		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	Physical HANDS	Refine and master the range of physical literacy skills (multi-skills, cricket, fitness) (balance, coordination, agility, locomotor, running, jumping, throwing, catching, object control/manipulation, rhythm, posture, expression and fluency of movement).		Refine and master the range of physical literacy skills (games) (balance, coordination, agility, locomotor, running, jumping, throwing, catching, object control/manipulation, rhythm, posture, expression and fluency of movement).		Refine and master the range of physical literacy skills through Athletics activities (balance, coordination, agility, locomotor, running, jumping, throwing, catching, object control/manipulation, rhythm, posture, expression and fluency of movement).	
	movements and routines with control and coordination.  Re lite			Perform a range of survival skills – using a map to complete an orienteering trail.  Refine and master the range of physical literacy skills through Gymnastics (balance, coordination, agility, locomotor, running, jumping, throwing, catching, object control/manipulation, rhythm, posture, expression and fluency of movement).		Apply the physical literacy skills required to actively participate and compete in a range of modified small sided games (striking & fielding, dodgeball) (balance, coordination, agility, locomotor, running, jumping, throwing, catching, object control/manipulation, rhythm, posture, expression and fluency of movement).	
	Cognitive HEAD	Develop the resilience difficult situations and	d not give in easily.	Develop the resilience to react positively to difficult situations and not give in easily.		Taking ownership and r learning through effecti skills.	•
		Develop the confident range of increasingly cactivities.	ce to participate in a challenging games and			Identify, explain and leaprinciples of attacking a sided games.	
	Social & Emotional HEART	tional any games or activities.		Recognise the strengths in others, supporting and including all.		Cooperate with others of any games or activiti	es.
		Inspire others through roll modelling.	n setting an example and	Inspire others through setting an example and roll modelling.		setting an example Work with fairness, honesty, integrit respect for teammates, opponents, a officials.	
						Develop good sportsper lose or draw.	rson qualities – win,

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 4	Physical HANDS	Apply the physical literacy skills required to actively participate and compete in a range of modified small sided games (balance, coordination, agility, locomotor, running, jumping, throwing, catching, object control/manipulation, rhythm, posture, expression and fluency of movement).		Refine and master the range of physical literacy skills through Gymnastics (balance, coordination, agility, locomotor, running, jumping, throwing, catching, object control/manipulation, rhythm, posture, expression and fluency of movement).  Perform a range of survival skills – using a		Perform increasingly complex dance movements and routines with control and coordination.  Refine and master the range of physical literacy skills (Athletics) (balance, coordination, agility, locomotor, running, jumping, throwing, catching, object	
		COMMANDO JOES  Swim a minimum of 2	5 metres using a range of	map and compass, build complete an orienteering unfamiliar and varying	ding a shelter, ng trail, navigate	control/manipulation, rh expression and fluency of	ythm, posture,
		strokes, understandin and risks and perform	g water safety, hazards self-rescue.	Refine and master the r literacy skills (Tennis &	Cricket) (balance,	Apply the physical litera actively participate and modified small sided ga	compete in a range of
		Refine and master the range of physical literacy skills (balance, coordination, agility, locomotor, running, jumping, throwing, catching, object control/manipulation, rhythm, posture, expression and fluency of movement).		coordination, agility, locomotor, running, jumping, throwing, catching, object control/manipulation, rhythm, posture, expression and fluency of movement).		coordination, agility, locomotor, running, jumping, throwing, catching, object control/manipulation, rhythm, posture, expression and fluency of movement).	
	Cognitive HEAD	Identify, explain and I principles of attacking sided games.	earn to apply the and defending in small	Develop the resilience to react positively to difficult situations and not give in easily.  Develop the confidence to participate in a		Taking ownership and responsibility for own learning through effective decision-making skills.	
		Develop the resilience difficult situations and	•	range of increasingly ch and games.		Identify, explain and lea principles of attacking a sided games.	
	Social & Emotional HEART	Demonstrate good sp win, lose or draw.	ortsperson qualities –	Recognise the strengths supporting and including		Cooperate with others a of any games or activitie	
		Inspire others by thro and role modelling.	ugh setting an example	Inspire others through sand roll modelling.	setting an example	Work with fairness, honesty, integrity and respect for teammates, opponents, and officials.	

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 5	Physical HANDS	Combine, link and apply the broad range of physical skills acquired to excel in a range of competitive small sided games and physical activities – Multi-skills.  Develop strength, flexibility, control and balance through fitness training.  Develop strength, flexibility, control and balance through gymnastics.		Compose and perform dances using a range of creative and imaginative movement patterns and sequences.  COMMANDO JOES  Combine, link and apply the broad range of physical skills acquired to excel in a range of competitive small sided games and physical activities (netball, basketball, net skills).		Combine, link and apply the broad range of physical skills acquired to excel in a range of competitive small sided games and physical activities (striking and fielding skills, dodgeball skills, athletics skills).	
	Cognitive HEAD	Select appropriate tactical strategies in games, applying the principles of attacking and defending and make independent effective decisions.  Utilise intrinsic and extrinsic motivating factors to maintain participation and performance levels.		Select appropriate tactical strategies in games, applying the principles of attacking and defending and make independent effective decisions.  Assess and analyse self and peer performance and receive feedback to strive to achieve personal best.		Assess and analyse self and peer performance and receive feedback to strive to achieve personal best.  Select appropriate tactical strategies in games, applying the principles of attacking and defending and make independent effective decisions.	
	Social & Emotional HEART	Use a range of communication methods, styles and languages appropriate to the context.  Demonstrate positive character traits and role modelling.		Effectively manage own emotional intelligence – empathy, self-awareness, belief, growth mind-set, support for others, discipline.  Demonstrate positive character traits and role modelling.		Improve self-esteem by developing own sense of worth and appreciation through positive contributions and participation in games and activities.  Use a range of communication methods, styles and languages appropriate to the context.	

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
Year 6	Physical HANDS	physical skills acquire competitive small side activities (multi-skills, Compose and perform	mbine, link and apply the broad range of ysical skills acquired to excel in a range of mpetitive small sided games and physical tivities (multi-skills, striking and fielding).  mpose and perform dances using a range of eative and imaginative movement patterns		Combine, link and apply the broad range of physical skills acquired to excel in a range of competitive small sided games and physical activities (invention, rugby modified games).  Develop strength, flexibility, control and balance through gymnastics.		Combine, link and apply the broad range of physical skills acquired to excel in a range of competitive small sided games and physical activities (dodgeball, football, athletics, multisports).  Swim a minimum of 25 metres using a range of strokes, understanding water safety, hazards and risks and perform self-rescue.	
		Develop strength, flex	ss activities and boxing.	Compete in an orientee	ring trail.	Confident and competent t	to swim in water.	
	Cognitive HAND	Utilise intrinsic and extrinsic motivating factors to maintain participation and performance levels.  Select appropriate tactical strategies in games, applying the principles of attacking and defending and make independent effective		Select appropriate tacti games, applying the pri attacking and defending independent effective of Utilise intrinsic and extra factors to maintain part	nciples of g and make decisions.	Assess and analyse self and and receive feedback to street personal best.  Select appropriate tactical applying the principles of a defending and make indep	strategies in games,	
		Assess and analyse se and receive feedback personal best.	elf and peer performance to strive to achieve	performance levels.  Develop problem solvin of adventurous activities	-	decisions.		
	Social & Emotional HEART	<ul> <li>empathy, self-award mind-set, support for</li> </ul>	others, discipline.	Use a range of commun styles and languages ap context.	propriate to the	Improve self-esteem by de worth and appreciation the contributions and participa activities.	rough positive	
		Demonstrate positive character traits and role modelling.		Demonstrate positive character traits and role modelling.		Use a range of communication methods, styles and languages appropriate to the context.		