

# PE and Games Curriculum Map

Nursery			Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Physical	Bourton Meadow Nursery	Development Matters (3-4 years)	Gross Motor Runs with spatial awareness & negotiates space successfully, adjusting speed or direction to avoid obstacles	Gross Motor Know how to climb up stairs, steps & move across equipment using alternate feet	Gross Motor Know how to skip, hop, stand on one leg & hold a pose for a game like musical statues Know how to use large muscle movements to wave flags & streamers	<u>Gross Motor</u> Know how to push, roll & bounce a large ball  Know how to throw a large ball  Know how to catch a large ball	<u>Gross Motor</u> Know how to match movements to music  Know how to use large muscle movements to wave flags & streamers	<u>Gross Motor</u> Be increasingly independent as they get dressed & undressed & meeting their own care needs. Know the changes that happen to the body after exercise, such as heart beating faster
			Fine Motor Children will explore large mark making to develop cross the mid-line movements.	Fine Motor Children will explore one-handed tools and equipment, for example making snips in paper with scissors.	Fine Motor Children will be able to put on their coats and attempt to zip them up.	<u>Fine Motor</u> Use one-handed tools and equipment. For example, use safety knives to cut up fruit.	<u>Fine Motor</u> Know how to use a knife & fork.	<u>Fine Motor</u> Children will show preference for a dominant hand. Children will know how to use a comfortable grip when holding a pencil.
			Observational Checkpoint: Can children make 'cross the mid-line' marks on vertical surfaces? Can children move in a range of ways including hopping, climbing and balancing? Can children work in groups/teams? Can children use one-handed tools such as scissors or a hammer? Do children have a comfortable grip when using pens/pencils? Are children independent in dressing themselves?					

# PE and Games Curriculum Map



Foundation 2			Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Physical	Bourton Meadow F2	Development Matters (4-5 years)	<b>Games</b> Revise and refine the fundamental movement skills they have already acquired: rolling; crawling; walking; jumping; running; hopping; skipping; climbing Confidently and safely use a range of large and small apparatus indoors and outside, alone and in a group.	<b>Ball skills</b> Confidently and safely use a range of large and small apparatus indoors and outside, alone and in a group. Develop overall body-strength, balance, co-ordination and agility. Further develop and refine a range of ball skills including: throwing, catching, kicking, passing, batting, and aiming. Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball.	<b>Dance</b> Revise and refine the fundamental movement skills. Progress towards a more fluent style of moving, with developing control and grace. Use their core muscle strength to achieve a good posture. Combine different movements with ease and fluency.	<b>Movement skills</b> Revise and refine the fundamental movement skills. Progress towards a more fluent style of moving, with developing control and grace. Use their core muscle strength to achieve a good posture. Combine different movements with ease and fluency.	<b>Athletic activities</b> Revise and refine the fundamental movement skills. Progress towards a more fluent style of moving, with developing control and grace. Use their core muscle strength to achieve a good posture. Combine different movements with ease and fluency. Further develop and refine a range of ball skills including: throwing, catching, kicking, passing, batting, and aiming.	<b>Racquet skills and tennis</b> Combine different movements with ease and fluency. Develop overall body-strength, balance, co-ordination and agility. Further develop and refine a range of ball skills including: throwing, catching, batting, and aiming. Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball.

# PE and Games Curriculum Map



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	<u>Year 1 Multi skills</u> <u>'Introduction to Multi-skills'</u>  <u>Gym: Introduction to Gymnastics</u>	<u>Year 2 Multi skills</u> <u>'Re-introduction to Multi-skills'</u>  <u>Gym: Introduction to Gymnastics</u>	<u>Net/Court and Wall Games – Val Sabin</u>  <u>Fitness Circuits – Movement and Fitness</u>  <u>Re-Introduction to Gymnastics</u>	<u>Net and wall - Skill Progression unit – Variety Focus</u>  <u>Fitness Circuits – Movement, jumping and agility</u>  <u>Re-Introduction to Gymnastics</u>	<u>Net/Wall – Year 5 – Tennis – PPP Planning</u>  <u>Fitness Circuits - Cardio Vascular fitness and Pacing</u>  <u>Gym: Unit 5 LCP – Gymnastic Sequence Development</u>	<u>Net/Wall – Tennis Focus Planning</u>  <u>Fitness Circuits - Cardio Vascular fitness and target setting</u>  <u>Gym: Unit 5 LCP – Gymnastic Performances (Floor &amp; Apparatus)</u>
Autumn 2	<u>Year 1 Multi skills</u> <u>'Game skills introduction'</u>  <u>Gym: Introduction to Gymnastics</u>	<u>Year 2 Multi skills</u> <u>'Tagging Games'</u>  <u>Gym: Introduction to Gymnastics</u>	<u>Multi-skills - ABCs Transition Unit - PPP</u>  <u>Introduction to Creative Game Making – Val Sabin</u>  <u>Gym: Re-Introduction to Gymnastics</u>	<u>Games – Multi-skills Consolidation unit - PPP</u>  <u>Problem Solving and Inventing Games– Val Sabin</u>  <u>Gym: Re-Introduction to Gymnastics</u>	<u>Multi-skills – Ball Handling Games – PPP</u>  <u>Create Multi-Skill Focused Games</u>  <u>Gym: Unit 5 LCP – Gymnastic Sequence Development</u>	<u>Multi-skills – Competition Skills - PPP</u>  <u>Create Small-sided Games</u>  <u>Gym: Unit 5 LCP – Gymnastic Performances (Floor &amp; Apparatus)</u>
Spring	<u>Year 1 Games – Fitness Circuits Fundamentals – Fitness Circuits</u>  <u>Dance: Introduction to music and movement - 'Magic Toys'</u>	<u>Year 2 Games Fundamentals – Fitness Circuits</u>  <u>Dance: Unit 2 – Introducing to Partner work - 'Friends and Bubbles'</u>	<u>Invasion – Hockey – Quick sticks – Introduction to skills</u>  <u>Fitness Progression – Fundamentals – Fitness Circuits</u>  <u>Dance: Who am I – Language of Dance</u>	<u>Invasion – Hockey – Quick sticks Yr4 – Movement and Control</u>  <u>Fitness Progression – Strength Focus</u>  <u>Dance: Mechanical – Val Sabin</u>	<u>Invasion – Hockey – Quick sticks Yr5 – Small Sided Games</u>  <u>Fitness Planning – Training methods</u>  <u>Dance: Volcanoes - Val Sabin</u>	<u>Invasion – Hockey – Quick sticks Yr6 – Gameplay and Development</u>  <u>Cross Country Fitness development</u>  <u>Dance: World of Sport – The Haka – Val Sabin</u>
Spring 2	<u>Games: Hand and Eye Co-ordination</u>  <u>Dance: Unit Unit 2 – 'Animals'</u>	<u>Games: Hand and Eye Co-ordination</u>  <u>Dance: 'Country Dancing'</u>	<u>Ball Skills Invasion Focus – Val Sabin</u>  <u>Net and wall Games – Volleyball - PPP</u>  <u>Dance: Explorers - Val Sabin</u>	<u>Invasion – Catch - Ball Planning</u>  <u>Net and wall Games – Volleyball - PPP</u>  <u>Dance: Maypole</u>	<u>Invasion – Netball Planning</u>  <u>Net and wall Games – Volleyball - PPP</u>  <u>Dance: The River - LCP</u>	<u>Invasion – Basketball Planning</u>  <u>Net and wall Games – Volleyball - PPP</u>  <u>Dance: Samba</u>

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Summer	<a href="#">Athletics</a> <a href="#">Val Sabin - Unit 1</a>  <a href="#">Gym: Val Sabin – ‘Flight, jumping, bouncing and landing’</a>	<a href="#">Athletics: Year 2 Athletics – Running Jumping &amp; Throwing</a>  <a href="#">Gym: Val Sabin – ‘Spinning, twisting and turning’</a>	<a href="#">Invasion – Football skills unit – Send and Receiving (kicking focus)</a>  <a href="#">Athletics: Introduction to RJT events - Val Sabin</a>  <a href="#">Net and Wall – Badminton Skill Introduction</a>	<a href="#">Invasion – Football – Yr4 Game Skills Planning</a>  <a href="#">Athletics: Running, Jumping and Throwing Development</a>  <a href="#">Net and Wall – Badminton Skill Circuits</a>	<a href="#">Invasion – Football – Yr5 Tactics/Small sided Games Planning</a>  <a href="#">Athletics: Preparing for RJT Events - Val Sabin</a>  <a href="#">Net and Wall – Badminton Advanced Skill Circuits</a>	<a href="#">Invasion – Football – Advanced Skills and Match Play</a>  <a href="#">Athletics: Mini Olympics with Technique Development</a>  <a href="#">Net and Wall – Badminton Match Play</a>
Summer 2	<a href="#">Multi-skills – Striking and fielding</a>  <a href="#">Outdoor Adventurous Activities</a> <a href="#">Year 1 Planning</a>	<a href="#">Multi-skills – Striking and fielding</a>  <a href="#">Outdoor Adventurous Activities</a> <a href="#">Year 2 Planning</a>	<a href="#">Invasion – Ball handling and movement Games **</a>  <a href="#">Striking and Fielding – Hand-Eye Co-ordination Circuits</a>  <a href="#">Outdoor Adventurous Activities – PPP – Introduction to OAA</a>	<a href="#">Invasion – Tag Rugby Introduction **</a>  <a href="#">Striking and Fielding – Quick Cricket Skills</a>  <a href="#">Outdoor Adventurous Activities - PPP</a>	<a href="#">Invasion – Tag Rugby – Small sided Games</a>  <a href="#">Striking and Fielding – Rounders’ Development</a>  <a href="#">Outdoor Adventurous Activities - Year 5 – Flag Finding</a>	<a href="#">Year 6 Games Practice – Sports Day Practice – Netball, Cricket, Handball and Netball</a>  <a href="#">Outdoor Adventurous Activities - Year 6 – Exercise OAA</a>

\*NB – Please note that there are changes to the curriculum at certain points in the year due to sports day practices and different Year Group Performances