



PE Curriculum Map and Assessment Focuses

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
YR	Multi Skills	Dance	Gymnastics	Multi Skills	Athletics	Kick Ball Rounders
End Point	Pupils can move safely around a space, changing speed and direction on command. Pupils explore throwing, catching rolling a wide variety of equipment.	Pupils explore moving to music. Pupils explore copying dance moves. Pupils experience changing speed, direction and rhythm.	Pupils can sit in 'Teacher Talk' position. Pupils explore 5 basic shapes of gymnastics. Pupils explore travel, balance and rolling.	Pupils explore throwing various equipment at targets	Pupils explore throwing a variety of objects for distance. Pupils explore various ways of jumping from one to two feet. Pupils explore running at different speeds.	With guidance, pupils experience following simple game rules. Pupils begin to use rolling and kicking in a game situation.
Y1/2 A	Games - Ball Skills	Dance/ Orienteering	Dance	Gymnastics Apparatus	Athletics	Strike/Field Kick Ball Rounders

End Point	Pupils explore throwing in	Pupils can move to music.	Pupils can use simple choreographic devices such as unison, canon and mirroring. Pupils can create a short motif inspired by a stimulus. Pupils can change the speed and level of the actions. Pupils can move in time to the music and improve the timings of their actions.	Pupils can climb safely.	Pupils can run with developing co-ordination.	Pupils can follow simple game rules.
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	<p>different ways. Pupils can roll equipment. Pupils can catch with 2 hands.</p>	<p>Pupils can copy dance moves. Pupils can make up some simple dance moves. Pupils can change speed, rhythm, level and direction.</p> <p>Can follow instructions.</p> <p>Can work as part of a team and also lead.</p> <p>Can orientate a simple map and follow it.</p>		<p>Pupils can plan and show a short sequence of movements on a bench. With support, pupils can simply evaluate their own and others' performances.</p>	<p>Pupils can jump from two feet to 2 feet.</p>	<p>Pupils begin to use rolling and throwing in a game situation. Pupils are beginning to understand zones in game play.</p>
Y1/2 B	Games- Ball Skills	Dance/Orienteering	Gymnastics Floor	Gymnastics Apparatus	Athletics	Strike/Field Kick Ball Rounders

End Point	Pupils can throw in different ways. Pupils can throw and catch with 1 hand.	Pupils can move to music. Pupils can copy dance moves. Pupils can make up some simple dance moves.	Pupils show increased control in their movements. Pupils can think of more than one way to create a	Pupils can safely carry mats. Pupils can perform simple balances on benches.	Pupils can run with coordination and can change direction on command.	Pupils can follow simple attack and defence game rules. Pupils can use 1 tactic in a game.
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	Pupils can follow simple game rules	<p>Pupils can change speed, rhythm, level and direction.</p> <p>Can follow instructions.</p> <p>Can work as part of a team and also lead.</p> <p>Can orientate a simple map and follow it.</p>	<p>sequence which follows a set of rules.</p> <p>Pupils can work on their own or with a partner to create a sequence.</p> <p>Pupils can perform simple balances. Pupils can simply evaluate their own and others performances.</p>	Pupils can work with a partner on a bench to perform a short sequence. Pupils can simply evaluate their own and other performances.	Pupils can jump from one or two feet.	Pupils begin to stay in a zone during game play.
Y3/4 A	Inv Games- Basketball	Dance	Dance	OAA Orienteering	Athletics	Strike/Field Tennis

End Point	Pupils can throw and catch larger objects. Pupils begin to throw with some accuracy and control. Pupils know the difference between attack and defence and know some	Pupils link dance actions with some control and coordination. Pupils can remember and repeat some dance movements and can suggest what mood/feeling they show.	Pupils can identify and repeat the movement patterns and actions of a chosen dance style. Pupils can compose a dance that reflects the chosen dance style. Pupils can confidently improvise with a partner or on their own. Pupils can compose a dance sequence in a small group. Pupils can change parts of a dance as a result of self-evaluation.	Pupils can follow simple instructions progressing onto complex instructions. Pupils can work as a team and with a partner and suggest ways to improve teamwork. Pupils can read a simple map.	Pupils can run at different speeds. Pupils can throw a variety of objects with some degree of height and speed for distance. Pupils can jump with one or two feet with an increasing	Pupils know the difference between cooperative learning to help develop their own skills and competitive play, to beat an opponent. Pupils can control hitting a ball over a net using a racket.
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	game positions.				height and distance.	
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Y3/4 B	Inv Games - Football	Dance	Gymnastics - floor	Gymnastics - apparatus	Athletics	Strike/Field Cricket
End Point	<p>Pupils can send and receive a ball with some control and accuracy, using different techniques. Pupils know some positions in games. Pupils know some attack and defence tactics to plan team strategies for competitive play.</p>	<p>Pupils can improvise. Pupils movements communicate an idea. Pupils can refine movements into sequences. Pupils plan, perform and repeat sequences. Pupils can include speed and level changes in sequences. Pupils can suggest why a partner was successful.</p>	<p>Pupils movements are clear and fluent. Pupils show good balance and control when they create shapes. Pupils practice techniques that improve strength and flexibility. Pupils can plan and perform sequences individually, in pairs and in groups. Pupils can record a best performance.</p>	<p>Pupils can transfer floor sequences on to apparatus. Jumps from apparatus are controlled. Movements from one piece of apparatus to another or to/from the floor use gymnastic techniques of travel and jumps.</p>	<p>Pupils can sprint over short distances and run at appropriate pace for longer distance. Pupils can jump in a number of ways, including using a short run-up. Pupils can throw for distance using a short run-up.</p>	<p>Pupils can play co-operatively to encourage growth of skill with a partner. Pupils can choose some tactics to cause problems and play competitively, keeping score within a short set of rules. Pupils know some game positions and how to cause problems for opponents.</p>

Y5/6 A	Inv Games-	Dance	Dance	OAA	Athletics	Strike/Field
	Basketball			Orienteering		Tennis
End Point	Pupils use a variety of techniques to pass. Pupils can plan an approach to attacking and defending and choose the most appropriate tactics in a variety of situations.	Pupils are creative and imaginative when composing a dance. Pupils use controlled movements to express emotion or mood. Pupils can perform to an audience.	Pupils can use dramatic expressions in dance movements and motifs. Pupils can perform with confidence using a range of movement patterns. Pupils can dance with fluency and control, linking all movements and ensuring that transitions flow. Pupils can perform the sequence in time with the music.	Pupils can follow a simple route on a map. Pupils can evaluate their ideas and those of others. Pupils can work safely and independently.	Pupils can choose the best pace for running. Pupils show control in takeoff and landing when jumping. Pupils can follow safety instructions when throwing. Pupils are accurate when throwing for distance.	Pupils can use a variety of techniques to send a ball over the net.
Y5/6 B	Inv Games- Hockey	Dance	Gymnastics - floor	Gymnastics - apparatus	Athletics	Strike/Field Cricket

End Point	Pupils can adapt their approach to attacking and defending. Pupils know positions in a game.	Pupils refine their dances with style and artistic intention. Pupils dances match the mood and rhythm of the music. Pupils choose and develop	Pupils movements, balances, rotations and shapes all show control. Pupils link actions in welltimed sequences. Pupils analyse and suggest	Pupils can use apparatus effectively to enhance sequences. The perform jumps in varying positions with control.	Pupils can show a range of speeds and stamina when running. Pupils choose the most appropriate technique for jumping in different situations.	Pupils choose the most appropriate tactics to attack or defend an opponent. Pupils know rules of the game and positions on the field.
		their own sequences.	improvements for the techniques of others.		Pupils are accurate when throwing for distance.	