

Athletics













sprint landing aim

distance height far take off



walk quickly underarm further
time leap overarm control

EYFS

balance bend direction

fast hop jump

jog land rules

run safe s safely slow space stop

target throw

- Ball Skills
- Fundamentals
- Games



Ball Skills



cushion react decision pressure momentum

possession technique opponent power block personal best accurate

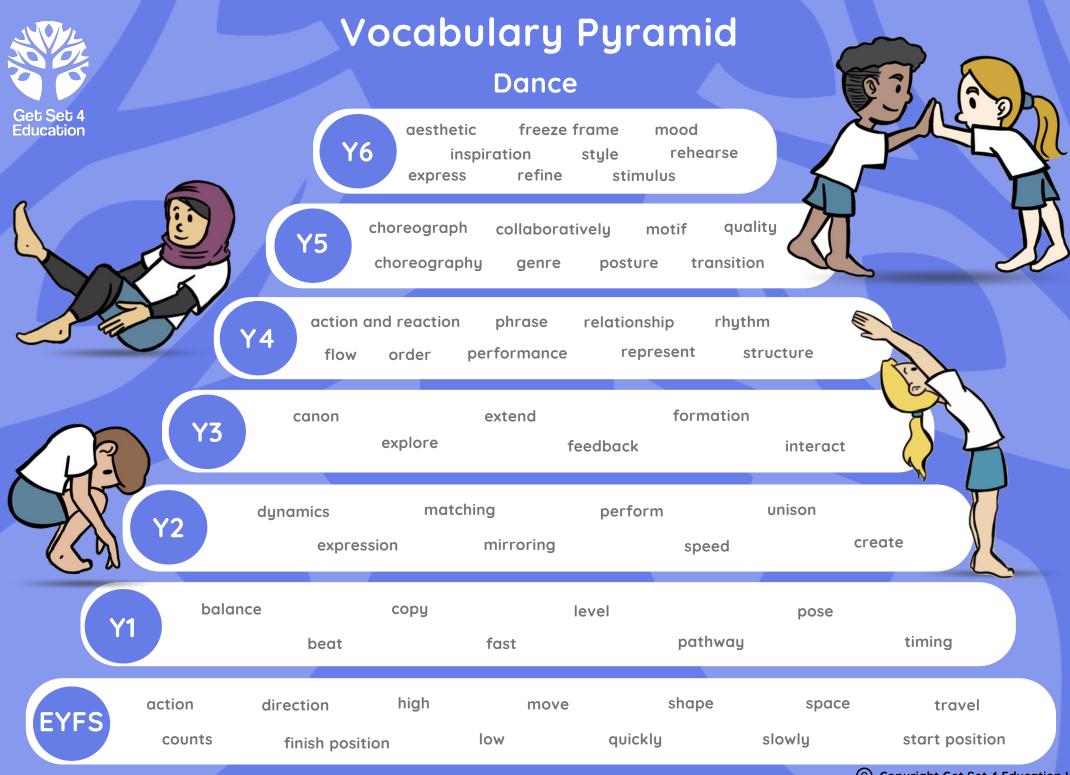


collect release receive touch prepare





dribbling catch hit partner ready target run bounce ball kick points roll throw score







engage calves analyse rhythm abdonimals quadriceps

consistent persevere stable drive 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 space stop

travel



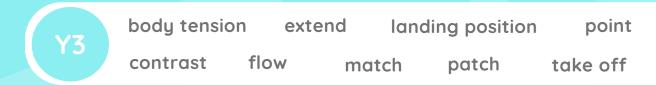
Gymnastics



perform shoulder stand bridge inverted wrist grip

fludily stability momentum rotation

transition



asymmetrical

link pathway pike straddle tuck sequence

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





decision limit deny

pressure delau gain

protect obstruct option

cushion opposing momentum

supporting accelerate



invasion accurate communicate offside intercept tackle

opposition pitch court

receiver referee teamwork

receive

tournament control umpire

onside technique

goalkeeper opponent defend attack possession teammate tactic

send

shoot

rules

mark attacker goal

defender

track

dodge



pass team safely

space

kick throw

catch

stop

direction run path

bounce

points

dribble

score

partner

jump land lose

aim win

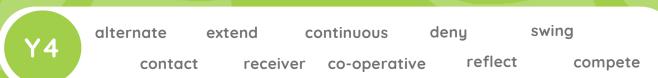


Net and Wall Games



prepare stance direct doubles thrust Y6 service abide placement limit opposing recover appropriate footwork

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





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

trap return defend against quickly receive

Sending and Receiving



ready net position

track

underarm racket

Sending and Receiving



safely space

Y3

catch stop throw run

points direction score

aim rules partner lose hit win target

- Ball Skills
- Fundamentals
- Games



OAA



strategy cardinal points critical thinking compromise landmark verbal negotiate concise visual



effectively leader role navigate reflect orientate key



communicate successful support solve include map

Team Building

instructions listen co-operate challenge talk plan share lead

Team Building

backwards forwards path safelu sideways stop partner rules score space direction team

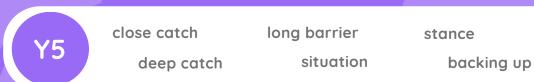
- Introduction to PE
- Games



Striking and Fielding Games



abide consecutive assess appropriate consistently collaborate





limit cushion decision pressure retrieve compete momentum



teammate



backstop runs stump

Sending and Receiving



batter batting bowl bowler fielder fielding hit overarm out

ready position track underarm

tactics

Sending and Receiving



pass space team

safely

throw stop

catch run direction

collect

score

jump points partner

land rules

lose

aim

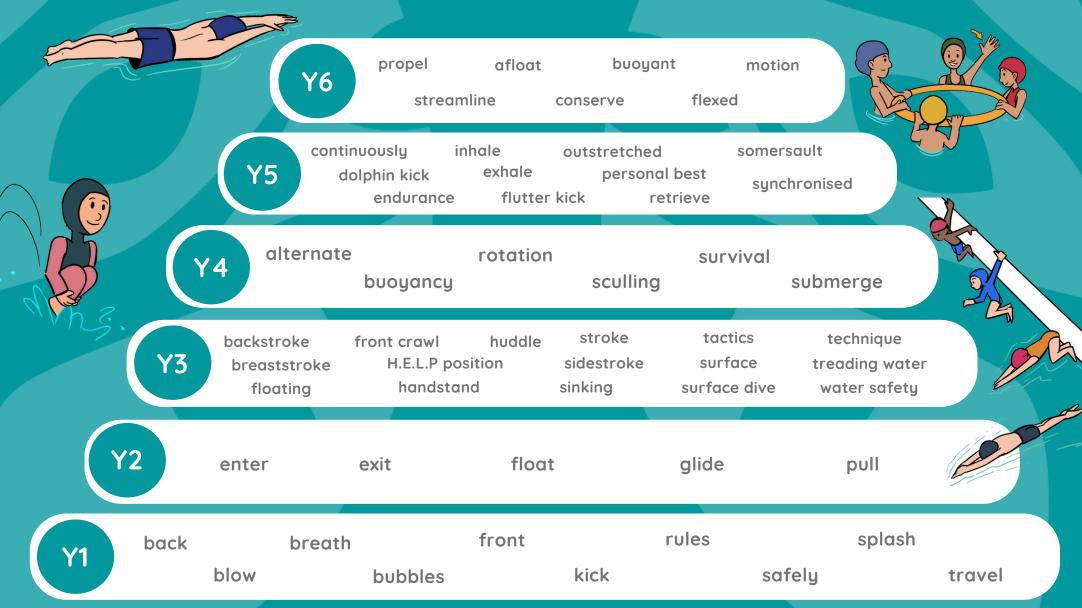
• Ball Skills Fundamentals

Games

win



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

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

throw win

ahead

stop

target

team

• Ball Skills • Fundamentals

• Games

