

Physical Education Curriculum and Knowledge Map



Athletics Jumping/Throwing/Track

- To know to perform correct jumping methods (triple jump sequence hop, step jump and scissor jump from a short
- · To know to adapt the height of release during a throw to increase the distance achieved
- Pass a baton at speed using correct technique
- Sprint over small obstacles maintaining a consistent stride pattern.

Striking and Fielding

- Use a variety of locomotion and object control skills to score in small sided games.
- To be able to transition fluently from one type of skill to another e.g. hitting the ball and running.
- Move into space making decisions on where
- Decide when and if bases need to be covered.

- Throw accurately in a variety of ways towards several different targets including moving targets.
- To know to pass and receive a ball with changing speed and direction fluently and efficiently.
- To know to use a quick outlet pass when appropriate.
- Catch a ball in a variety of positions and with different degrees of force

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Striking and Fielding

- Use a variety of locomotion and object control skills to score in
- Be able to transition fluently from one type of skill to another. Hitting half and running. • Be able to transition fluently from the ball and running.
- Decide when and if bases need to
- Move into space, making decisions on when and where to move.

- Plan and organise a basic orienteering trail using a variety of map reading, compass skills and
- Identify possible risks and ways of managing them.
- Plan/do /review the problems faced.

Athletics Throwing

- To perform a javelin, throw with the correct technique.
- Refine performance by analysing technique and body
- To explain the difference between a push and pull throw

- With a partner, create a short dance to include canon, unison and gesture with a clear beginning, middle and end.
- To choreograph a short dance based on a
- · Give constructive feedback to peers respectfully.
- · Perform with focus towards an audience.

Net and Wall - Tennis

- To demonstrate a rally with effectively.
- To know how to give constructive feedback to help accuracy and skills
- To explain how to correctly perform a forehand shot.

Invasion games -Football

- To know how to pass a ball and immediately move into a space to support teammates
- To know how to adjust backswing step and approach to make an accurate shot.
- To know to recognise the nature and consequences of discrimination, teasing, bullying and aggressive behaviour.

- Choose contrasting actions, speeds, canon and unison, symmetry and asymmetry to add interest to a sequence
- Describe how core muscles are being used to
- Evaluate and constructively feedback on the
- To know the importance of positive self-talk.

- Use a variety of shots for long and short delivery.
- Make power over accuracy decisions
- To know to pass a ball and immediately move into a space to support their teammates.
- Employ feinting techniques.

- sequences that include a full range of movements (jumps, rolls, balances, travelling and weight on hands.)
- Vault on or over a box placed
- Choose contrasting actions, levels, speeds, effort, adding cannon and unison, symmetry, and asymmetry to add interest to the sequence



Striking and fielding Revisit

- To communicate effectively during a game
- Demonstrate a mature pattern in a variety of locomotion skills during small sided games and activities.
- Throw accurately towards several different targets.
- To strike a ball in motion.

Invasion Games -Dodaeball

- Pass and receive a ball with hands or implement while on the move.
- Dribble a ball with hands while changing speed and direction, fluently and efficiently.
- Work within the strategy of a
- Use a variety of shots for short or long delivery

Striking and fielding-

- To communicate effectively during a game
- Demonstrate a mature pattern in a variety of locomotion skills during small sided games and
- Throw accurately towards a number of different targets.
- To strike a ball in motion.

Gumnastics

- Create a sequence with a partner or small group to include simple partner balances
- Practise and refine the gymnastics techniques used in performances.
- Enter and exit actions in a variety of ways eg arabesque into a forward roll.

Invasion games -Hockey

- Use a variety of shots for long and short delivery
- Correct position of holding
- Competently dribble the ball around cones and increased accuracy of shot
- · Moving into space to be

Dance

- To Know to use compositional devices effectively when creating a dance for an audience. (Counterpoint and
- complement)
- To know to perform a short dance using key features from a culture or

Engage actively in a PE lesson including those that may not be their preference

Athletics- Throwing/Jumping

- · To know to use different throws to meet the requirements of the distance (Overarm, underarm, pushthrow etc)
- Check there is a safe place to throw
- Compete against self to improve personal best distance.
- To know to jump for distance using one foot to 2 feet with a short run

Athletics- Running

- · To perform a relay change over transition
- · To describe the effect of exercise and what effect it has on the body.
- To sustain jogging or running at a constant pace for an increased amount of time
- To sprint from a static position and to explain the best sprint technique.

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Football

- To strike a ball with power and accuracy.
- Move into a space to be passed to or to move with
- · Defend a space or player.
- To work well with others regardless of their ability.

- To participate in a range of problem solving and adventure gam introducing additional variations such as non
- verbal communication, no physical
 - To make sure everyone is involved in the group and their voice heard.

- Demonstrate a variety of locomotion skills during small sized games and activities.
- Throw in a variety of ways eg chest pass, over arm.
- To understand the rules of the game and to know where each player can be on the court.

Net and wall (Tennis)

- To return a ball with a racket.
- · To explain how to correctly perform a forehand shot.
- To know how to adapt movement to catch a ball in a variety of positions (high, low, near to the body).
- · To pass and receive a ball with an implement whilst moving



