Whole School Curriculum Overview – Physical Education

		Milestone 1 (Year 1 & 2)	Milestone 2 (Year 3 & 4)	Milestone 3 (Year 5 & 6)
	Games	Use the terms 'opponents' and 'teammate'.	Throw and catch with control and accuracy.	Choose and combine techniques in game situations (running, throwing, catching, passing, jumping and kicking etc).
		Use rolling, hitting, running, jumping, catching and kicking skills in combination.	Strike a ball and field with control.	Work alone, or with team mates in order to gain points or possession.
		Lead others when appropriate.	Choose appropriate tactics to cause problems for the opposition.	Strike a bowled or volleyed ball with accuracy.
			Follow the rules of the game and play fairly.	Use forehand or backhand when playing racket games.
			Maintain possession of a ball (with e.g. feet, a hockey stick or hands).	Field, defend and attack tactically by anticipating the direction of play.
			Pass to team mates at appropriate times.	Choose the most appropriate tactics for a game.
			Lead others and act as a respectful team member.	Uphold the spirit of fair play and respect in all competitive situations. Lead others when called upon and act as a
		Copy and remember moves and positions.	Plan, perform and repeat sequences.	good role model within a team. Compose creative and imaginative dance
	Dance	Move with careful control and	Move in a clear, fluent and expressive manner.	sequences. Perform expressively and hold precise and
		coordination. Link two or more actions to perform a	Refine movements into sequences.	strong body posture. Perform and create complex sequences.
estyle		sequence. Choose movements to communicate a	Create dances and movements that convey a	Express an idea in original and imaginative
lthy lif		mood, idea or feeling.	definite idea. Change speed and levels within a performance.	ways. Plan to perform with high energy, slow grace
l a hea			Change speed and levels within a performance.	or other themes and maintain this throughout a piece.
To develop practical skills in order to participate, compete and lead a healthy lifestyle			Develop physical strength and suppleness by practising moves and stretching.	Perform complex moves that combine strength and stamina gained through gymnastics activities (such as cartwheels or handstands).
	Gym	Move with some control and awareness of space. Link two or more actions to make a sequence. Show contrasts (such as small/tall, straight/curved, wide/narrow). Travel by rolling forwards, backwards and sideways.	Move in a clear, fluent and expressive manner. Refine movements into sequences. Show changes of direction, speed and level during a performance. Travel in a variety of ways, including flight, by transferring weight to generate power in	Create complex and well-executed sequences that include a full range of movements including:
		Hold a position whilst balancing on different points of the body. Climb safely on equipment. Stretch and curl to develop flexibility. Jump in a variety of ways and land with increasing control and balance.	movements. Show a kinaesthetic sense in order to improve the placement and alignment of body parts (e.g. in balances experiment to find out how get the centre of gravity successfully over base and organise body parts to create an interesting body shape). Swing and hang from equipment safely (using hands).	usually good in well-rehearsed actions). Practice and refine the gymnastic techniques used in performances (listed above). Use equipment to vault and to swing (remaining upright).
	Swimming	<u> </u>	Swim between 25 and 50 metres unaided. Use more than one stroke and coordinate broathing for the stroke being used.	Swim over 100 metres unaided. Use breast stroke, front crawl and back stroke, ensuring that breathing is correct so
			breathing for the stroke being used. Coordinate arm and leg movements.	stroke, ensuring that breathing is correct so as not to interrupt the pattern of swimming. Swim fluently with controlled strokes.
			Swim at the surface and below the water.	Turn efficiently at the end of a length.

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	Athletics		Sprint over a short distance up to 60 metres.	Combine sprinting with low hurdles over 60
				metres.
			Run over a longer distance, conserving energy in	Choose the best place for running over a
			order to sustain performance.	variety of distances.
			Use a range of throwing techniques (such as	Throw accurately and refine performance by
			under arm, over arm).	analysing technique and body shape.
			Throw with accuracy to hit a target or cover a	Show control in take-off and landings when
			distance.	jumping.
			Jump in a number of ways, using a run up where	Compete with others and keep track of
			appropriate.	personal best performances, setting targets
			Compete with others and aim to improve	for improvement.
			personal best performances.	
			Arrive properly equipped for outdoor and	Select appropriate equipment for outdoor
	Outdoor adventurous activities		adventurous activity.	and adventurous activity.
			Understand the need to show accomplishment	Identify possible risks and ways to manage
			in managing risks.	them, asking for and listening carefully to
			in managing risks.	expert advice.
			Show an ability to both lead and form part of a	Embrace both leadership and team roles and
			team.	gain the commitment and respect of a team.
			Support others and seek support if required	Empathise with others and offer support
			when the situation dictates.	without being asked. Seek support from the
			when the situation dictates.	team and experts if in any doubt.
			Show resilience when plans do not work and	Remain positive even in the most challenging
			initiative to try new ways of working.	circumstances, rallying others if need be.
			Use maps, compasses and digital devices to	Use a range of devices in order to orientate
			orientate themselves.	themselves.
			Remain aware of changing conditions and	Quickly assess changing conditions and adapt
			change plans if necessary.	plans to ensure safety comes first.
			Change plans it ficeessary.	plans to chaute safety comes mat.