Countess Gytha PE Curriculum Overview For all children to gain the fundamental movement skills, knowledge and understanding to be physically literate & to lead healthy, active lives. Rationale For all children to have fun & have opportunities to engage in a broad variety of physical activities so that they have both the confidence & skills to try new sports, join clubs and be active outside of school for their leisure and to help with their mental health & wellbeing. To offer our children an inspirational curriculum in which they can learn the fundamental movement skills from reception through to year 6. This is to **Approach** enable children to be able to take part in a variety of sports in Primary school and beyond. To have the physical, tactical, and social skills to be able to play a variety of sports by learning through playing modified games, gradually building in complexity for transition to secondary school & beyond. Merlin Multi-Skills Theme Yoga **Team Games** Dance **Athletics Swimming** Delivered by Tatty Bumpkin Content Wake and Shake, Running, jumping, Team building games such Travelling, balance, Water awareness Rolling, stretching, speed, ball control, as volcanoes and valleys throwing holding shape, throwing jumping, Vocab Butterfly pose, mountain Guided dancing, two foot jumping, Underarm, overarm, balance, underarm Frog, duck, ducklings, pose, chair, tree, throw, rolling, accuracy Jump, pike, tuck, high five, speed balance, jump, run, skip, jump, hop elephant, cobra, child's, stretch, warm up control, relay races coordination downward dog Pendragon **Team Games Multi-Skills Athletics Theme** Yoga **Gymnastics Swimming** Content Team building games Balance, Agility, Delivered by Tatty Bumpkin Rolling, stretching, Water awareness Running, jumping, throwing Coordination such as volcanoes and holding shape, jumping, tension valleys Jump, pike, tuck, stretch, balance, underarm Skills of travel two foot jumping, high Vocab Butterfly pose, mountain pose Frog, duck, chair, tree, elephant, cobra, throw, rolling, accuracy send, chase, warm up ducklings, five, speed control, relay child's, downward dog run, skip, receive, avoid, races jump, hop control; awareness of space and individual action King Arthur Multi-Skills **Athletics Striking and Fielding Gymnastics and Yoga Swimming** Dance Theme Strength and Flexibility/ Running and Content Develop flexibility, strength and Attacking and Defending / Use a range of Striking and technique playing competitive strokes (front range of movement Jumping, Agility, fielding activities patterns games crawl, backstroke, coordination rounders breaststroke) Jump, pike, tuck, Vocab balance, underarm Backstroke, front Jump, pike, tuck, stretch, Butterfly pose, mountain under/over arm throw, rolling, accuracy crawl, diving stretch, warm up throw, batting, pose, chair, tree, warm up run, skip, jump, hop elephant, cobra, child's, catching hands, downward dog **Excalibur Swimming** Striking and fielding Theme **Gymnastics** Yoga Dance **Invasion Games** skills Jumping, landing, rolling, Front crawl, back Range of movement Content **Delivered by Tatty** Striking skills, Attacking and stroke, breast stroke, Bumpkin patterns throwing and defending, decision linking, sequencing butterfly, catching, Rounders making – netball, bench ball, dodgeball Jump, pike, tuck, stretch, warm Backstroke, front Possession, attackers, Vocab Butterfly pose, Ready position, crawl, diving defenders, marking, mountain pose. wicket keeper. up bowler, batter, back direction, dodging, chair, tree, elephant, cobra, stop, infield, anticipating. child's, downward outfield, base Lancelot Invasion **Athletics** Net & Wall **Theme Swimming Gymnastics/Dance Striking and Fielding** Striking and fielding Content Front crawl, back stroke, **Fundamental** Jumping, landing, Running, Jumping, Sending and receiving in breast stroke, butterfly, movement skills: rolling, linking, throwing activities, cricket and using different movement, sending rounders techniques, send to Range of and receiving movement patterns partner or to space, attacking and cooperative and competitive games / defending and decision making rallies Ready position, Vocab Backstroke, front crawl, diving Possession, attackers, Pike, straddle, Achieving personal best, Send, receive, ready, defenders, marking, star, rock and sprint, long jump, triple wicket keeper, position, positioning, jump, stopwatch, covering, supporting, roll, twist, turn, bowler, batter, back send to space, track, team, play, team high-low technique, measure, stop, infield, object, move to, select evaluate, compare positions, direction, outfield, base technique dodging, anticipating.