

Year Reception					
Unit/Topic	National Curriculum objectives	Sticky knowledge	New vocabulary	Skill Development	Enrichment
Gymnastics unit 1  Dance unit 1	Children at the expected level of development will:  - Negotiate space and obstacles safely, with consideration for themselves and others  - Demonstrate strength, balance and coordination when playing  - Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.  .	Make different shapes you're your body.  Move your body to different instructions.  Take off and land safely when jumping.  Control and move objects such a beanbags and balls  Copy and repeat movements.  Be able to balance in different ways.  Move in response to feelings and actions.  Move like animals and join movements together with a partner.  Create short performances in response to different stimuli. (Theme parks, seasons, transport, people)  Work as a group to produce a performance.	Balance Control Slow Fast Jump Link Movement Strength Slide Crawl Gallop Hop Dance Fast slow Stretch Turn Twist Theme Mood Start Middle End	<ul> <li>Move on feet: Skipping, jumping, walking, running, hopping</li> <li>Move on large body parts: Sliding slithering rolling shuffling</li> <li>Move with energy: running, jumping, dancing, ,climbing</li> <li>Jump and land safely</li> <li>Negotiate space</li> <li>Adjust speed and change direction</li> <li>Travel with confidence: under, over, through, around</li> <li>Show control over an object: rolling, patting, catching, pushing</li> <li>Show preference with a dominant hand</li> <li>Copy and follow instructions</li> </ul>	Sports Day Skipping workshop New play equipment Paralympics week
Gymnastics unit 2		Link 2 shapes and ways of travelling together. Perform an egg roll and log roll. Travel with a partner following pathways. Balance by tensing the body. Link movements together to tell a story. Create starting and ending positions.	Balance Control Slow Fast Link Movement Shape Slide Crawl Gallop Hop	<ul> <li>Demonstrate strength and balance</li> <li>Show independence resilience and perseverance</li> <li>Make bodies: tense relaxed, stretched and curled</li> </ul>	



Dance unit 2	Follow a movement pattern in time to music. Perform different roles in a dance. Repeat phrases in a dance. Perform actions to music. Perform dance actions/movements in a group.	Egg roll Log roll Pathway Tense Dance Fast slow Turn Twist Theme Mood Start Middle End Pattern Music
Speed and Agility unit 1	Move in different direction at speed. Participate in chasing games Change direction in response to a cue. Explore start and stop positions. Perform fast and slow movements.	Speed Fast Slow Position Control
Speed and Agility unit 2	Show control when stopping.  Move and object between a partners at speed.  Move by inching, crawling and jumping.  Jump in different ways.  Perform circle dances.  Perform with agility and strength a variety of runs.  Work as a team to complete obstacle courses.	Speed Inching Crawling Jumping Agility Strength Team work Obstacle



Year 1					
Unit/Topic	National Curriculum objectives	Sticky knowledge	New vocabulary	Skill Development	Enrichment
Gymnastics 1	To master basic movements and develop agility, balance and coordination (ABC's)  To extend performance in movements and sequences	Be confident controlling my body in gymnastics  Perform longer gymnastics sequences	Balance Body tension Carry Control Extension Fast Hang High Jump Link Low Movement Muscles Music Patterns Roll Shape Strength Timing	<ul> <li>Identify and use simple gymnastic shapes</li> <li>Apply basic strength to a range of gymnastic actions</li> <li>Begin to carry apparatus such as mats and benches</li> <li>Recognise like actions and to link them.</li> </ul>	Sports Day Skipping workshop After school clubs NHSSP competitions New play equipment Paralympics week
Dance 1	Extend coordination, flexibility and balance  Perform short single movement patterns  Watch others and say what they liked about a performance	Improve my control of the body  Dance to small patterns  Tell a classmate what they did good in their performance	Beat Curl Dance Fast High Low Rhythm Step Stretch Swing Turn Twist Theme Mood Static Start Middle End	<ul> <li>Respond to a range of stimuli and types of music</li> <li>Explore space, direction, levels and speed</li> <li>Experiment creating actions and performing movements with different body types</li> </ul>	



Gymnastics 2	To master basic movements and develop agility, balance and coordination (ABC's)  To extend performances in movement patterns and sequences	Be confident controlling my body in gymnastics  Perform longer gymnastics sequences	Balance Body tension Carry Control Extension Fast Hang High Jump Link Low Movement Muscles Music Patterns Roll Shape Sequence Strength Timing	<ul> <li>Perform a variety of basic gymnastic actions showing control</li> <li>Introduce turn, twist, spin, rock and roll and link these into movement patterns</li> <li>Perform longer movement phrases and link with confidence</li> </ul>
Dance 2	To become increasingly confident in simple body actions and shapes  To choose and develop simple actions independently and apply to a movement pattern	Be confident in creating different shapes and actions with our bodies  Create a small pattern alone and use it in a small dance	Music player Music Cones Hoops Throw down spots Teacher cards Nursery rhyme print out Whiteboard Marker	<ul> <li>Be able to build simple movement patterns from given actions</li> <li>Compose and link actions to make simple movement phrases</li> <li>Respond appropriately to supporting concepts such as canon and levels</li> </ul>
Athletics for full summer term	Engage in competitive activities against self and others  Master basic running, jumping and throwing skills	Take part in competitions against others and in events where I can improve  Be confident running, jumping and throwing	Backwards Distance Furthest High Hop Medium Fast Sideways Skip	Begin to link running and jumping      Learn to refine a range of running which includes varying pathways and speeds





Year 2					
Unit/Topic	National Curriculum objectives	Sticky knowledge	New vocabulary	Skill Development	Enrichment
Attack – Defend – Shoot Unit 1	Develop eye to foot coordination  Participate in increasingly challenging game situations	Use my eyes and feet together for actions  Play in challenging games	Aim Attack Compete Controlling Cooperate Defend Direction Fluency Following Heart rate Kick Outwit Physical Activity Pitch Play against Rebound Receive Scoring Send Speed	<ul> <li>To kick the ball with the inside of the foot</li> <li>To control the ball with your foot</li> <li>To bounce the ball to pass</li> <li>To jog whilst dribbling a ball</li> <li>To pass the ball forwards to shoot</li> </ul>	Sports Day Skipping workshop After school clubs NHSSP competitions Sports Leaders New play equipment Paralympics week
Dance Unit 1	Become increasingly competent and confident in fundamental basic ABC in relation to dance activity  Develop and perform simple movement patterns	Use my body with control in a range of ways to dance Create and perform dances	Dance Twist Turn Rhythm Step Music Beat Stretch Feet Curl High Low Fast Slow Direction Huddle	<ul> <li>To explore different body actions</li> <li>Create a start and finish position</li> <li>To develop and improve work</li> <li>To use unison and canon in a dance</li> <li>To help others improve their work</li> </ul>	



			Group Mood Feeling Musicality Respond Galloping Flying Jumping	<ul> <li>Create actions based on a story</li> <li>To change a dance using direction and speed</li> <li>To time a dance with music</li> <li>To use formations in a dance</li> <li>To perform a dance with feeling and mood</li> </ul>
Attack, - Defend - Shoot Unit 2	Apply agility, balance and coordination to a range of basic skills  Participate in increasingly challenging game situations  Participate in team game development and simple tactics for attacking and defending	Improve my body control to a range of games  Play in games where there can be a winner and loser  Take part in team games attacking and defending	Send Receive Defend Attack Compete Play against Cooperate Fluency Physical activity Heart rate Pitch Outwit Kick Rebound Aim Speed Direction Scoring Controlling Following Tactics Opponent	<ul> <li>To practice throwing with different equipment</li> <li>To move after passing a ball to find space or receive the ball again</li> <li>To pass and move going forwards</li> <li>To examine the role of a goalkeeper</li> <li>Perform defensively in a game scenario</li> <li>Explore the concept of intercepting in an invasion game</li> <li>Carefully select when to intercept</li> </ul>
Gymnastics Unit 1	Become increasingly competent and confident in fundamental basic ABC in	Use my body with control in a range of ways to complete	Jump Roll Balance Control	Perform a recognised start and finish shape



	relation to gymnastic	gymnastics	Speed	Combine rolling,
	activity	activities	Link	balance, jumping,
			Slow	rocking and spinning
	Develop and perform	Create and perform	Fast	
	simple sequences	gymnastic	High	Show ways to jump with
		sequences	Low	power and control
			Shape	
			Sequence	Link movement fluently
			Pattern	and seamlessly
			Movement	
			Music	Choose, adapt and
			Timing	perform shapes at
			Hang	different levels
			Like	
			Carry	Identify suitable speeds
			Relaxation	for different types of
			Extension	travel
			Body tension	
			Muscles	Perform and judge a
			Strength	sequence of between
			Rock	four and six elements
			Roll	
			Turn	
			Spin	
Run, jump, throw	Develop agility in running	Improve my	Run	Show awareness of
Unit 1		reactions in running	Throw	others while carrying out
	Participate in competitions		Handle	running activities
	for running, jumping and	Take part in	Hop	
	throwing	competitions for	Skip	Create power in legs
		running, jumping	Step	when turning
		and throwing	Forwards	
			Backwards	To effectively perform
			Sideways	and adapt a burpee
			Throw	
			High	Identify and select
			Far	different throws for
			Straight	different games
			Furthest	
			Distance	Develop quickness of
			Fast	feet
			Slow	



Dance Unit 2	Develop competence  To perform a simple movement pattern (motif) in a given formation	Improve my dance ability  Dance a simple movement with teacher support  Create and perform	Medium Link Skipping Power Quick Burpee Obstacle Control Stamina Static Dynamic collect Unison Phrase Link Dance Dynamic Independent Pair Clock face Time Motif Freestyle Formation On stage Off stage Mirror Match Copy Repeat Mood Emotion Balance	<ul> <li>Recognise the difference between dynamic and static balances</li> <li>Identify emotion and contrast in emotion</li> <li>Use a clock face to create dance moves</li> <li>Link phases to create a longer dance piece</li> <li>Watch, copy and repeat learnt skills to create a motif</li> <li>Perform a motif in different formations</li> <li>Practice switching from a group formation to a whole class performance</li> <li>Introduce and practice</li> </ul>	
Unit 2	Become increasingly competent and confident in fundamental ABC in relation to gymnastic activity	a simple gymnastics sequence Use my body with control in a range of ways to	Body tension Carry Control Extension Fast Hang High	Improve body control through arch and dish movements	



		complete	Jump	Introduce back support
		gymnastics	Like	and crab actions
		activities	Link	
			Low	Refine frog jumping and
			Movement	L sitting
			Muscle	
			Music	Accurately recreate pike
			Pattern	and shape and broad
			Relaxation	jump in a short sequence
			Rock	Jamp in a chart so quento
			Roll	Perform with rhythm and
			Sequence	control
			Shape	
			Slow	Develop an atheistically
			Speed	pleasing routine
			Spin Spin	pleasing realine
			Strength	
			Timing	
			Travel	
			Turn	
Run, jump, throw	Build competence in a	Become more	Lunges	To verbalise feelings of
Unit 2	range of athletic type	confident in athletic	Strength	an activity
	activities including running,	events	Power	
	jumping and throwing		Repetition	To develop strength in a
		Take part in events	Power	range of body positions
	Compete as an individually	as a team and	Accuracy	
	and participate in team	alone	Burn	Develop muscle strength
	games		Stamina	to create power
			Fitness	·
			Persevere	Develop a breathing
			Tally	technique for running
			Develop	
			Lap	Work cooperatively with
			Cooperate	others
			compete	
				Throw and catch a ball
				through a moving target
				Persevere to complete a
				task



Send and return Unit 1	Participate in modified net/wall games	Take part in net/ wall games	Hit Collect Stop	Anticipate the path and movement of a ball by being on your toes
	Combine isolated skills eg moving towards a ball to make contact  Compete and self and others to score points	Use two skills together to hit a ball Play against others and myself to score points	Net Throw Strike Catch Bowl Feed Pick up Hitter Forehand Backhand Court Serve Bounce Drop Badminton Tennis Volleyball Squash Shuttlecock Racquet	<ul> <li>Identify dominant and non – dominant sides</li> <li>Practice basic service rules</li> <li>Push off feet to change direction</li> <li>To hold a racquet and self-feed</li> <li>Combine skills to perform a rally with peers</li> </ul>
Hit, catch, run Unit 1	Develop eye to hand coordination for hitting  Participate in striking and fielding game situations	Use my eyes and feet together for actions  Play games where I need to hit and catch a ball	Hit Catch Wicket Bats Bowl Feed Throw Catch Underarm Overarm Field Hitter Bowler Umpire Posts Stumps	<ul> <li>To hit objects with hands or with a bat</li> <li>To run to score points</li> <li>To bowl a ball using an underarm throw</li> <li>To hit a ball to different targets</li> <li>Field to catch and throw to teammates to stop opponents scoring runs</li> </ul>



					Ta mala sim di
				•	To make simple
					justifiable choices about
				<u> </u>	where to hit a ball
OAA	Engage in cooperative	Take part in a	Reach	•	Use searching skills to
	activities in a range of	range of activities	Search		find given items from
	increasingly challenging	in difficult situations	Find		clues and pictures
	situations		Teamwork		
			Speed	•	Work as a pair to
			Verbal		navigate space
			Tactile		
			Map	•	Use an develop unusual
			Key		equipment to develop
			Equipment		coordination, problem
			Variety		solving and motor skills
			Recognition		corving and motor oxilis
			Symbols		Recap handling, ordering
			Compose		and organising speed
			Unison		stack cups
					Stack cups
					Lead someone who is
				•	blindfolded using verbal
					and tactile clues
					and tactile cides
					Do lad by compone who
				•	Be led by someone who
0	Fruth an develop to stice!	Incompany and the ation	Front		is blindfolded
Send and return Unit 2	Further develop tactical	Improve my tactics	Front	•	To feed a ball
Unit 2	play	in ball games	Back		consistently with
	Combine ability in a suiden	Han alilla Lhaire	Court		accuracy
	Combine skills in a wider	Use skills I have	Serve		
	variety of net/wall games	learnt in other topic	Receive	•	Move the ball around the
		in other games	Send		court with accuracy
			Feed		
			Feeder	•	Identify space to expose
			Volleyball		your opponent
			Tactics		
			Compete	•	Use a range of skills to
			Score		serve
			Umpire		
			Wide	•	To strike a volleyball with
			Deep		an overarm shot
	1		I .		



	Rotate		
		To play competitively	
		and manage self	



Year 3					
Unit/Topic	National Curriculum objectives	Sticky knowledge	New vocabulary	Skill Development	Enrichment
Basketball/Netball	Play competitively using basketball and netball rules  Work to improve strength, stamina and flexibility to help with basketball and netball skills	Play in games using basketball rules  Practice to improve fitness to help in basketball and netball games	Blocking Pivot Forward Reverse Exploit Lay off Accurately Rebound Fake Feint	<ul> <li>To block an opponent taking a shot</li> <li>Use correct foot placement to forward pivot</li> <li>Use forward pass to create space and exploit defences</li> <li>To practice one handed push passes</li> <li>Use the box out technique to create space to win a rebound</li> <li>Replicate the triple threat positon and explain its effectiveness</li> </ul>	Sports Day Skipping workshop Swimming gala After school clubs NHSSP competitions Sports Leaders New play equipment Paralympics week
Gymnastics Unit 1	Devise simple sequences using compositional ideas  Master basic movements including leaping, jumping, balancing and stretching  Work collaboratively to adapt, change and improve individual sequence	Create simple gymnastic routines  Be confident simple gymnastic movements  Work with others to change and improve sequences	Fluency Contrasting Unison Low Combinations Full turn Half turn Sustained Explosive Power Control Group Similar Different	<ul> <li>Demonstrate extension in shape</li> <li>Produce flow in a sequence</li> <li>Move in and out of contrasting shapes with fluency</li> <li>Show body control and strength when rolling</li> <li>To jump for height and distance</li> </ul>	



				•	Perform in unison with a partner
				•	Start and finish a sequence as a group
Hockey	Play in competitive games developing agility  Able to recognise where improvements can be made in their work  Select and combine more complex skills in game situations	Improve agility through games  Notice where improvements can be made  Use skills learnt in lessons in hockey games	Hockey Sticks Pitch Run Agility Stop Trap Attack Shoot Control Aim Defend Attack Tackle Block Ball Quick sticks Staff	•	Show close control with the ball using the flat of the stick  Pass the space into space  Position the body in preparation for tackling  Stop and control the ball from varying speeds  Practice improving agility skills  Avoid foot contact with the ball
Dance Unit 1	Develop and perform simple routines  Perform to an audience	Create and dance a simple routine  Dance to an audience	Dance Twist Turn Rhythm Step Beat Stretch Levels Fast Slow Direction Huddle Group Mood Feeling Musicality	•	Show awareness of dance choreography  Perform as two contrasting characters  Develop movements using improvisation  Use a prop to aid a sequence in a routine  Include facial expression in a performance



			Emotions Facial expressions Improvisation Rehearse Director	Describe an evaluate features of a dance
Indoor athletics	Compete against self and others developing simple technique  Master basic movement including running, throwing and jumping  Work collaboratively and individually to help improve self and others	Compete against others and improve personal targets in athletics  Be confident running, throwing and jumping  Work together and alone to improve others and my performance	Run Jump Throw Agility Power Speed Track Force Distance Curve Accelerate Hurdles Foam javelins Vortex Howler Bounce Pull Record Pace Approach Combine	<ul> <li>Challenge yourself to jump in a variety of ways</li> <li>Beat previous distance when jumping</li> <li>Recognise the difference between, fast, medium and slow pace</li> <li>Combine running and jumping using hurdles</li> <li>Throw for accuracy and distance</li> <li>Participate in skipping challenges against self and others</li> <li>Work as a group to record points</li> </ul>
Gymnastics Unit 2	Perform with control and confidence actions  Develop a broader range of new actions  Work individually to improve a sequence	Perform gymnastic retunes confidently  Perform new actions in routines  Work alone to improve a sequence	Fluency Contrasting Unison Low Combinations Full turn Half turn Sustained Explosive Power Control Group	<ul> <li>Introduce learning towards "Japana"</li> <li>Link smoothly Japana – arch – front support – lower to ground</li> <li>Bounce and broad jump in sequence</li> <li>Introduce dish and leg raise with half lever</li> </ul>



			Similar Different Bounce Box splits Dynamic static	<ul> <li>Show body control to link movements fluently</li> <li>Introduce box splits and variations of right and left</li> <li>Perform demonstrating flexibility and extension in actions</li> </ul>
Dance Unit 2	Develop and perform simple routines  Perform to an audience	Create and perform a dance  Dance to an audience	Do Se Do Hop step ball change Dynamics Partner work Floor patterns Shape Angular Energetic Strong Mirroring linear	<ul> <li>Perform Do Se Do, heel dig gallop and split tuck jump effectively</li> <li>Work as a team to follow floor patterns and create shapes</li> <li>Produce dance movements which demonstrate the stylistic dynamics aimed</li> <li>Create dance actions that suit the genre provided</li> <li>Create an action with a partner</li> <li>Apply feedback to others' performances</li> </ul>
Tag Rugby	Play in competitive games developing basic tactics  Master basic movements including change of speed, throwing and catching	Improve my knowledge of tactics through games  Be confident in basic tag rugby movements	Space Pass Accurately Mark Dodge Attack Defend Footwork	Handle a rugby ball with confidence      Evade attackers using footwork and body control



	Work collaboratively to use basic tactics for attack	Work together to attack and defend	Possession Change of direction Tactics Teamwork Zones Intercept Sidestep Send Tag Release Safe Passing back Feint	<ul> <li>Link skills to perform as a team in attack</li> <li>Use basic game principles of tag rugby and play within simpler rules</li> </ul>
Outdoor athletics	Compete against self and others developing simple technique  Master basic movement including running, throwing and jumping  Work collaboratively and individually to help improve self and others	Compete against others and improve personal targets in athletics  Be confident running, throwing and jumping  Work together and alone to improve others and my performance	Run Jump Throw Agility Power Speed Track Force Distance Curve Accelerate Hurdles Foam javelins Vortex Howler Bounce Pull Record Pace Approach Combine	<ul> <li>Challenge yourself to jump in a variety of ways</li> <li>Beat previous distance when jumping</li> <li>Recognise the difference between, fast, medium and slow pace</li> <li>Combine running and jumping using hurdles</li> <li>Throw for accuracy and distance</li> <li>Participate in skipping challenges against self and others</li> <li>Work as a group to record points</li> </ul>
Swimming	Swim competently, confidently and proficiently over a distance of at least 25 metres	Swim confidently over 25 metres  Swim in a wide range of ways	Backstroke Breaststroke Butterfly Dolphin kick Flutter kick	Submerge and regain feet in the water.



	Use a range of strokes effectively for example, front crawl, backstroke and breaststroke Perform safe self-rescue in different water-based situations.	Perform safe- rescue when needed	Freestyle Frog kick Lap Medley Open water Relay Starting block Stroke Touch pad	<ul> <li>Breathe in sync with an isolated kicking action from poolside.</li> <li>Use arms and legs together to move effectively across a short distance in the water</li> <li>Glide on front and back over short distances</li> <li>Float on front and back for short periods of time.</li> <li>Confidently roll from front to back and then regain a standing position.</li> </ul>
Cricket	Play in competitive games developing simple tactics  Master basic movements including running, throwing, catching and striking  Work collaboratively to use basic tactics for batting and fielding	Improve my cricket tactics through games  Be confident in simple cricket movements  Work together and alone to improve others and my performance	Batting Fielding Bowling Bat Wicket Stumps Ball Crease Boundary Run Batsman Bowler Wicketkeeper Field Innings	<ul> <li>Hit a stationary ball into space</li> <li>Throw a ball at a target using an underarm throw</li> <li>Strike a bowled ball focussing on foot placement when striking</li> <li>Stop a moving ball with consistency</li> <li>Collect and return a moving ball</li> <li>Use an overarm throw when throwing for distance</li> <li>Introduce the role of a wicketkeeper</li> </ul>



Swimming	Swim competently, confidently and proficiently over a distance of at least	Swim confidently over 25 metres	Backstroke Breaststroke Butterfly	Submerge and regain feet in the water.
	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.	Swim in a wide range of ways  Perform safe-rescue when needed	Butterfly Dolphin kick Flutter kick Freestyle Frog kick Lap Medley Open water Relay Starting block Stroke Touch pad	<ul> <li>Breathe in sync with an isolated kicking action from poolside.</li> <li>Use arms and legs together to move effectively across a short distance in the water</li> <li>Glide on front and back over short distances</li> <li>Float on front and back for short periods of time.</li> </ul>
				Confidently roll from front to back and then regain a standing position.



Year 4					
Unit/Topic	National Curriculum objectives	Sticky knowledge	New vocabulary	Skill Development	Enrichment
Basketball/Netball	Compete as part of a team  Master basic skills including throwing, catching, shooting, attacking and defending  Work collaboratively and individually to improve self and others	Play as part of a team  Be confident in basic basketball and netball skills  Work together and alone to improve others and my performance	Turnover Double dribble Cross over ball Tip off Intercept Bounce pass Jump shot Opposed Violation Jump shot Travel Walking Steps Dead ball Forfeit Outwit	<ul> <li>Apply pressure as a defender to an attacker</li> <li>Perform a crossover dribble in isolation and attempt to perform in a game scenario</li> <li>'Man to man' mark the player with the ball</li> <li>Use the bounce pass appropriately in a game</li> <li>Use the jump shot when shooting in isolation and attempt in a game scenario</li> <li>Select appropriately when to use the jump shot</li> </ul>	Sports Day Skipping workshop Swimming gala After school clubs NHSSP competitions Sports Leaders New play equipment Paralympics week
Gymnastics Unit 1	Develop strength and stamina through sustained periods of vigorous activity  Practice and implement runs, leaps, jumps and locomotion in more complex sequences  Work collaboratively to perform with a partner	Improve my fitness through different activities  Practice and improve a range of gymnastics skills  Practice and perform with a partner	Fluency Contrasting Unison Low Combination Full turn Half turn Sustained Explosive Power Control Group Similar Different Direction	<ul> <li>Develop changes of speed in actions</li> <li>Use the STEP model</li> <li>Develop ability to perform a cartwheel</li> <li>Develop four compositional ideas</li> <li>Cooperate with group members to create and perform a sequence</li> </ul>	



			Speed Partner Actions Compositional Stamina Leap	•	Act as judges to evaluate sequences
Hockey	Play in competitive games developing stamina and endurance  Practice and use running, sprinting and dynamic balance in games  Work collaboratively to use basic tactics for defending and attacking	Play in games to improve fitness  Practice my movements in games  Work together with others to attack and defend	Control Use space Defend Attack Dribble Pass Push Slap Tactics Compete Collaborate Teamwork Score Shoot	•	To consistently perform basic hockey skills such as dribbling and push passes  Implement basic rules of hockey  Develop tactics and apply them in competitive tactics  Increase speed and endurance during gameplay.
Dance Unit 1	Perform routines to audiences  Perform using a range of movement patterns and set phrases  Work collaboratively in groups	Dance a routine to others  Dance using a range of patterns and phrases  Work together in groups	Dance Turn Rhythm Stretch Levels Fast Slow Direction Huddle Mood Feelings Emotions Facial expression Improvisation Choreographer Director Rehearse Slide Formation	•	Work to include freeze fames in routines  Practice and perform a variety of different formations in dance  Practice and perform a slide and roll  Perform in cannon routines and cannon lines  Develop a dance to perform as a group with a set starting position.



			Freeze frame		
Indoor athletics	Compete against self and others developing simple techniques  Master basic movements including running, throwing and jumping  Work collaboratively and individually to improve self and others.	Attempt to improve my scores in a range of events  Be confident running, throwing and jumping  Work together and alone to improve others and my performance	Run Jump Throw Agility Power Speed Track ' Force Distance Curve Accelerate Hurdles Foam javelins Vortex Howler Take off Accuracy	•	Using running, jumping and throwing stations, investigating in small groups different ways of performing these activities  Use a variety of equipment, ways of measuring and timing, comparing the effectiveness of different styles of runs, jumps and throws.
Swimming	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.	Swim freely over 25 metres  Swim in a range of ways  Use safe rescue when needed		•	Confidently and consistently retrieve an object from the floor with the same breath.  Begin to co-ordinate breath in time with basic strokes showing some consistency in timing.  Demonstrate a fair level of technique, consistently co-ordinating the correct body parts in a range of strokes.  Combine gliding and floating on front and back over an increased distance.



Tag Rugby	Develop speed and stamina in competitive games  Practice and use running	Improve my fitness through games  Practice my running and	Passing Running Balance Backwards Tag	•	Float on front and back using different shapes with increased control.  Comfortably demonstrate sculling head first, feet first and treading water.  To consistently perform basic tag rugby skills  Implement rules and develop tactics in
	and dynamic balance in games  Work as a team to use basic defending and attacking tactics in games	balance in games  Work as a team to attack and defend	Straight Space Teamwork Try – area Compete Evade Pace Pickup step	•	competitive situations Increase speed and build endurance during gameplay
Swimming	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.	Swim freely over 25 metres  Swim in a range of ways  Use safe rescue when needed	Backstroke Breaststroke Butterfly Dolphin kick Flutter kick Freestyle Frog kick Lap Medley Open water Relay Starting block Stroke Touch pad	•	Confidently and consistently retrieve an object from the floor with the same breath.  Begin to co-ordinate breath in time with basic strokes showing some consistency in timing.  Demonstrate a fair level of technique, consistently co-ordinating the correct body parts in a range of strokes.  Combine gliding and floating on front and back



Compete against self and others developing simple techniques  Master basic movements including running, throwing and jumping  Work collaboratively and individually to improve self and others.	Attempt to improve my scores in a range of events  Be confident running, throwing and jumping  Work together and alone to improve others and my performance	Run Jump Throw Agility Power Speed Track ' Force Distance Curve Accelerate Hurdles Foam javelins Vortex Howler Take off Accuracy	• Full www. • Consideration of the construction of the constructio	Float on front and back using different shapes with increased control.  Comfortably demonstrate sculling head first, feet irst and treading water.  Using running, jumping and throwing stations, investigating in small groups different ways of performing these activities  Use a variety of equipment, ways of measuring and timing, comparing the effectiveness of different styles of runs, jumps and	
Play in competitive games developing speed and endurance	Play in games improving my speed and fitness	Batting Fielding Bowling Batting	ro a	ounders skills that can apply in a competitive	
Practice and use running, sprinting and dynamic balance in games  Work collaboratively to use basic tactics and strategies for batting and fielding	Improve running sprinting and balance in games  Work with others to bat and field	Ball Batsman Bowler Bases Field Innings Strike	o is c	of simple tactics in solation and in a game	
	others developing simple techniques  Master basic movements including running, throwing and jumping  Work collaboratively and individually to improve self and others.  Play in competitive games developing speed and endurance  Practice and use running, sprinting and dynamic balance in games  Work collaboratively to use basic tactics and strategies	others developing simple techniques  Master basic movements including running, throwing and jumping  Work collaboratively and individually to improve self and others.  Play in competitive games developing speed and endurance  Practice and use running, sprinting and dynamic balance in games  Work collaboratively to use basic tactics and strategies  my scores in a range of events  Be confident running, throwing and jumping  Work together and alone to improve others and my performance  Play in games improving my speed and fitness  Work collaboratively to use basic tactics and strategies  Work with others to bat and field	others developing simple techniques  Master basic movements including running, throwing and jumping  Work collaboratively and individually to improve self and others.  Play in competitive games developing speed and endurance  Practice and use running, sprinting and dynamic balance in games  Work collaboratively to use basic tactics and strategies  my scores in a range of events  Master basic movements including running, throwing and yumping  Be confident running, speed and running, throwing and jumping  Work together and alone to improve others and my performance  Work together and alone to improve others and my performance  Hurdles  Foam javelins  Vortex  Howler  Take off  Accuracy  Play in games improving my speed and fitness  Improve running sprinting and balance in games  Work with others to basic tactics and strategies  Work with others to bat and field  Innings	Compete against self and others developing simple techniques  Master basic movements including running, throwing and jumping  Work collaboratively and individually to improve self and others.  Work collaboratively and endurance  Play in competitive games developing speed and endurance  Practice and use running, sprinting and dynamic balance in games  Work collaboratively to use basic tactics and strategies  Work collaboratively to use basic tactics and strategies  Attempt to improve my self and altermpt to improve my scores in a range of events  Attempt to improve my self and altermpt to improve and Jump Throw Agility  Power Speed  Track 'Force Distance Curve Accelerate Hurdles Foam javelins Vortex Howler Take off Accuracy  Play in competitive games developing speed and endurance  Practice and use running, sprinting and balance in games  Work collaboratively to use basic tactics and strategies  Work with others to bat and field  Attempt to improve Run  Attempt to improve Throw Agility Speed Track 'Force Distance Curve Accelerate Hurdles Foam javelins Vortex Howler Take off Accuracy  Play in competitive games developing speed and endurance  Batting Fielding Batt Ball Balsman Bowler Bases  Work with others to bat and field  Innings	others developing simple techniques  Master basic movements including running, throwing and jumping  Work collaboratively and individually to improve self and others.  Play in competitive games developing speed and endurance  Practice and use running, sprinting and dynamic balance in games  Work collaboratively to use basic tactics and strategies  Work collaboratively to use basic tactics and strategies  my scores in a range of events  Agility  Power Speed Track ' Force Distance Curve Accelerate Hurdles Foam javelins Vortex Howler Take off Accuracy  Play in games improving my speed and endurance  Practice and use running, sprinting and balance in games  Work collaboratively to use basic tactics and strategies  Work with others to bat and field  my scores in a range of events Agility  Power Speed Track ' Force Distance Curve Accelerate Hurdles Foam javelins Vortex Howler Take off Accuracy  Play in competitive games developing speed and endurance  Play in games improving my speed and fitness Batting Fielding Batsman Bowler Bases  Work with others to bat and field  Work with others to bat and field



			Half rounder	the roles of these
			Balls	positions.
			Shot	
0.1.1.1		<u> </u>	forward	
Cricket	Play in competitive games	Play in games	Batting	Develop the range of
	developing speed and	improving my	Fielding	cricket skills that can be
	endurance	speed and fitness	Bowling Wicket	applied to a competitive
	Drastics and use running	Improve rupping		context
	Practice and use running,	Improve running	Stumps Ball	Observations and area
	sprinting and dynamic balance in games	sprinting and	Crease	Choose and use a range
	balance in games	balance in games	Bat	of simple tactics in
	Work collaboratively to use	Work with others to	Boundary	isolation and in a game context
	basic tactics and strategies	bat and field	Run	COINEX
	for batting and fielding		Batsman	Consolidate existing
	To bearing and norung		Bowler	skills and apply with
			Wicketkeeper	consistency
			Field	Conditionary
			Innings	
			Strike	
			Cross four	
			Single	
			Six	
			Over	
			Pull	
			Shot	
		D	forward	
Tennis	Play competitively against	Play games against	Hit	
	others	others	Return	
	Work bord to shallongs salf	Drootice to improve	Forehand Backhand	
	Work hard to challenge self and improve the	Practice to improve my tennis shots	Bounce	
	consistency of shots	ing tening Shots	Points	
	Consistency of shots	Use simple tennis	Score	
	Implement basic tactics	tactics	Net	
	mpionioni basis tastis		Tactics	
			Underarm	
			Overarm	
			Position	
			Ready	



Year 5					
Unit/Topic	National Curriculum objectives	Sticky knowledge	New vocabulary	Skill Development	Enrichment
Basketball/Netball	Play competitively using basketball rules  Play in competitive games developing strength and technique  Work to improve strength, flexibility to help with basketball skills	Play basketball in games using basketball rules  Play in games developing strength and techniques  Improve strength and flexibility to help in basketball games	Blocking Pivot Forward Reverse Exploit Lay off Accurately Rebound Feint Fake	<ul> <li>Use strength, agility and coordination when defending</li> <li>Increase power and strength of passes, moving the ball accurately in a variety of situations</li> <li>Select and apply a range of tactics and techniques to play with consistency</li> <li>Use specific netball skills in games such as confidently: pivoting, dodging, bounce pass and previously learnt skills</li> </ul>	Sports Day Skipping workshop Swimming gala After school clubs Competitive games in netball and football NHSSP competitions Sports Leaders New play equipment Year 5 class trip – activity park
Swimming	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.	Swim confidently over 25 metres  Use a range of ways to swim  Use safe rescue when needed	Backstroke Breaststroke Butterfly Dolphin kick Flutter kick Freestyle Frog kick Lap Medley Open water Relay Starting block Stroke Touch pad	<ul> <li>Confidently combine skills to retrieve an object from greater depth.</li> <li>Confidently co-ordinate a smooth and consistent breathing technique with a range of strokes.</li> <li>Confidently demonstrate good technique in a wider range of strokes over increased distances.</li> <li>Combine gliding and transitioning into an</li> </ul>	Paralympics week



Hockey	Play in competitive games developing strength and technique  Recognise where improvements can be made to work  Select and combine more complex skills in game situations	Play in games developing strength and techniques  Notice where I can improve  Use skills learnt in lessons during games	Control Use space Defend Attack Dribble Pass Push Slap Tactics Compete Collaborate Teamwork Score Shoot Positions Power Distance Perform Consistent Fair play	Co of f tog good correct to Sel apprend tec or skill and or sel a good correct to the sel a good correct to the sel a good correct to the sel and the	propriate stroke with od control  Infidently link a variety cloating actions ether demonstrating od technique and nitrol.  Idect and apply the propriate survival hnique to the situation mbine basic hockey lls such as dribbling dipush pass lect and apply skills in ame situation infidently ly effectively in erent positions on the ch including defence rease power and length of passes, ving the ball over ger distances	
Swimming	Swim competently, confidently and proficiently over a distance of at least 25 metres  Use a range of strokes effectively for example,	Swim confidently over 25 metres  Use a range of ways to swim  Use safe rescue when needed	Backstroke Breaststroke Butterfly Dolphin kick Flutter kick Freestyle Frog kick Lap	skil from • Co sm bre	nfidently combine alls to retrieve an object m greater depth.  Infidently co-ordinate a booth and consistent beathing technique with lange of strokes.	



	front crawl, backstroke and breaststroke  Perform safe self-rescue in different water-based situations.		Medley Open water Relay Starting block Stroke Touch pad	<ul> <li>Confidently demonstrate good technique in a wider range of strokes over increased distances.</li> <li>Combine gliding and transitioning into an appropriate stroke with good control</li> <li>Confidently link a variety of floating actions together demonstrating good technique and control.</li> <li>Select and apply the appropriate survival</li> </ul>
Indoor athletics	Master basic movements including running, throwing, and jumping and identify ways to improve  Compare against self and others selecting and applying simple techniques effectively  Work collaboratively and individually to help improve self and others	Be able to run, throw and jump confidently  Recognise what I am doing well and what I can learn from others  Notice how working together can improve myself and my classmates	Run Jump Throw Agility Power Speed Track Force Distance Curve Accelerate Hurdles Foam hurdles Relay Baton Safety Record Sustain	technique to the situation  Sustain pace over short and longer distances such as running for 10-20m and running for 1 minute  Run as part of a relay team working at their maximum speed  Perform a range of jumps and throws demonstrating increasing power and accuracy



Gymnastics Unit 1	Work collaboratively with a partner to perform  Compare performances with previous performances  Develop flexibility balance, strength and control	Work with a partner when practicing and performing  Recognise how performances were improved from previous gymnastics lessons  Continue to improve flexibility balance, strength and control	Symmetry Sequences Combinations Direction Speed Partner Asymmetrical Elements Control Balance Strength Flexibility Aesthetics	<ul> <li>Create a longer and more complex sequences and adapt performances</li> <li>Take the lead in a group when preparing sequences</li> <li>Develop symmetry individually, as a pair and as a small group</li> <li>Compare performances and judge strength and areas for improvement</li> <li>Select a component for improvement (timing/ flow etc)</li> </ul>
Dance Unit 1	Perform routines to audiences  Perform in a variety of dance styles  Work collaboratively in groups	Dance to others  Dance to a variety of genres and styles  Work together with others	Dance Stretch Levels Mood Feeling Emotions Facial expressions Improvisation Rehearse Director Choreographer Slide Formation Bangra Wall patterns Dance style Pivot Step	<ul> <li>Perform different styles of dance with fluency and clarity</li> <li>Refine and improve dances adapting them to include the use of space, rhythm and expression</li> <li>Work collaboratively in groups to compose simple dances</li> <li>Recognise and comment of dance suggesting areas for improvement</li> </ul>



Tag Rugby	Recognise where improvements could be made to their work  Develop, select and combine more complex skills in a competitive environment  Play in games developing strength and technique	Notice where I can improve  Use skills learnt in lessons during games  Play in games developing strength and techniques	Passing Running Backwards Tag Straight Teamwork Try – area Defend Attack Retain Contest Possession Pressure Support Pop pass Turn over	•	Combine basic tag rugby skills such as catching and quickly passing in one movement  Select and implement appropriate skills in a game situation  Begin to play effectively when attacking and defending  Increase power of passes so the ball can be moved quickly over a greater distance	
Outdoor athletics	Master basic movements including running, throwing, and jumping and identify ways to improve  Compare against self and others selecting and applying simple techniques effectively  Work collaboratively and individually to help improve self and others	Run, jump and throw confidently with skill  Notice techniques from others that could benefit me  Working together to help others and myself	Run Jump Throw Agility Power Speed Track Force Distance Curve Accelerate Hurdles Foam hurdles Relay Baton Safety Record Sustain	•	Sustain pace over short and longer distances such as running for 100m and running for 2 minutes  Run as part of a relay team working at their maximum speed  Perform a range of jumps and throws demonstrating increasing power and accuracy	
Rounders	Play in competitive games developing power, flexibility and cardiovascular endurance.	Play in games developing my fitness	Stance Bowling Bat Box Batsman	•	Link together a range of skills and use in combination	



	Recognise where improvements could be made to their work  Select and combine more complex skills in game situations	Notice how I can improve in lessons Use skills learnt in lessons during games	Backstop Field Innings Strike Cross Rounder Half – rounder Over Balls Shot Defensive offensive	<ul> <li>Collaborate with a team to choose, use and adapt rules in games</li> <li>Recognise how some aspects of fitness apply to rounders (Power, flexibility, cardiovascular endurance)</li> </ul>
Cricket	Play in competitive games developing power, flexibility and cardiovascular endurance.  Recognise where improvements could be made to their work  Select and combine more complex skills in game situations	Play in games developing my fitness  Notice how I can improve in lessons  Use skills learnt in lessons during games	Stance Bowling Bat Wicket Stumps Crease Boundary Batsman Bowler Wicketkeeper Innings Strike Four Six Single Over Offensive Defensive	<ul> <li>Link together a range of skills and use in combination</li> <li>Collaborate with a team to choose, use and adapt rules in games</li> <li>Recognise how some aspects of fitness apply to cricket (Power, flexibility, cardiovascular endurance)</li> </ul>
Tennis	Play competitively against others and work together with others  Work hard to challenge self to improve the consistency of shots including newly learnt shots  Implement basic tactics in gameplay	Play against other sin my class and work together also Practice to improve how I strike the ball in a range of shots Use tennis tactics in game scenarios	Hit Return Serve Forehand Backhand Bounce Points Score Net Tactics Underarm	<ul> <li>Introduce volley and overhead shots</li> <li>Apply new shots into game situations</li> <li>Play with others to score and defend points in competitive games</li> </ul>



Overarm Position Ready Volley Overhead	Further explore tennis service rules	
Singles		
doubles		



Year 6					
Unit/Topic	National Curriculum objectives	Sticky knowledge	New vocabulary	Skill Development	Enrichment
Basketball/Netball	Work to improve agility and strength and play competitively  Learn how to use a broader range of skills in different ways  Work in collaboration to play using different tactics  Play in competitive games developing fluency in skills and techniques	Improve my fitness and play against others  Learn to use different skills in basketball/netball  Work as a team to use tactics on the other team  Play in games developing my skillset	Fast break Counter attack Retreat Maintain Pressure Free throw L – cut V – cut Pin down Pivot Blocking Rebounds Organisation	<ul> <li>Recap throwing and catching skills in netball and basketball</li> <li>Counterattack using a fast break</li> <li>Perform a retreat dribble</li> <li>To practice a free throw</li> <li>To become available for a pass using the V cut.</li> <li>To develop confidence driving to the basket</li> <li>To perform a three point shot</li> </ul>	Sports Day Skipping workshop Swimming gala After school clubs Competitive games in netball and football NHSSP competitions Sports Leaders
Gymnastics Unit 1	Work collaboratively with a partner and in a small group to perform  Compare performance with previous performances and demonstrate improvement to achieve personal best  Develop flexibility, balance, strength and control	Work with others to perform  Compare performances with previous performances  Improve key gymnastics skills	Flight Vault Sequences] Combinations Direction Speed Partner Asymmetrical Elements Control Balance Strength Flexibility	<ul> <li>To prepare to vaulting by practicing flight on apparatus.</li> <li>To dismount from apparatus at varying heights</li> <li>To express the cannon in sequence</li> <li>To create a sequence using equipment</li> <li>Create a paired flight sequence in unison</li> <li>To perform a sequence to music</li> </ul>	Bronze Ambassadors  New play equipment  Writing of P.E Newsletter termly  Paralympics week
Hockey	Play in competitive games developing fluency in skills and techniques  Work in collaboration to play in different formations	Play in games developing my skillset  Work to others in different positions in games	Control Use space Defend Attack Dribble Push Tactics Compete	<ul> <li>To shoot from close range</li> <li>To practice strategies for long corners</li> <li>Identify markers that need to be marked and to mark them on the goal side</li> </ul>	



	Compare team performance against other team performance	Compare my team's performances with others	Collaborate Teamwork Score Shoot Positions Power Distance Perform Consistent Fair play Tackle Covering Supporting	<ul> <li>Channel opposition players away from the middle of the pitch</li> <li>To create space and become available for a hit out.</li> <li>To implement new skills in a game scenario</li> </ul>
Dance Unit 1	Perform routines to audiences  Perform in a variety of dance styles  Work collaboratively in group	Dance for others  Dance in a variety of styles  Work together in groups	Dance Stretch Levels Mood Feelings Emotion Facial expression Improvisation Rehearse Director Choreographer Slide Formation Locomotion Bangra Wall patterns Steps Dance style Pivot step	<ul> <li>To perform stag leap and rebound jump</li> <li>To perform a simple lift technique</li> <li>Remember and perform a simple phrase incorporating at least three movements</li> <li>To identify appropriate dynamics relating to different dances</li> <li>To practice basic street dance skills including freeze frame</li> <li>To practice basic street dance skills including top rock and slide step</li> </ul>
Indoor athletics	Compete developing fluency in skills and techniques individually and as part of a team  Work in collaboration to apply strategies for maximising speed and distance	Take part in games and races as an individual and as a team  Work together to think of ways to improve speed and endurance	Run Jump Throw Agility Power Speed Track Distance Curve	<ul> <li>Use power to improve sprint starts</li> <li>Experiment with varying run up styles for the long jump</li> <li>Examine the link between height trajectory and distance</li> </ul>



te p	Compare and contrast eam and individual performances across a range of activities	Analyse what was done well and what can be improved	Acceleration Hurdles Foam javelins Vortex howler Bounce Relay baton Safety Rules Targets Record Set Take over Pass Strength Judge Trajectory Sprint Shuttle STEP	•	Work in a group to activity record data. Work as a group to set running, jumping and throwing activities Take part in various indoor athletics events Compete against peers To judge various indoor athletics events
Unit 2 Cow W	Enjoy communicating and collaborating during group work  Perform for sustained periods of time demonstrating strength and stamina  Recognise their own success by reflecting upon and evaluating the performance	Have fun during group work  Perform for longer periods of time using strength and stamina  Recognise where improvements can be mad e		•	Work collaboratively to select appropriate elements Experiment with various stimuli when performing to music Reproduce movement sympathetically to music Select appropriate actions to record a good score against certain criteria Create group patterns Create an appropriate entrance to a performance including the walk to and starting position. To create and perform a sequence within a time



Dance Unit 2	Perform routines to audiences  Perform using a range of movement patterns and set phrases  Work collaboratively in group	Dance routines in front of others  Dance using patterns and phrases  Work together with others	Performance quality Dynamics Formations Floor patterns Assemble Sissone Sauté Jump Fall Travel Turn Gesture Stillness Chainé Retrograde Inversion Instrumentation Fragmentation	<ul> <li>Describe how actions communicate with the theme</li> <li>Create gestures which communicate with a theme</li> <li>Manipulate and develop actions using devices.</li> <li>Use formation to communicate relationships and tension</li> <li>Devise dance movements to accompany your live aural setting.</li> <li>Explore the use of dynamics to communicate an attack</li> <li>Use facial expressions, dynamics and focus to communicate character and narrative</li> </ul>
Tag Rugby	Play in competitive games developing fluency in skills and techniques  Working as a team implementing attacking and defending tactics  Compare team performances against other team performances	Play in games developing my skillset  Work together to attack and defend  Compare my team's performance with other team's performances	Running Passing Backwards Tag Straight Space Teamwork Try – area Defend Attack Retain Contest Possession Pressure support	<ul> <li>Support the player with the ball</li> <li>Create set plays for forming an attack</li> <li>Apply the "Take the distance not the time" principle</li> <li>Change speed and direction to create try scoring opportunities.</li> <li>Use the "spaces not faces" principle to aid attacking play</li> <li>Transition from attack to defence</li> <li>Transition from defence to attack</li> </ul>



Outdoor athletics	Compete developing fluency in skills and techniques individually and as part of a team  Work in collaboration to apply strategies for maximising speed and distance  Compare and contrast team and individual performances across a range of activities	Take part in games and races as an individual and as a team  Work together to think of ways to improve speed and endurance  Analyse what was done well and what can be improved	Run Jump Throw Agility Power Speed Track Distance Curve Acceleration Hurdles Foam javelins Vortex howler Bounce Relay baton Safety Rules Targets Record Set Take over Pass Strength Judge Trajectory Sprint	<ul> <li>Work as a team to implement various attacking and defending techniques in a game scenario.</li> <li>Use power to improve sprint starts</li> <li>Refine running technique and skill to improve speed</li> <li>Select as an individual which run up technique gains the greatest distance in the long and triple jump</li> <li>Use a variety of throwing techniques including push, sling and pull.</li> <li>Teach activities to another group</li> <li>To compete in a variety of outdoor athletics events (75m sprint, standing long jump, 50m shuttle relay etc)</li> <li>To observe, judge an record athletics events</li> </ul>
			Shuttle STEP	
Rounders	Play in competitive games developing fluency in skills and techniques  Work in collaboration to apply defensive and attacking tactics	Play in games developing my skillset Work together to attack and defend	Stance Bowling Bat Box Bowler Backstop Field Innings	<ul> <li>Attempt attacking bowling</li> <li>Tracking and catching a high ball</li> <li>Bowling fast at speed</li> <li>Identify when to work as pairs to field long balls</li> </ul>



	Compare team performances against other team performances	Compare my team's performance with other team's performances	Strike Cross Half – rounder Over Balls Shot Defensive Offensive Predict Place Select Tactics	<ul> <li>Apply simple tactics to ensure all batters make it round bases</li> <li>Apply a range of rounders rules to a game scenario.</li> </ul>	
Cricket	Play in competitive games developing fluency in skills and techniques  Work in collaboration to apply defensive and attacking tactics  Compare team performances against other team performances	Play in games developing my skillset  Work together to attack and defend  Compare my team's performance with other team's performances	Tactics Shots Bowling Wicket Stumps Crease Boundary Stance Innings Strike Cross Four Six Single Over Balls Forward Defensive Offensive Wide No ball	<ul> <li>Attempt attacking field positions including slip, short leg and cover position.</li> <li>Tracking and catching a high ball</li> <li>Use the short ball to tempt players to hit high</li> <li>Work as pairs to field a long ball</li> <li>Demonstrate and describe the difference between on and off drive.</li> <li>Attempt to bowl a variety of ways to get a player out</li> <li>Apply skills to a conditioned cricket game</li> </ul>	
Tennis	Play competitively against others and work together with others in gameplay  Work hard to challenge self to improve the consistency of shorts including newly learnt shots	Play in games with others and against others  Show resilience to improve my tennis skills	Lob shot Positioning Footwork Listening skill Dispute Peers Attacking Defensive	<ul> <li>Communicate with others during a doubles game</li> <li>Recap principles of a backhand shot</li> <li>Perform a lob shot in game play</li> </ul>	



g	•	Use tennis rules, tactics and scoring terms in games	Improvement	<ul> <li>Appropriately score a tennis game using full rules</li> <li>Umpire a game</li> <li>Implement basic positioning in doubles play</li> <li>Work as a pair to implement tactics against</li> </ul>
				another pair