



PE Whole School Curriculum Map

2021-2022

Specialist PE/ Sport Curriculum Support delivered via Education Enterprise each Monday afternoon.

Key Worker for support and delivery of programme is Tabitha Lemon

CURRICULUM SUPPORT (Monday pm)

- Autumn term – Team Walliams and Team Morpurgo
 - Spring Term – Team Cowell and Team Dahl
- Summer Term – Team Donaldson and Team Morprugo

Each Team will also have a range of additional opportunities to participate in competitions, leagues and festivals via Education Enterprise and Sainsbury's School Games

Team Donaldson - EYFS Physical Development	Moving and handling: children show good control and co-ordination in large and small movements. They move confidently in a range of ways, safely negotiating space. They handle equipment and tools effectively, including pencils for writing. Health and self-care: children know the importance for good health of physical exercise, and a healthy diet, and talk about ways to keep healthy and safe. They manage their own basic hygiene and personal needs successfully, including dressing and going to the toilet independently					
	Autumn		Spring		Summer	
EYFS	Dressing / un-dressing / self care Fundamental Movement Skills	Fundamental Movement Skills Dance	Fundamental Movement Skills Gymnastics	Fundamental Movement Skills Games based 'attacking and defending'	Athletics focus	OAA
YEAR 1	Fundamental Movement Skills Multi-skills Running, jumping, throwing, catching	Dance	Gymnastics	Fundamental Movement Skills Games based 'attacking and defending'	Athletics focus	Athletics focus OAA
YEAR 2	Fundamental Movement Skills Multi-skills -Running, jumping, throwing, catching	Dance	Gymnastics	Games Invasion games focus 'attacking and defending'	Athletics	Athletics OAA
YEAR 3	Games- Tag Rugby	Dance Swimming (*year 3 who cannot swim 25m)	Gymnastics Swimming (*year 3 who cannot swim 25m)	Games- Basketball or Netball	Games- Tennis Swimming (*year 3 who cannot swim 25m)	Athletics OAA Swimming* (*year 3 who cannot swim 25m)
YEAR 4	Games Swimming* (*year 4 who cannot swim 25m)	Dance Swimming* (*year 4 who cannot swim 25m)	Gymnastics Swimming (*year 4 who cannot swim 25m)	Games- Basketball or Hockey Swimming* (*year 4 who cannot swim 25m)	Games- Cricket Athletics Swimming* (*year 4 who cannot swim 25m)	Athletics OAA Swimming*
YEAR 5	Invasion Games Swimming* (*year 5 who cannot swim 25m)	Dance Swimming* (*year,5 who cannot swim 25m)	Gymnastics Swimming* (*year 5 who cannot swim 25m)	Games- Basketball or Hockey Swimming* (*year 5 who cannot swim 25m)	Games- Cricket/ Rounders Athletics Swimming* (*year 5 who cannot swim 25m)	Athletics OAA Swimming* (*year 5 who cannot swim 25m)
YEAR 6	Invasion Games Swimming* (*YEAR 6 who cannot swim 25m)	Dance Swimming* (*year 6 who cannot swim 25m)	Gymnastics Swimming* (*YEAR 6 who cannot swim 25m)	Games- Basketball or Hockey Swimming* (*year 6 who cannot swim 25m)	Games- Cricket/ Rounders Athletics Swimming* (*year 6 who cannot swim 25m)	Athletics OAA Swimming* (*year 6 who cannot swim 25m)

*Swimming- KS2 children will receive sustained swimming sessions across the year until they achieve competence and confidence in swimming a minimum of 25m.

Key areas- **Gymnastic skills** **Dance skills** **Games skills (including net/wall, invasion, striking and fielding)** **Athletics** **Swimming and Water safety**

Invasion Games- eg: Basketball, Football, Rugby, Hockey **Net/wall Games-** eg: Tennis, Volleyball, Squash, Badminton **Striking and fielding-** eg cricket, rounders.

EYFS/ KS1 Curriculum map- Assessment links

Please note CPD sessions will vary term by term due to availability of outside coaches.

The **1st session** of your CPD block should be used for **assessment**.

Please use the relevant **core tasks** and the **progression of skills documents** to assess the **strengths and weaknesses/ areas of development** and **next steps** for the children in your class.

Please note all areas when considering assessment- **'Doing, Thinking, Behaviour' & Relevant Fundamental Movement Skills**.

Team 1- EYFS Physical Development	Moving and handling: children show good control and co-ordination in large and small movements. They move confidently in a range of ways, safely negotiating space. They handle equipment and tools effectively, including pencils for writing. Health and self-care: children know the importance for good health of physical exercise, and a healthy diet, and talk about ways to keep healthy and safe. They manage their own basic hygiene and personal needs successfully, including dressing and going to the toilet independently.					
	Autumn		Spring		Summer	
EYFS	Dressing / un-dressing / self care Fundamental Movement Skills DCC-Beep-Beep &/OR DCC- Brave Little Bears	Moving and Handling Fundamental Movement Skills DCC-Searching for Teddy	Dance DCC- Dance your socks off	Gymnastics DCC- The Seaside or QCA TASK- 'MAKING SHAPES'	Athletics focus 'Saving the Princess' or QCA- 'Honey Pot'	OAA DCC-Brave Little Bears to the Rescue
YEAR 1	Fundamental Movement Skills QCA- 'Ten point hoop' (throwing and movement focus) Or Bean Bag Throw	Dance QCA- 'Moving Along' Or DCC- Themes and Dreams	Fundamental Movement Skills Games based 'attacking and defending' DCC –CORE TASK 'Rolla Ball' (sending, receiving outwitting opponents)	Gymnastics QCA TASK- Families of Actions	Athletics focus QCA – 'Honey Pot'	Athletics focus QCA – 'Colour match' OAA DCC Where Are we going?
YEAR 2	Fundamental Movement Skills Multi-skills-Running, throwing, catching, dodge QCA- Piggy in the Middle	Dance QCA- 'Cat Dance' or DCC- How does it feel?	Games- Multi-skills- kicking, running, Invasion games focus 'attacking and defending' DCC- Kick Rounder's	Gymnastics QCA TASK- Families of Actions OR QCA TASK- Balancing Act	Athletics QCA – 'Colour Match'	Athletics QCA – 'furthest five' OAA DCC- Gone Fishing

Invasion Games- eg: Basketball, Football, Rugby, Hockey **Net/wall Games-** eg: Tennis, Volleyball, Squash, Badminton **Striking and fielding-** eg cricket, rounders.

KS2 Curriculum map- Assessment links

Please note CPD sessions will vary term by term due to availability of outside coaches.

The **1st session** of your CPD block should be used for **assessment**.

Please use the relevant **core tasks** and the **progression of skills documents** to assess the **strengths and weaknesses/ areas of development** and **next steps** for the children in your class.

Please note all areas when considering assessment- **'Doing, Thinking, Behaviour' & Relevant Fundamental Movement Skills**.

	Autumn		Spring		Summer	
Year 3	Games- Tag Rugby QCA- 'On the attack'	Dance QCA- 'Round the Clock' OR DCC- Machines	Games- Basketball/Netball skills DCC- Fives and Threes	Gymnastics QCA- Balancing Act OR QCA 'Partner Work'	Games- Net/Wall Tennis DCC- Mini-Tennis 2 Athletics DCC- 'Off up and away'	Athletics DCC- Furthest Five, Take Aim, Pass the Baton OAA DCC- Shipwrecked
Year 4	Games- Tag Rugby QCA- 'On the attack'	Dance QCA- 'Round the Clock' or DCC-What's so funny?	Games- Basketball/ Hockey DCC- Fives and Threes or QCA- Calling the Shots	Gymnastics QCA 'Partner Work'	Games- Cricket DCC Zone Cricket Athletics DCC- 'Off up and away'	Athletics DCC- Furthest Five, Take Aim, Pass the Baton OAA QCA- Search and Rescue
Year 5	Invasion Games- Tag Rugby DCC- Grid Rugby	Dance QCA Indian Delight' or DCC-Masquerade	Games- Basketball/ Hockey QCA- Calling the Shots OR QCA- Wide Attack	Gymnastics QCA 'Partner Work' OR QCA 'Acrobatic Gymnastics'	Games- Cricket DCC Zone Cricket OR DCC -Pairs Cricket Level Athletics	Athletics DCC- Distance Challenge OAA QCA- Crystal Star Challenge
Year 6	Invasion Games- Tag Rugby/ Handball DCC- Grid Rugby	Dance QCA Indian Delight' or DCC-Masquerade	Games- Basketball/ Hockey QCA- Wide attack	Gymnastics QCA 'Acrobatic Gymnastics'	Games- Cricket DCC -Pairs Cricket Level Athletics	Athletics DCC- Distance Challenge OAA QCA- Crystal Star Challenge