Great Corby School and Nursery



Physical Education

PE Subject Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Introduction to PE	Fundamentals: Unit 1	Dance	Swimming Bowling	Gymnastics	Games Ball Skills
Class 1	Fundamentals Athletics	Yoga Dance	Gymnastics Dance	Swimming Balls Skills	Bowling Invasion Games	Team Building Net and Wall Games (Squash)
Class 2	Dance Gymnastics	Dance Bouldering	Swimming Yoga	Dodgeball Handball	Bowling Netball	Tennis OAA
Class 3	Bouldering Athletics	Dance Gymnastics	Dance Yoga	Dodgeball Handball	Bowling Netball	Tennis Swimming

Strand	Fundamental motor skills	Gymnastics	Outdoor and Adventurous Activities	Games	Dance	Swimming (and water safety)
	EYFS	EYFS	EYFS	EYFS	EYFS	EYFS
	Revise and refine the fundamental movement skills they've already acquired (rolling, crawling, walking, jumping, running, hopping, skipping and climbing). Develop the overall body strength, coordination, balance and agility needed to engage successfully in PE sessions. Confidently and safely use a range of small and large apparatus indoors and outdoors.	Revise and refine the fundamental movement skills they've already acquired (rolling, crawling, walking, jumping and hopping). Progress towards a more fluent style of moving with developing control and grace. Develop the overall body strength, coordination, balance and agility needed to engage successfully in PE sessions. Use their core muscle strength to achieve good posture. Confidently and safely use a range of small and large apparatus indoors and outdoors.	Based on Development Matters content. Develop the overall body strength, coordination, balance and agility needed to engage successfully in Outdoor activities. Confidently and safely use a range of small and large apparatus outdoors. Explore the natural world around them. Describe what they see, hear	Based on Development Matters content. Confidently and safely use a range of small and large apparatus indoors and outdoors. Further develop and refine a range of ball skills, including, throwing, catching, kicking, passing, batting and aiming. Develop confidence, competence, precisions and accuracy when engaging in activities that involve a ball. Build constructive and respectful relationships.	Based on Development Matters content. Revise and refine the fundamental movement skills they've already acquired (rolling, crawling, walking, jumping and hopping). Progress towards a more fluency style of moving with confidence and grace. Combine different movements with ease and fluency. Develop the overall body strength, coordination, balance and agility needed to engage successfully in PE sessions. Explore and engage in	Children in reception take part in a block of swimming sessions.
			and feel whilst they are outside.		music making and dance, performing solo or in groups.	

	ELG Gross Motor				Listen attentively, move to and talk about music expressing their feelings and responses.	
	Children at the expected level Negotiate space and Demonstrate streng Move energetically, ELG EAD Share their creation Perform songs, rhym ELG PSED Work and play coope	el of development will: I obstacles safely, with consth, balance and coordination such as running, jumping, do as explaining the process th as, stories and dances with cratively and take turns with new activities and show inde	n when playing incing, hopping, skipp ey have used others and move in the others.	ing, jumping time with music.	ace of challenge.	
Year Group	KS1 Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations. KS2	KS1 Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co- ordination, and begin to apply these in a range of activities KS2 Develop flexibility, strength, technique, control and balance	KS1 Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and coordination, and begin to apply these in a range of activities. KS2 Take part in outdoor and adventurous activity challenges both individually and within a team	KS1 Participate in team games, developing simple tactics for attacking and defending KS2 Play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders' and tennis], and apply basic principles suitable for attacking and defending	KS1 Perform dances using simple movement patterns. KS2 Perform dances using a range of movement patterns Compare their performances with previous ones and demonstrate improvement to achieve their personal best.	Swim competently, confidently and proficiently over a distance of at least 25 metres Use a range of strokes effectively [for example, front crawl, backstroke and breaststroke] Perform safe self-rescue in different water-based situations.

throwing and catching in isolation and in combination				
EYFS Run and stop with control. Explore skipping ad a travelling actions. Jump and hop with bent knees. Throwing larger balls and beanbags into a space. Balance whilst stationary and on the move. Change direction at a slow pace. Explore moving different body parts together.	Create shapes showing a basic level of stillness using different parts of their bodies. Begin to take weight on different body parts. Show shapes and actions that stretch their bodies. Copy and link simple actions together.	Follow simple instructions. Share their ideas with others. Explore activities making own decisions in response to task. Making decisions where to move in different spaces. Follow a path. Begin to identify personal success.	Drop and catch with two hands. Move a ball with feet, Throw and roll a variety of beanbags and larger balls to a space. Kick larger balls to a space. Stop a beanbag or a large ball sent to them using hands. Attempt to stop a large ball sent to them using feet. Hot a ball with hands. Run and stop when instructed. Move around showing an awareness of others. Make simple decisions in	Copy basic body actions and rhythms. Choose and use travelling, actions, shapes and balances. Travelling different pathways using the space around them. Begin to use dynamics and expression with guidance. Begin to count to music.

ling at like simple actions together. ce and hanging	Copy a simple diagram/map. Identify own and others success.	Kick towards a stationary target. Catch a beanbag and a medium size ball. Attempt to track balls and other equipment sent to them. Strike a stationary ball using a racket. Run, stop and change direction with some balance and control. Recognise space in relation to others. Begin to use simple tack	expressive qualities. Begin to use counts.	
• •	Follow instructions accurately	Begin to use simple tack ticks with guidance. Dribble a ball with two hands on the move.	Copy, remember and repeat a series of actions.	
	ling at like simple actions together. ce and hanging th and Perform balances on different body parts	ling at like simple actions together. Identify own and others success. The and like simple actions together. Identify own and others success. Follow instructions accurately	Remember, repeat and like simple actions together. Copy a simple diagram/map. Identify own and others success. Identify own and other equipment sent to them. Strike a stationary ball using a racket. Run, stop and change direction with some balance and control. Recognise space in relation to others. Begin to use simple tack ticks with guidance. Perform balances on different body parts with some control and Poribble a ball with two hands on the move.	Remember, repeat and like simple actions together. Catch a beanbag and a medium size ball. Identify own and others success. Attempt to track balls and other equipment sent to them. Strike a stationary ball using a racket. Run, stop and change direction with some balance and control. Recognise space in relation to others. Begin to use counts. Begin to use counts. Begin to use counts. Catch a beanbag and a medium size ball. Attempt to track balls and other equipment sent to them. Strike a stationary ball using a racket. Run, stop and change direction with some balance and control. Recognise space in relation to others. Begin to use simple tack ticks with guidance. Follow instructions accurately Dribble a ball with two hands on the move. Copy, remember and repeat a series of actions.

	Link running and jumping movements with some control and balance. Show hopping and jumping movements with some control and balance. Change technique to throw for difference. Show control and balance when travelling at different speeds. Demonstrate balance and coordination when changing direction. Performs actions with increasing control when coordinating their body with and without equipment. Show balance, coordination and technique when running at different speeds, stopping with control. Link running, hopping and jumping actions using different take-off and landing.	Take body weight on different body parts with and without apparatus. Show increased awareness of extension and flexibility in actions. Copy, remember, repeat and plan linking simple actions with some control and technique.	Work cooperatively with a partner and small group, taking turns and listening to each other. Try different ideas to solve a task. Follow and create a simple diagram/map Understand when a challenge is solved successfully and begin to suggest simple ways to improve.	Dribble a ball with some success, stopping it when required, Throw and roll towards a target using varying techniques with some success. Show balance when kicking towards a target. Catch an object passed to them, with and without a bounce. Move to track a ball and stop it using feet using limited success. Strike a ball using a racket. Run, stop and change direction with balance and control. Move to a space to help score goals or limit others scoring. Use simple tack ticks.	Select from a wider range of actions in relation to a stimulus. Use pathways, levels, shapes, directions, speeds and timings with guidance. Use mirroring and unison when completing actions with a partner. Show a character through actions, dynamics and expression. Use counts with help to stay in time with the music.	
Year 3	Show balance, coordination and techniques when running at different speeds, stopping with control.	Complete balances with increasing stability, control and technique. Demonstrate some strength and control	Follow instructions from a peer and give simple instructions.	Dribble a ball with one hand and some control in games situations.	Copy remember and preform a dance phrase.	Beginners Submerge and regain feet in the water.

	Link running, hopping and	when taking weight on	Work	Dribble a ball with feet	Create short dance	Breathe in sync with
	jumping actions using	different body parts	collaboratively	with some control in	phrases that	an isolated kicking
	different take-off and	for longer periods of	with a partner	game situations.	communicate an idea.	action from poolside.
	landing.	time.	and small group,			
	· · · · · · · · · · · · · · · · · · ·		listening to and	Use a variety of	Use cannon, unison,	Use arms and legs
	Jump for distance with	Demonstrate increased	accepting others	throwing techniques in	and formation to	together to move
	distance and height with an	flexibility and extension	ideas.	game situations.	represent an idea.	effectively across a
	awareness of technique.	in their actions.		3		short distance in the
	,		Plan and attempt	Kick towards a partner	Match dynamic and	water,
	Throw a variety of objects,	Choose actions that	to apply	in games situations.	expressive qualities to	,
	changing actions for	flow well into one	strategies to	in games en aunens.	a range of ideas.	Glide on front and
	accuracy and distance.	another both on and off	solve problems.	Catch a ball passed to	a range of races.	back over short
	2002, 20 7 2.12 2.212.20.	apparatus.	out of problems.	them with one and two	Use counts to keep in	distances.
	Demonstrate balance when	at the second	Orientate and	hands using some	time with a partner	
	preforming other		follow a	Success.	and group.	Float on front and
	fundamental skills.		diagram/map.		and group.	back for short periods
	Show balance when		aragi ami map.	Receive a ball sent to		of time.
	changing direction in		Reflect on when	them using different		of fillio.
	combination with other		and why	parts of the foot.		Confidently roll from
	skills.		challenges are	parts of the foot:		front to back and then
	SKIIIS.		solved	Strike a ball with		regain a standing
	Can coordinate their body		successfully and	varying techniques.		position.
	with increased consistency		use other's	varying recrimques.		position.
	in a variety of activities.		success to help	Change direction with		Developers
	in a variety of activities.		them improve.	increasing speed in		Confidently and
			ment improve.	game situations.		consistently retrieve
				game straations.		an object from the
				Use space with some		floor with the same
				success in game		breath.
				situations.		Di Carri.
				Straditions.		Begin to coordinate
				Use simple tack ticks		breath in time with
				individually and in a		basic strokes showing
				team.		some consistency and
				roam.		timing,
Year 4	Demonstrate how and when	Use body tension to	Accurately follow	Link dribbling the ball	Copy, remember and	···iiiig,
/ Eui T	to speed up and slow down	perform balances both	instructions given	with other actions and	adapt set	Demonstrate a fair
	when running	individually and with a	by a peer and	increasing control.	choreography.	level of technique,
	when i drilling	partner.	give clear and	mer easing control.	choreography.	consistently
		parmer.	useable			coordinating the
			docuble			coor amaring the

	Link hopping and jumping actions with some control/ Jump for distance in height showing balance and control. Throw with some accuracy and power towards a target area. Demonstrate good balance when performing other fundamental skills. Show balance when changing direction in speed in combination with other skills. Begin to coordinate their body in speed with response to a task.	Demonstrate increasing strength, control and technique when taking own and others weight. Demonstrate increased flexibility and extension n more challenging actions. Plan and perform sequences showing technique with and without a partner.	instructions to a peer. Confidently communicate ideas and listen to others before deciding on the best approach. Plan and apply strategies to solve problems Identify key symbols on a map and use a key to help navigate around a grid. Watch, describe and evaluate the effectiveness of their team strategy, giving ideas for improvement.	Change direction when dribbling with feet with some control in game situations. Use a variety of throwing techniques with increasing success in game situations. Kick with increasing success in game situations Catch a ball passed to them using one and two hands with increasing success. Receive a ball with different parts of the foot under pressure. Strike a ball with varying techniques with increasing accuracy. Change direction to lose an opponent with some success. Create a new space with some success in game situations. Use simple tack ticks to help their team score or	Choreograph considering structure individually, with a partner and a group. Use action and reaction to represent an idea. Change dynamics to express changes in character or narrative. Use counts when choreographing short phrases.	correct body parts in a range of strokes. Combing gliding and floating on front and back over an increased distance. Float on front and back using different shapes with increased control. Comfortably demonstrate sculling head first, feet first and treading water. Intermediate Confidently combine skills to retrieve an object from greater depth. Confidently coordinate a smooth and consistent breathing technique with a range of strokes. Confidently demonstrate good technique in a wider range of strokes over increased distances. Combine gliding and
Year 5	Run at the appropriate speed over longer distances	Show increasing control and balance when	Use clear communication when working in a	Use dribbling to change the direction of play	Accurately and repeat et choreography in different styles of	transition into an

or for longer periods of time,	moving from one balance to another.	group and taking on different	with some control under pressure.	dance showing a good sense of timing.	appropriate stroke with good control.
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				Create a new space for self and others with some success. Understand the need for tack ticks and can identify when to use them for different situations.	
Year 6	Demonstrate a controlled running technique using the appropriate speed over longer distances or for longer periods of time.	Combine and perform more complex balance with control, technique and fluency. Demonstrate more	Communicate with others clearly and effectively when under pressure.	Use dribbling to change the direction of play with control under pressure. Use a variety of	Perform dances confidently with fluency and accuracy and good timing. Work creatively and
	Link running, jumping and hopping actions with greater control and coordination.	complex actions with a good level of strength and technique. Confidently transition	Confident to lead others and show consideration of including all within a group.	dribbling techniques to maintain possession under pressure. Use a variety of	imaginatively individually, with a partner and in a group choreograph longer phrases and
	Performs jumps for height and distance using good technique.	from one action to another showing appropriate control and extension for the	Use critical thinking skills to form ideas and	throwing techniques including fake passes to outwit an opponent.	structured dance considering actions, space, relationship and the dynamics in
	Show accuracy and good technique when throwing for distance.	complexity of the action. Plan and perform with	strategies selecting and applying the best method to solve a	Select and apply the appropriate kicking technique with control.	relation to a theme. Improvise and combine dynamics
	Show fluency and control when travelling, landing, stopping and changing direction.	precision, control and fluency, a sequence of actions including a wide range of skills.	problem. Confidently and efficiently orientate a map,	Catch and intercept a ball with one and two hands with increasing success in game situations.	demonstrating an awareness on the impact on performance.
	Change direction with a fluent action and can transition smoothly between varying speeds.		identifying key feature to navigate around a course.	Receive a ball with consideration to the next move.	Use counts when choreographing and performing to improve the quality of work.

Can coordinate a range of	Accurately	Strike a ball using a
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body parts with a fluent	reflect on when	wider range of skills to
action at a speed	challenges are	outwit an opponent.
appropriate to the	solved	Apply these with
challenge.	successfully and	increasing control under
	suggest well	pressure.
	thought out	
	improvements.	Confidently change
		direction to
		successfully outwit an
		opponent.
		opponent.
		Cff adjust and a
		Effectively create a
		new space for self and
		others to outwit an
		opponent.
		Work collaboratively to
		create tack ticks within
		their team and evaluate
		the effectiveness of
		these.
		THESE.