

The Best That You Can Be



<u>PE Long Term Plan</u>

	<u>Year 1</u>							
Week	Autumn		Spring		Summer			
	Indoor	Outdoor	Indoor	Outdoor	Indoor	Outdoor		
1	<u>FMS</u>	<u>FMS</u>	Dance/Movement	Object Manipulation	Health Related Fitness	Team games		
	Explore hopping.	Explore running fast.	Explore different ways of moving like	Explore rolling a	Explore	Explore throwing and		
			a dinosaur e.g stomp.	ball accurately at a target. Use rolling skills in games.	games/exercise that develop stamina.	catching in a game/activity.		
2	<u>FMS</u>	<u>FMS</u>	Dance/Movement	Object Manipulation	Health Related Fitness	Team Games		
	Explore skipping.	Explore two handed strike.	Explore different ways of moving like a dinosaur bite/snap etc. Explore the space.	Practise underarm throwing and catching.	Explore games/exercise that develop agility.	Explore striking and fielding in a game/activity.		
3	<u>FMS</u>	<u>FMS</u>	Dance/Movement	Object Manipulation	Health Related Fitness	Team Games		
	Explore side gallop and jumping for distance.	Explore over arm throw.	Copy and repeat dance movements.	Practise overarm throwing and catching.	Explore games/exercises that develop strength.	Communicate effectively with team mates and improve their knowledge of tactics.		

4	<u>FMS</u>	<u>FMS</u>	Dance/Movement	Object Manipulation	Health Related Fitness	Team Games
	Explore rolling a ball.	Explore underarm throw.	Copy and repeat dance movements.	Practise accurate throwing and consistent catching.	Build strength, stamina and agility through participating in circuit training.	Explore games/activities that use the skills taught. Use the terms 'opponent', 'attacking', 'defending' and 'team-mate'.
5	FMS Explore bouncing and	FMS Explore dodging and kicking.	Dance/Movement Begin to perform with coordination	Object Manipulation Practise	Health Related Fitness participate in	Team Games Lead others in a game/activity
	catching Assess FMS against tick sheet.	Assess FMS against tick sheet.	and focus.	kicking/striking skills with increased accuracy.	circuit training, setting personal targets for achieving own goal/s.	taking on different roles.
6	Yoga Explore yoga and mindfulness.	Gross Motor Skills Explore static balances. Take part in foot strengthening exercises.	Explore different ways of rolling forwards, backwards and sideways. Explore different rolls- • Egg roll	Small Team Games play a 1v1 game using any of the following in combination: Rolling Hitting Running Jumping Catching	Dance/move in role as animals -Could link to a story) Respond to the music and explore/imitate a range of movements focusing on animal actions.	Athletics Explore running fast through games/activities.

			 rocking on back Teddy bear roll Pencil rolls Dish roll 	Kicking		
7	Yoga Copy and repeat yoga poses.	Gross Motor Skills Explore kicking/striking.	Gymnastics Exploring jumping and balancing in a variety of ways.	Small Team Games play a 2v1 game using any of the following in combination:	Dance/move in role as animals Explore coordination through copying a short sequence with travelling movements e.gslithering, crawling, rolling, stomping, jumping etc.	Athletics Explore jumping for distance through games/activities.
8	Yoga Develop an awareness of strength and flexibility when completing yoga poses.	Gross Motor Skills Explore understanding of left and right. Explore hand to eye coordination through activities.	Gymnastics Explore balancing on points. Imitate basic stretches to develop flexibility.	Small Team Games Play a 2v2 game using any of the following in combination: Rolling Hitting Running Jumping	Dance/move in role as animals Copy and repeat basic actions and include a starting and finishing position.	Athletics Explore throwing for distance through games/activities.

9	Yoga Copy and remember actions linking them into a flow.	Gross Motor Skills Explore throwing and catching with large foam balls moving on to balls of different sizes/materials.	moving with control	Catching Kicking Gain knowledge of tactics. Small Team Games Play a 2v2 game using any of the following in combination: Rolling Hitting Running Use the terms opponent', 'attacking', 'defending' and 'team-mate'.	Dance/move in role as animals Rehearse sequence in small groups responding to the music and performing with some expression.	Athletics Explore throwing for accuracy through games/activities.
10	Yoga Create a flow and teach it to a partner.	Gross Motor Skills Explore spatial awareness. Identify any areas of FMS weakness and address.	Gymnastics Perform a short sequence with a partner and evaluate own strengths and weaknesses.	Small Team Games Play a 5v2 game using any of the following in combination: Rolling Hitting Running	Dance/move in role as animals Begin to perform for their peers. Describe using simple dance vocabulary the movements used in	Athletics Explore running, throwing and jumping in combination and set a personal goal. Can you beat your score?

(FMS) Fundamental Movement Skills

All children should-

- Understand the importance of wearing PE kit, removing jewellery and tying hair up and know how it keeps them safe.
- Show an awareness of safety e.g.- bare feet in gymnastics and dance, carrying equipment safely etc.
- Know that exercise makes their heart beat faster, feel warmer and makes their cheeks turn red.
- Know that to stay fit and healthy they need to exercise for 60 mins a day.
- Work cooperatively as part of a team, managing their feelings and behaviour in order to become a good sportsperson.
- Be taught how to share resources and equipment.
- Know how to work as part of a team managing their own feelings and behaviour.
- Develop resilience and a growth mindset.