orienteering activity that		
	includes the essential		
	features identified		
	(control card, map with		
	control points,		
	appropriate questions);		
	 work collaboratively to 		
	put on an appropriately		
	challenging orienteering		
	activity for a specified		
	group of children.		
ead Enquiry Question	How can I set and perform	How can play well	How can play well
Composite Outcome)	a challenging, motivating	competitively in striking	competitively in
	circuit to increase my	and fielding games?	volleyball?
	fitness?		
omponent Questions	Circuit Training	Striking & Fielding Games	Net & Wall Games:
components to be explored nroughout the unit)			<u>Volleyball</u>
inoughout the unity	CQ1: How do we exercise	CQ1: How can I react	
	safely?	quickly and catch balls	CQ1: How can I develop
		thrown at different	movement and passing
		thrown at anterent	
	CQ2: How and why do we	heights and angles?	skills in volleyball?
	CQ2: How and why do we exercise at different levels		skills in volleyball?
	exercise at different levels	heights and angles?	
	exercise at different levels	heights and angles? CQ2: How can I attack the	CQ2: How can I perform
	exercise at different levels of intensity?	heights and angles? CQ2: How can I attack the ball using effective fielding	CQ2: How can I perform an underarm volleyball

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	CQ4: How does exercise improve physical strength?	CQ3: How can I throw the ball accurately over a large distance? CQ4: How can I strike a bowled ball over a large distance into space? CQ5: How can I bowl a ball overarm at a target? CQ6: How can I apply striking and fielding skills to complete a circuit of activities.	CQ3: How do I perform a set shot with control and accuracy? (To be able to pass the ball using different shots) CQ4: How do I perform a spike shot with control and accuracy? (To perform a block and understand the importance of timing with this move). CQ5: What are the rules of Newcomb ball during a game? CQ6: How can I use range of learnt volleyball skills in a Newcomb ball match? CQ7: How can I participate in a game of sitting volleyball?
Assessment Checkpoint	Children who are secure will be able to: <u>Circuit Training</u> • understand what circuit training involves and can follow instructions to complete a range of different 'medium' exercises; • identify two or more ways to exercise safely and follow these examples; • use the talk test to measure exercise intensity; • create a personal target, work towards it and can express how this feels; • identify which muscle groups are targeted in different exercises; • give instructions to complete four exercises,	Children who are secure will be able to: <u>Striking & Fielding Games</u> • strike a bowled ball in an intended direction, into space; • stop a ball using a range of techniques, including the long-barrier technique; • understand the active role of a fielder and know how to 'attack the ball'; • play cooperatively with teammates; making decisions when to run for points and when to not; • choose and use a range of simple tactics and strategies when striking and fielding.	Children who are secure will be able to: <u>Net & Wall Games:</u> <u>Volleyball</u> • use the ready position to carry out a pass or hit; • moves well around a space using the side-to- side step, to get into position to strike the ball; • executes a dig shot using the correct technique; • make good contact and show control when hitting a ball with their arm or hand; • use the correct technique to hit an underarm serve; • execute an underarm serve into a targeted area with some success; • set the ball using the correct technique;

with simple adaptations	• aim the ball in an
for ability;	intended direction, with
select exercises to suit	consistent accuracy;
particular needs	use dig or set shots to
	pass the ball, with
	consistent control;
	execute a spike or smash
	onto the ground using the
	correct technique and
	towards a target area;
	usually use the correct
	footwork when spiking the
	ball;
	use a block technique to
	deflect or stop a ball from
	coming back over the net,
	with some success;
	• time their block of a
	volleyball, usually with
	success;
	participates well and
	shows good
	sportsmanship in a
	Newcomb ball match;
	shows an understanding
	of the importance of
	communication and
	teamwork in a net and
	wall game;
	uses learnt volleyball
	skills in a Newcomb ball
	match;
	• understand why
	inclusiveness is important
	in games;
	• use different parts of the
	body to score points;
	showed a good
	understanding of the
	difference in rules
	between a sitting and
	standing volleyball game