Alma Park Primary School – Long-Term Overview for P.E.

<u>Year</u> Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2			
Nursery	Working towards the Early Learning Goals, children are expected to have the following skills by the end of Nursery								
	Fine Motor I can use one-handed tools and equipment, for example, making snips in paper with scissors. I can use a comfortable grip with good control when holding pens and pencils. I can eat independently and use a knife and fork. I show a preference for a dominant hand. I am increasingly independent: can get dressed and undressed, for example, putting my coat on and doing up zips.								
	Gross Motor I can continue to develop my movement, balancing, riding (scooters, trikes and bikes) and ball skills. I can go up steps and stairs, or climb up apparatus, using alternate feet. I can skip, hop, stand on one leg and hold a pose for a game like musical statues. I can use large-muscle movements to wave flags and streamers, paint and make marks I am increasingly able to use and remember sequences and patterns of movements which are related to music and rhythm. I can match my developing physical skills to tasks and activities in the setting. For example, decide whether to crawl, walk or run across plank, depending on its length and width. I can collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow blocks								
Reception	Early Learning Goals to be met at the end of Reception Fine Motor Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases. Use a range of small tools, including scissors, paintbrushes and cutlery. Begin to show accuracy and care when drawing								
	 Gross Motor Negotiate space and obstacles safely, with consideration for themselves and others. Demonstrate strength, balance and coordination when playing. Move energetically, such as running, jumping, dancing, hopping, skipping and climbing. 								

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Outdoor Games Travel with ball Ball control whilst moving in a range of ways Staying within a game area	Outdoor Games Travel with a quoit Roll and throw whilst moving Following instructions to stop	Outdoor Games Send and receive a medium ball Rolling, throwing and bouncing to a partner Catching or stopping a ball	Outdoor Games Aim a bean bag Aiming for a target Different ways of controlling an item	Outdoor Games Skipping Alternative ways of moving	Outdoor Games Bat and ball Exploring different ways to bounce a ball
Year 1	Gymnastics Travelling, rolling jumping and putting weight on hands Joining 2 basic actions Working quietly and safely	Dance Levels Sequence	Dance Levels Sequence	Gymnastics Travelling, rolling jumping and putting weight on hands Joining basic actions Working quietly and safely	Dance Levels Sequence	Gymnastics Travelling, rolling jumping and putting weight on hands Joining basic actions Working quietly and safely
Year 2	Outdoor Games Travelling Games with a ball Travelling with a ball Accurate sending and returning	Outdoor Games Travelling Games with a Quoit Travelling with an item Accurate sending and returning	Outdoor Games Games with a Medium Ball and a Partner Games have rules Scoring points	Outdoor Games Games with a Bean Bag and a Partner Improving performance	Outdoor Games Catching Game over a line with a Partner Throwing and Catching over a line Games have rules Scoring Points	Outdoor Games Intro to Invasion Games Passing and receiving while travelling Scoring points with targets Scoring and target distance
	Gymnastics Performing basic actions Joining 3 basic actions Working quietly and safely	Dance Body Shapes Balance	Dance Body Shapes Balance	Gymnastics Performing basic actions Joining 3 basic actions Working quietly and safely	Dance Body Shapes Balance	Gymnastics Performing basic actions Joining 3 basic actions Working quietly and safely

Year 3	Outdoor Games Orienteering Maps represent a set area Maps have a key Directionality in regards to maps North East South West	Outdoor Games Football Using rules fairly Invasion Games	Outdoor Games Basketball Using rules fairly Invasion games	Outdoor Games Tennis Games set-up for 1v1 or 2v2 Using a simple scoring system	Outdoor Games Cricket Hitting a ball in different directions	Outdoor Games Athletics Running, jumping and throwing skills Sports can be won by the fastest, longest jump, furthest throw, etc
rear 3	Gymnastics Working quietly and safely Joining pairs of basic actions Contrasting shapes Turns Planning a sequences with transitions	Dance Leaps and Turns Changing Dynamics	Dance Leaps and Turns Changing Dynamics	Gymnastics Working quietly and safely Joining pairs of basic actions Contrasting shapes Turns Planning a sequences with transitions	Dance Leaps and Turns Changing Dynamics	Gymnastics Working quietly and safely Joining pairs of basic actions Contrasting shapes Turns Planning a sequences with transitions
Year 4	Outdoor Games Netball Passing a ball Step footwork focus	Outdoor Games Rugby Attacking and defending Passing a ball sideways and backwards Passing rules	Outdoor Games Hockey Intercepting a ball Attacking and defending Passing the ball in different ways	Outdoor Games Volleyball Targeting a ball Using a net in a game	Outdoor Games Rounders Running to posts Hitting the ball in different directions	Outdoor Games Orienteering/ Athletics Running, Jumping, Throwing Individual sports where the fastest, longest, highest wins Maps represent areas A Map has a key Rotating a map for directions

						North South EastWest
	Gymnastics Basic movements and joining 4 of them Different ways of moving	Dance Canon and Unison Spacing	Dance Canon and Unison Spacing	Gymnastics Basic movements and joining 4 of them Different ways of moving	Dance Canon and Unison Spacing	Gymnastics Basic movements and joining 4 of them Different ways of moving
Year 5	Outdoor Games Orienteering Maps represent areas A Map has a key Rotating a map for directions North South East West Using a scale for distance	Outdoor Games Football Attacking and defending	Outdoor Games Basketball Intercepting and tackling Games rules	Outdoor Games Tennis Bouncing a ball once Keeping a ball within an area	Outdoor Games Cricket Game rules	Outdoor Games Athletics Body position and speed Practising and evaluating performance
	Gymnastics Basic movements and joining four of them Linking movements and actions Changing pathways	Dance I Motif I Call/ Response/ Phase	Dance Motif Call/ Response/ Phase	Gymnastics Basic movements and joining four of them Linking movements and actions Changing pathways	Dance Motif Call/ Response/ Phase	Gymnastics Basic movements and joining four of them Linking movements and actions Changing pathways
Year 6	Outdoor Games Netball Pivoting on one foot Changing direction Intercepting a ball	Outdoor Games Rugby Attacking and defending Passing sideways and backwards Intercepting a ball	Outdoor Games Hockey Intercepting a ball Attacking and defending Passing a ball	Outdoor Games Volleyball Games rules	Outdoor Games Rounders Games rules	Outdoor Games Orienteering /Athletics Body positions for speed over barriers Practising and

Passing a ball Attacking and defending					evaluating own performance
Gymnastics	Dance	Dance	Gymnastics	Dance	Gymnastics
Using and joining	Full Dynamics	Full Dynamics	Using and joining	Full Dynamics	Using and joining
four to eight	Safe Weight Bearing	Safe Weight	four to eight	Safe Weight	four to eight
movements		Bearing	movements	Bearing	movements
Altering movements			Altering		Altering
and direction			movements and		movements and
Accelerating			direction		direction
and decelerating pace			Accelerating and		Accelerating and
			decelerating pace		decelerating pace