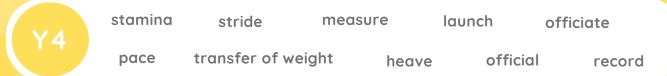


#### **Athletics**





consistent approach dominant force changeover momentum shot put track drive field







sprint landing aim

distance height far take off



walk quickly underarm further
time leap overarm control

EYFS

balance bend direction

fast hop jump

jog I

g r land rules

run safe safely slow space

stop

target throw Ball Skill

Fundamentals

Games





#### **Ball Skills**



cushion react decision pressure momentum



possession technique opponent power block personal best accurate



collect release receive touch prepare



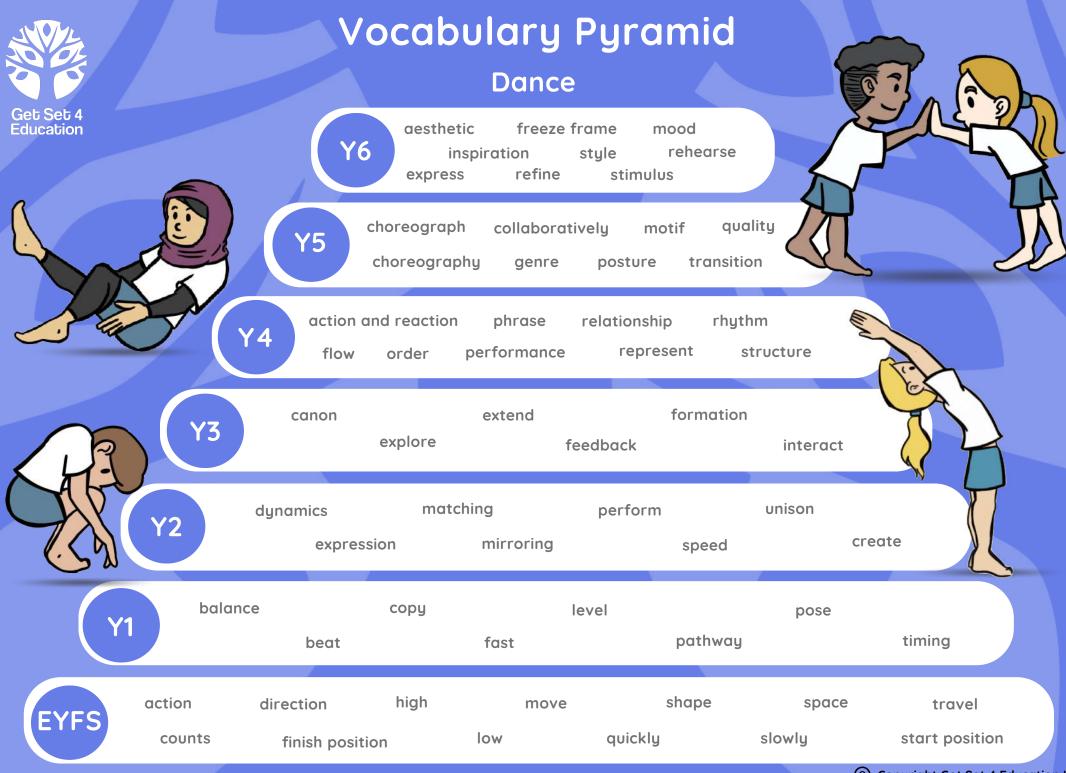
ready track underarm control soft swing position



run

target

throw







engage calves analyse rhythm abdonimals quadriceps

drive consistent persevere stable measure motivate power



record react static accelerate decelerate dynamic



agility control stamina technique co-ordination progress strength

sprint speed steady time tired



calm heart muscles strong active exercise memory bones brain mood breathing healthy quick



balance fast jump safely still stop hold land slow space bend hop run copy squeeze travel



#### **Fundamentals**





accelerate momentum react decelerate stability

co-ordination rhythm agility technique control



sprint take off hurdle weight speed



ready dodge skip swing jog position



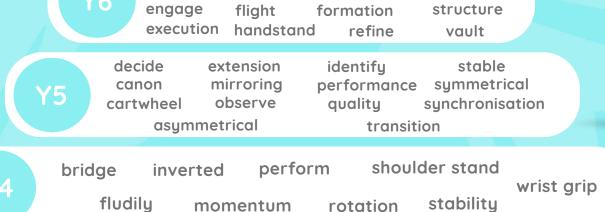
balance bend crawl

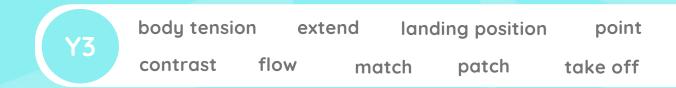
direction hop fast jump land rules run safely slide slow travel space stop



#### **Gymnastics**









action control direction level speed

roll star land through around copy still shape hold over balance straight jump rock squeeze travel bend



#### **Invasion Games**



consecutive dictate appropriate ball side turnover transition abide consistently contest draw assess

situation angle close down drive stance ball carrier create sportsmanship rebound barrier dominant maintain support





cushion decision pressure protect supporting opposing obstruct limit delau accelerate option deny momentum gain



invasion opposition receiver tournament accurate onside communicate offside control pitch referee technique intercept tackle teamwork umpire court

goalkeeper opponent defend attack possession teammate tactic

shoot send

receive

mark attacker goal

defender track dodge



direction dribble rules catch partner pass space kick run path jump aim score team throw stop bounce points land lose win



#### **Net and Wall Games**



prepare stance direct doubles thrust placement limit service abide recover opposing appropriate footwork

pressure situation option technique sportsmanship dominant adjust readjust cushion consecutive non-dominant grip baseline release communicate groundstroke





backhand control court forehand tactic react competition cooperation face opponent rally opposition

defend trap return against quickly recieve

Sending and Receiving



Y1

net ready position

track

racket underarm

Sending and Receiving



safely space

**Y3** 

catch bace stop throw r

poin o ( run

points
direction
score

aim rules partner lose hit win target

- Ball Skills
- Fundamentals
- Games







evaluate adhere contribute inclusive location approach determine

compromise concise

cardinal points critical thinking landmark negotiate

strategy verbal visual



effectively leader role navigate

> reflect orientate key



collaborate discuss interrupt route tactics teamwork

symbol trust compass honest course

communicate successful support

> solve include map

**Team Building** 

instructions listen co-operate challenge

talk plan share lead

**Team Building** 

backwards forwards direction

path partner rules score space

safely

sideways

stop team

• Introduction to PE

Games



### **Striking and Fielding Games**

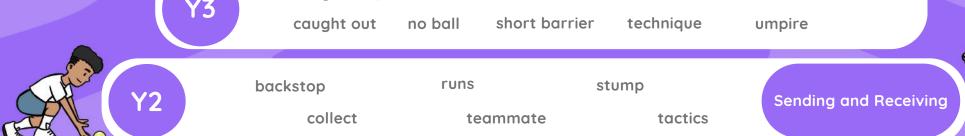






limit cushion decision pressure retrieve compete momentum

accuracy grip run out strike wicket tournament caught out short barrier technique no ball umpire







batter batting bowl

0

bowler fielder fielding hit overarm out

ready position track underarm

rules

aim

lose

win

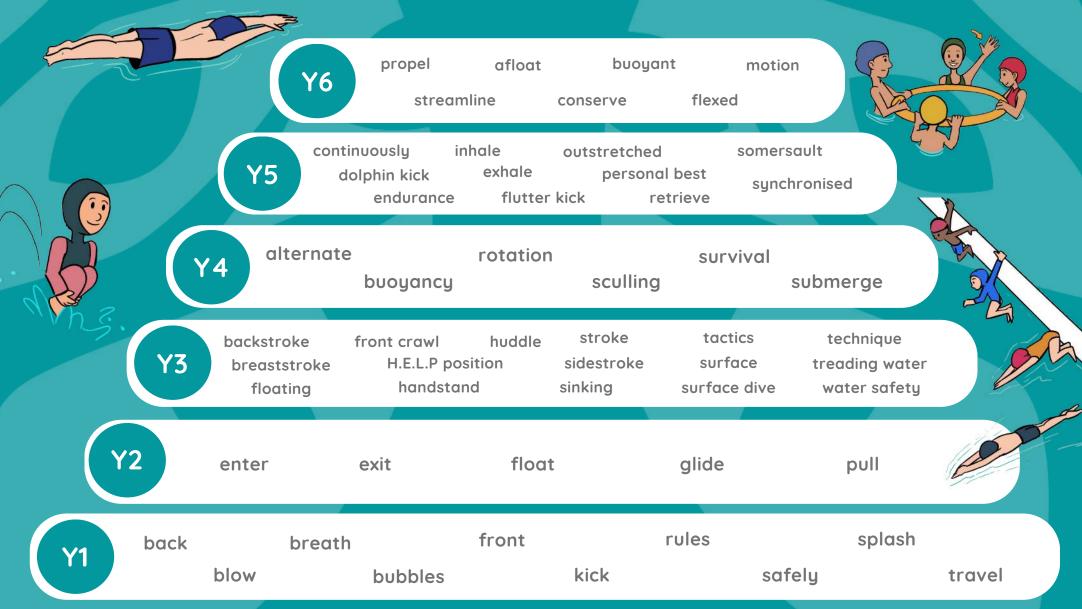
Sending and Receiving

jump pass space catch score run team throw points land safely stop direction partner

- Ball Skills
- Fundamentals
- Games



### **Swimming**





### **Target Games**



trajectory assess abide **Y6** anticipate collaborate appropriate

align fake par stance angle force officiate situation





agility chip drive grip hit out tactic power caught out technique communicate opposition putt tournament

accurate release teammate opponent strike ahead

Sending and Receiving



distance underarm balance further swing overarm

**Sending and Receiving** 



aim ball bounce

catch caught dribble

hit jog jump

lose

partner points

ready rules run

safely score space

stop target

team

throw win

- Ball Skills
- Fundamentals
- Games

