



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Enchanted Woodlands Science - plants PE We are throwers and catchers To master basic movements including throwing and catching.	Bright Lights Big City Geography - The UK, maps and direction PE We are dancers: Starry Skies Performing dance using simple movement patterns.	Superheroes PE Fantasy and real heroes. The senses PE We are runners and jumpers To master basic movements including running and jumping.	Beachcombers Science - seashore PE We are attackers and defenders To participate in team games, developing simple tactics for attacking and defending.	Paws Claws and Whiskers Art and Design animals and their features PE We are gymnasts: Animals To master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co- ordination, and begin to apply these in a range of activities.	Dinosaur Planet History - dinosaurs and fossils PE We are winners: Multi Skills Sports To master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities
Year 2	Street Detectives Geography - exploring the local community PE We are throwers and catchers To use throwing and catching in isolation and in combination.	Land Ahoy Geography Captain Cook, boats and sea rescues PE We are dancers: Bonfire Night To perform dance using simple movement patterns.	Muck, Mess and Mixtures Science/Art Materials and their properties through art PE We are invaders: games To master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-	Towers, Tunnels and Turrets D&T/History Castles, towers and tunnels. Building structures PE We are gymnasts: Landscapes and Cityscapes To master basic movements including running, jumping, throwing and catching,	Scented Gardens Science - flowers and their parts, growing things PE We are dancers- Plants To perform dance using simple movement patterns.	Wriggle and Crawl Science - minibeasts and their habitats PE We are gymnasts - Under the Sea To master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.





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Van 3	Heroes and Villains	Predator	ordination, and begin to apply these in a range of activities. To participate in team games, developing simple tactics for attacking and defending.	as well as developing balance, agility and co- ordination, and begin to apply these in a range of activities. Mighty Metals	Scrumdiddlyumptious!	Tribal Tales
Year 3	Music, moral dilemmas PE We are gymnasts: Shape To develop flexibility, strength, technique, control and balance. To use running, jumping, throwing and catching in isolation and in combination.	Science food chains, fossils and predatory plants PE We are strikers and fielders To play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending.	Geography /History - natural disasters, earthquakes and volcanoes PE We are dancers: Extreme earth To perform dance using simple movement patterns.	Science - materials, forces, magnets and robots PE We are gymnasts: Movement To develop flexibility, strength, technique, control and balance.	D&T - Food, nutrition and cooking PE We are invaders: Games To play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending. To develop flexibility, strength, technique, control and balance.	History- Stone Age, Bronze Age and Iron Age history PE We are athletes To develop flexibility, strength, technique, control and balance. To use running, jumping, throwing and catching in isolation and in combination. To compare their performances with previous ones and demonstrate improvement to achieve their personal best.
Year 4	I Am Warrior The Roman Empire PE	Potions Solids, Liquids and Gas PE	Traders and Raiders Here come the Saxons	Burps, Bottoms and Bile Inside your Body	Misty Mountain Sierra Mighty Mountains	Blue Abyss The Ocean World PE
	We are Dancers: Romans	We are Hockey Players: <u>Games</u>	<u>PE</u>	<u>PE</u>	<u>PE</u>	We are Athletes





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	To perform dance using simple movement patterns. CORNERSTONES: Create/perform fluently a sequence of movement, showing good balance/body tone and practise to improve.	To play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending. To develop flexibility, strength, technique, control and balance.	We are Invaders: Games To play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending. To develop flexibility, strength, technique, control and balance.	We are Gymnasts: Movement To develop flexibility, strength, technique, control and balance. To compare their performances with previous ones and demonstrate improvement.	We are Dancers: Water To perform dance using simple movement patterns.	To develop flexibility, strength, technique, control and balance. To use running, jumping, throwing and catching in isolation and in combination. To compare their performances with previous ones and demonstrate improvement to achieve their personal best.
Year 5	Stargazers Space The solar system and space PE We are Invaders: Invasion Games To develop flexibility, strength, technique, control and balance. To play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending.	Off With Her Head The Tudors PE We are game players: Basketball To develop flexibility, strength, technique, control and balance; Use running, jumping, throwing and catching in isolation and in combination Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending	Alchemy Island A fantasy world PE We are gymnasts: Movement (link with science- forces) To develop flexibility, strength, technique, control and balance	Beast Creator Minibeasts PE We are attackers and defenders: Rounders To play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending. To use running, jumping, throwing and catching in isolation and in combination	Pharaohs Ancient Egypt PE We are Dancers To perform dances using a range of movement patterns. To compare their performances with previous ones and demonstrate improvement to achieve their personal best	Allotment Food origins and farming PE We are athletes To develop flexibility, strength, technique, control and balance. To use running, jumping, throwing and catching in isolation and in combination. To compare their performances with previous ones and demonstrate improvement to achieve their personal best





Year 6

A Child's War World War 2

<u>PE: We are gamers:</u> Wartime Games

To play games and take part in activities that were popular with children during the war. Take part in organised games, such as football, tag, rounders and cricket, and in paired games, such as hopscotch and marbles.

Play competitive games, modified where appropriate (for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis), and apply basic principles suitable for attacking and defending.

Develop and refine strategies and tactics for attacking and defending during competitive team games.

Attack and defence tactics can be developed and refined in several

Blood Heart

Human circulatory system

<u>PE: We are athletes:</u> Healthy Heart

To use running, jumping, throwing and catching in isolation and in combination.

Develop flexibility, strength, technique, control and balance (for example, through athletics and aymnastics).

Demonstrate a high level of control, speed, strength and stamina when running, jumping and throwing, in isolation and combination, and suggest ways to improve performance.

Control, speed, strength and stamina are skills that can be developed over time through practice and training. By working on these skills, performance in running, jumping and throwing should improve.

Frozen Kingdom Polar Regions

<u>PE: We are</u> <u>gymnasts:</u> Shape and balance

To learn and perform individual point balances and partner balances and will use these to create group formations to represent mountains and mountain ranges.

To perform some rhythmic gymnastics to represent the features of the river course and learn how to create a range of shapes with their bodies, both on the floor and on apparatus.

Darwin's Delights Evolution and Inheritance

PE: We are invaders: Invasion games Basketball, hockey, football

To recap on the fundamental skills needed to play a range of invasion games, such as dribbling with the ball, passing and keeping possession.

To cover attacking skills, such as shooting and changing direction with the ball in soccer using the drag back and stop turn.

Defending skills such as shadowing and tackling

Hola Mexico Mayan Civilisation

PE: We are dancers: Mexican Hat Dance

https://www.youtube.co m/watch?v=j_YG3ItNzf q

Work alongside a professional or experienced dancer to learn a simplified version of the traditional Mexican folk dance, El Jarabe Tapatío (the Mexican hat dance). Find a partner and follow the instructions to learn the dance before trying it to music.

Perform dances using a range of movement patterns.

Vary dynamics of movements or dance, developing actions in time to music with a partner or as a part of a group.

In dance, dynamics means how the body

Gallery Rebels Significant Artists

<u>PE: We are movers:</u> <u>Movement</u>

To develop flexibility, strength, technique, control and balance

To perform recognisable movements, e.g. a pike backward roll that looks like a pike backward roll;



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ways, such as through	moves, in terms of the
practice and coaching,	speed, energy and flow
watching competitive	of the movement. For
games being played by	example, the dynamics
others, asking questions	of a dance could be
and listening to feedback.	described as explosive
	or jerky.