

Physical Education at Beechwood Primary

By the end of studying Physical Education at Beechwood Primary School, children will be able to answer questions such as:

- How can you live a healthy and active lifestyle?
- How can you develop your competence in an aspect of the PE curriculum?
- How can you improve your performance in an aspect of the PE curriculum?
- How can you develop creativity in an aspect of the PE curriculum?
- Can you explain a time that you have needed to show persistence in an aspect of the PE curriculum?
- What is team spirit?

Key Themes	Year Group Covered						
	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Health & Fitness							
Athletics							
Dance							
Games							
Gymnastics							
Outdoor Adventurous Activities							
Swimming							

EYFS	Dance	Striking and Fielding	Invasion Games
	ACTION: Travel, (fundamental steeping patterns) SPACE: Show changes in level RELATIONSHIPS: Work individually DYNAMICS: Try to show changes in speed How to move in time to the music Can comment on the work of others and say what they like about others' work	Hitting - how to grip a bat and to run after hitting the ball. Catching - ready position, how to make a W shape Bowling - Grip, sideways stance. Wicket Keeping - stance and hand positioning	Passing - which part of foot to use to send over short distances Receiving - how to take up a position of readiness and make a target Attacking – how to send powerfully Defending – how to close space and ready self
	<u>Net/wall</u>	Athletics	<u>Gymnastics</u>
	Moving around court – how to have weight on balls of feet when moving around the court Racket Control – know which is dominant hand and move the ball around using backhand and forehand Range of shots – get into a sideways position and strike from a high backlift Game play – track the ball with eyes and move laterally in a line to receive	Jumps - understands that a run with a jump is from one foot and a stationery jump is from 2 feet Running - knows to start with one foot in front of the other Throwing - knows how to get into sideways position	Conditioning and warm up – knows why it is important to warm up the body. Floor work – knows the importance of moving from one move gracefully to another Apparatus - how to transport apparatus safely and how to use apparatus safely

SPACE: show changes in Level, Direction for a run. from a teammate RELATIONSHIPS: Individually and with others: Unison and Mirror Catching - Walking in and being in a Receiving - Moving in line with the L DYNAMICS: show changes in speed and weight of movement position of readiness. Bowling - which foot to take off from and with foot on or behind the crease line. Attacking - how to turn in different w How to improve dance through timing and control control Wicket Keeping - when to rise and how to give constructive feedback to a partner Wicket Keeping - when to rise and how to give constructive feedback to a partner SAQ - knows how to cushion impact on knees Conditioning and warm up - Know variety of exercises which target different were areas of the body. Moving around court – knows the importance quickly of getting into the right position to hit the ball back Jumps - Knows to use arms to drive forward Conditioning and warm up - Know variety of exercises which target different were areas of the body. Range of shots – can strike from own feed dip at the finish Apparatus - how to work safely along	Dance	Striking and Fielding	Invasion Games
Moving around court – knows the importance quickly of getting into the right position to hit the ball backSAQ - knows how to cushion impact on kneesConditioning and warm up – Know variety of exercises which target differ areas of the body.Racket Control – knows what height to strike the ball at.Jumps - Knows to use arms to drive forwardFloor work – can articulate the techn process involved in executing moveme dip at the finishRange of shots – can strike from own feed on forehand.Running - knows importance of non- throwing arm in achieving elevation inApparatus - how to work safely along others whilst travelling in different directions	SPACE: Show changes in Level, Direction RELATIONSHIPS: Individually and with others: Unison and Mirror DYNAMICS: Show changes in speed and weight of movement How to improve dance through timing and control Knows how to give constructive feedback to a	for a run. Catching - Walking in and being in a position of readiness. Bowling - which foot to take off from and with foot on or behind the crease line. Wicket Keeping - when to rise and how	Receiving - Moving in line with the ball and absorbing the impact Attacking – how to turn in different ways Defending – how to jockey and not over
importance quickly of getting into the right position to hit the ball back knees variety of exercises which target different areas of the body. Racket Control – knows what height to strike the ball at. JUMpS - Knows to use arms to drive forward areas of the body. Range of shots – can strike from own feed on forehand. Running - knows how to start and how to dip at the finish process involved in executing moveme Apparatus - how to work safely along others whilst travelling in different directions	Net/wall	Athletics	Gymnastics
	importance quickly of getting into the right position to hit the ball back Racket Control – knows what height to strike the ball at. Range of shots – can strike from own feed on forehand. Game play – to move forwards or backwards	knees Jumps - Knows to use arms to drive forward Running - knows how to start and how to dip at the finish Throwing - knows importance of non- throwing arm in achieving elevation in	Floor work – can articulate the technical process involved in executing movements Apparatus - how to work safely alongside others whilst travelling in different
<u>OAA</u>		OAA	

Dance	Striking and Fielding	Invasion Games
ACTION: Travel, Stillness, Gesture, Jump, turn SPACE: Show changes in Level, Direction, Pathway RELATIONSHIPS: Individually and with others: Unison, Mirror and Canon DYNAMICS: Show changes in speed, weight and expression of movement How to improve dance through timing, control, posture and extension knows how to comment constructively on group work and suggest areas for development	Hitting - Who calls when running between the wickets Catching - Calling name-taking responsibility high ball. where to position self to back up effectively. Bowling - bowl from close in to the stumps and follow through Wicket Keeping - how to bring hands to stumps to execute a stumping.	Passing - how to lose an opponent Receiving - how to signal when want to receive Attacking – how to position body between and opponent and the ball to retain possession Defending – how to position your body to be aware of where the ball is and where opponents are.
Net/wall	<u>Athletics</u>	Gymnastics
Moving around court – knows to move back into the centre of the court Racket Control – to cushion the impact and to develop a soft feel for the ball. Range of shots – How to get into the best position to return a ball successfully. Game play – knows when to attack and when to defend	SAQ — knows that SAQ can bring improvements in coordination Jumps - Knows which is take off foot Running — knows how to transfer relay batons whilst in motion Throwing - Knows why a run up can add momentum to a throw	Conditioning and warm up – knows suitable body preparation activities and how to lead a group Floor work – how work at different levels provides aesthetic variety. Apparatus - knows how to use various dynamic effects to create aesthetically pleasing movement
	OAA	
Team Challenges -	Know ordnance survey symbols and to exert se know how to give very clear instructions to ke - how to listen to all ideas and plan an activit	eep a partner safe

Dance	Striking and Fielding	Invasion Games
ACTION: Travel, Stillness, Gesture, Jump, turn SPACE: Show changes in Level, Direction, Pathway and Area RELATIONSHIPS: Individually and with others: Unison, Mirror and Canon DYNAMICS: Show changes in speed, weight and expression of movement How to improve dance through timing, control, posture, extension and alignment knows how to think critically about dance and communicate effectively about their own and others' work	Hitting - how to transfer hands so as not to turn blind to the fielder. Catching - when to return on the bounce and when to return on the full. Bowling - bowl using different grips Wicket Keeping - how to step across to leg or off side without stepping backwards top take the ball	Passing - when to take a touch before sending and when to send first time Receiving - how to receive a ball in different ways and retain possession Attacking – how to use width and support Defending – positioning of other teammates.
Net/wall	Athletics	<u>Gymnastics</u>
Moving around court – knows how to work alongside a partner Racket Control – know that forehand and backhand grips alter and that backhand can be two handed. Range of shots – Knows names of different types of shots Game play – knows when to execute certain shots.	SAQ — knows that that plyometric training develops power Jumps - knows various jumping techniques and can articulate Running — knows different takeover techniques Throwing - Knows how to throw leaving sufficient space to follow through	Conditioning and warm up – knows how to prepare the body for a distinct discipline e.g. flight, weight on hands and articulate why. Floor work – understands different ways of working with others – unison, matching, mirroring etc. Apparatus - knows how to execute a wide range of the main gymnastic skills.
	OAA	
Team Challenge	ead a map and use the strengths of the group ES - know how to use a variety of non-verbal c v to solve difficult challenges, how to discuss fi	communication

Theme	Associated Vocabulalry
Health & Fitness	Exercise, heart, flexibility, stretch, warm up, cool down, safety
Athletics	Running, relay, accelerate, jog, sprint, change direction, jump, long jump, vertical jump, take off, flight, control, throw, accuracy, overarm, push, compete, perform, evaluate
Dance	Sequence, movement, motif, improvise, space, pace, timing, rhythm, expression, transition, travelling, compete, perform, evaluate
Games	Striking, hitting, serve, bowl, backhand, throwing, catching, overarm, underarm, boucing, kicking, dribbling, passing, possesion, attacking, defending, fielding, space, tactics, rules, compete, perform, evaluate
Gymnastics	Rolls, jump, vault, handstand, cart wheel, round off, travelling, shape, balance, compete, perform, evaluate, straight, tuck, jumping jack, star, straddle, pike, stag, cat leap, split leap, half turn, teddy bear roll, forward roll, backward roll, squat, lundge, chassis, pivot
Outdoor Adventurous Activites	Trail, orienteering, navigation, communication, challenge, problem solving, equipment, route, compete, perform, evaluate
Swimming	Front crawl, back stroke, breast storke, tread water, dive,

Key Concept	Associated Vocabulalry
Healthy & Active Lifestyles	Exercise, heart, flexibility, stretch, warm up, cool down, safety
Competence	Confidence, taking responsible risks, striving for accuracy, motivated, fine motor, gross motor
Performance	Evaluate, improve, learn, review
Creativity	Explore, apply past knowledge to new situations, innovate, create
Persistence	Resillience, growth mindset, taking responsible risks,
Team Spirit	Team work, colloboration, trust, communication, pride, adaptability, problem solving
•	These concepts will run through all year groups