Curriculum Intent – Knowledge Builder

Physical Education - Primary Curriculum

Subject Intent Statement:

Our intent is to inspire and allow all whatever their starting points pupils to participate, succeed and excel in competitive sport and other physically demanding activities.

We aim to provide opportunities for children to enjoy activity and become physically confident in order to support their health, wellbeing and fitness. We aim to provide wide ranging opportunities for children to compete in sport and other activities, to build character and help embed values such as fairness, resilience, perseverance and respect. We want all our pupils to leave our schools physically literate and confident in their own physical abilities.

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Key knowledge Pupils will learn how to: -	Key Knowledge Pupils will learn how to: -	Key Knowledge: Pupils will learn how to: -	Key Knowledge: Pupils will learn how to: -	Key Knowledge: Pupils will learn how to:	Key Knowledge: Pupils will learn to:
master basic movements including running, jumping, throwing and catching, move with an awareness of space move in a variety of ways with coordination move in different directions with coordination recognize what a good warm up should include copy movements	Perfect basic movements through practice Use simple tactics for attacking and defending Move in a variety of ways and in different directions with coordination and spatial awareness Combine several movements to create a simple dance	Run, jump, throw and catch in isolation and in combination Play competitive games and apply basic principles suitable for attacking and defending Develop flexibility strength, technique, control and balance Use learnt technique when travelling, balancing and using equipment Use a range of movement patterns and memorize a sequence Take risks in a safe and controlled environment.	 Play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders, tag rugby and tennis] Perform dances using a range of movement patterns Use a variety of gym equipment Perfect running techniques Perfect throwing and catching technique and accuracy. Take risks in a safe and controlled environment. 	Remember and repeat short phrases and actions showing control, coordination, and spatial awareness. Select and use simple tactics and compositional ideas to effect successful outcomes in activities. Show body awareness, tension and control performing simple skills and actions. Demonstrate confidence, engagement and persistence when learning and developing skills.	Show co-ordination and control when performing a range of skills and actions. Develop the range of skills, tactics, strategies and compositional ideas to meet different challenges. Understand and demonstrate how to prepare for and recover from physical activity. Compare and comment on skills, techniques and ideas and suggest alternative solutions to problems or difficulties. Demonstrate and describe how exercise affects the body.
Key SkillsSay what is good about aperformanceBegin to use ICT to video aperformance.Subject specificDanceCopies and remembers simple dancemovementsBegins to link movement to sound.GymnasticsJumps off an object and landsappropriately.	Key Skills Use ICT to video a performance and review this to self-evaluate and begin to improve a performance. Subject specific Dance Copies and explores movement with developing control Varies levels and speed in sequence. Varies the size of their body shape Responds imaginatively to stimuli	Key Skills: Compare their performances with previous ones using It as appropriate Demonstrate improvement to achieve their personal best Subject specific Dance Begins to improvise independently or with a partner to create a simple dance Begins to adapt movements and motifs to create a larger sequence	Key Skills: Uses subject specific language and careful analysis to compare and modify performance Subject specific Dance Confidently improvises with a partner or individually. Beginning to create a larger dance in a larger group. Beginning to vary dynamics and develop actions and motifs. Demonstrates rhythm and spatial awareness.	Key Skills: Overarching Understand and communicate why physical activity is essential for health and well-being. Subject specific Dance Uses the body to tell a story through actions. Develops musicality putting movements to music. Understands and develops a motif and links moves together to create a themed dance.	Key Skills: Overarching Develop the range of skills, tactics and strategies to meet different challenges. Subject specific Dance Replicates movements and motifs accurately. Within a group independently devises a motif to a set beat. Uses facial expression and gestures to tell a story through actions.

Travels with confidence and skill	Describes a short dance using	Gymnastics	Gymnastics	Invasion Games	Invasion Games
	0	-			Learns how to receive and offload
around, under, over and through balancing and climbing equipment.	appropriate vocabulary	Applies compositional ideas individually and with a partner to	Develops flexibility, strength, technique, control and balance	Understands and implements the basics of creating space and denying	
balancing and climbing equipment.	Gymnastics	create a sequence	technique, control and balance	space.	possession.
Handles equipment and tools safely	Explores and creates different	create a sequence	Links skills with control, technique	space.	Creates scoring opportunities in
and with coordination and can	pathways and patterns	Copies, explores and remembers	and fluency.	Implements the basics of defence	game situations.
perform different body shapes.	pathways and patterns	a variety of movements and uses	and nuency.	and attack and uses effective	game situations.
perform unrerent body shapes.	Uses equipment in a variety of ways	these to create a sequence.	Understands composition and	strategies and decision-making	Maintains possession through
	to create a sequence	these to create a sequence.	performs more complex	techniques to create successful	effective movement.
Games		Uses turns while travelling in a	sequences.	outcomes.	cheetive movement.
Negotiates space successfully when	Links movement together to create a	variety of ways	sequences.	outcomes.	Net & Wall Games
playing racing and chasing games	sequence and continues to develop a	vallety of ways	Combines equipment with	Net & Wall Games	Develops use of the Forehand to
with other children, adjusting speed	range of jumps.	Begins to show flexibility in	movement to create sequences.	Handles a bat/racket effectively with	strike a ball effectively.
or changing direction to avoid		movements		the correct grip.	
obstacles.	Games				Develops use of the Backhand to
	Confidently sends a ball to others in	Games	Games	Strikes a ball with accuracy and	strike a ball effectively.
Shows increasing control over an	a range of ways	Understands tactics and how	Uses running, jumping, throwing	consistency.	,
object in pushing, patting, throwing,	5 /	they respond to an opponent	and catching in isolation and in	,	Maintains a rally with a partner.
catching or kicking it.	Beginning to develop own games	· · · · · · · · · · · · · · · · · · ·	combination	Develops confidence in using the	
5 5	with peers	Varies skills, actions and ideas to		correct stance and movement	Gymnastics
		suit different games.	Applies basic principles suitable for	patterns around the court/table.	Begins to link moves together to
	Understands the importance of rules		attacking and defending		create a sequence.
Athletics	in games	Begins to communicate with		Understands the basic rules and	
Jumps from a standing position	-	team members.	Shows confidence in using ball	develop an understanding of how	Work with others to create
	Develops simple tactics and use		skills in a variety of ways and can	games are started and scored.	sequences that focus on canon and
Runs at different speeds	them appropriately	Works with a group to develop	link these e.g. dribbling, bouncing,		synchronisation.
		various games.	kicking.	Gymnastics	
Performs a variety of throws with	Beginning to develop an			Uses the body to create different	Links balances and methods of
basic control	understanding of attacking and	Begins to understand how to	Takes part in competitive sports	shapes.	travel effectively to create
	defending.	compete in a controlled manner.	with strong understanding of		aesthetically pleasing sequences.
Healthy lifestyles			tactics and composition.	Uses the body to balance effectively	
Recognizes how exercise affects the	Athletics	Begins to select resources		and identify the definition of a	Athletics
body.	Changes speed and direction while	independently to carry out	Can create their own games using	balance, leading into balancing on	Runs the 75m, 150m, 600m and
	running	different skills.	knowledge and skills.	different parts of the body (Points	1200m, demonstrating an
				and Patches).	appropriate pace for each.
	Jumps from a standing position with	Athletics	Athletics		
	accuracy	Begins to run at the speed	Beginning to build a variety of	Explores different methods of travel	Throws a Shot Put effectively and
		appropriate for the distance.	running techniques	including the teaching of different	safely.
	Performs a variety of throws with			ways in which pupils can roll and	
	control and coordination	Performs a running jump with	Performs a running jump with	jump.	Throws a ball effectively and safely
		some accuracy.	more than one component.		using the correct technique.
	Uses equipment safely				
		Performs a series of throws with	Demonstrates accuracy in	Athletics	Links a run and jump effectively to
	Healthy lifestyles	some accuracy.	throwing and catching	Learns how to pace ourselves when	jump for distance.
	Describes the effect exercise has on		the second second second second second	running different distances.	
	the body	Can use equipment safely and	Uses equipment safely and with	Learne have been different dist	Outdoor adventurous activity
	Con overlain the investment of	with control.	good control.	Learns how to run different distances	
	Can explain the importance of			including short, middle and long	Listens to other pupils and suggest
	exercise in a healthy lifestyle.	Outdoor adventurous activity	Outdoor adventurous activity	distance.	own opinions to find solutions to
		Develops listening skills	Demonstrates strong listening	Paging to throw run and imma affely	problems.
		Thinks activities through and	skills	Begins to throw, run and jump safely	Works as a team to achieve sat
		applies problem-solving skills.	Lisos a simplo man	with basic technique.	Works as a team to achieve set
	1	applies problem-solving skills.	Uses a simple map		challenges.

		Discusses ideas in a group Applies understanding of how to keep safe. Healthy lifestyles Can explain the importance of regular activity. Understands the need to warm up and cool down	Ability to think around a problem and find a solution Communicates effectively with group members. Applies safety rules. Healthy lifestyles Can explain the importance of regular activity. Understands the need to warm up and cool down	Outdoor adventurous activity Communicates effectively with others in group and team challenges. Develops team work and leadership skills including trust, patience and cooperation. Identifies and develops different methods of problem solving. Healthy lifestyles Exercising Safely and effectively Identifies different ways in which people can be physically active. Identifies the benefits of participation in physical activity. Begins to identify and measure level of physical fitness and skill related fitness.	Devises tactical strategies that increase the chance of success. Healthy lifestyles Exercising Safely and effectively Identifies personal level of fitness each Half-term. Begins to understand the different ways in which fitness can be measured. Displays appropriate physical and mental capabilities when running. Understands and demonstrates how to prepare for and recover from physical activity.
Key Vocabulary Pushing, kicking, throwing, catching, patting, jump, run, gallop, skip, climb, space, exercise, control, speed, obstacle, movement, performance, pattern	Key Vocabulary Agility, coordination, tactic, attack, defend, pattern, pathways, travelling, position, competition, dribbling, bouncing	Key Vocabulary: All vocabulary from KS1 plus: - KS2: Athletics, gymnastics, improvise, sequence, devise, motif, composition, flexibility, core strength, balance	Key Vocabulary: badminton, basketball, cricket, football, hockey, netball, rounders, tag rugby and tennis component, communicate, accuracy, technique, modify, improve	Key Vocabulary: Invasion, space, decision-making, defence, attack, balance, travel, pace, communication, trust, patience, fitness, motif, musicality.	Key Vocabulary: Possession, receive, offload, movement, sequence, track & field, pace, endurance, strategies, warm- up, cool-down, replicate, facial expressions, gestures.

Curriculum Implementation and Impact

Subject xxxxxxxxx- Year xxx				
Term 1	Themes & Teaching Sequence (including enrichment opportunities)	Evaluating Learning and milestones to be		
	(Implementation)	achieved (Impact)		
Key Knowledge:	Invasion games	all children should be able to:		
master basic movements including running,		 travel in at least two different ways; 		
jumping, throwing and catching,				

		e stan travelling to shange direction.
		 stop travelling to change direction; begin to travel with a ball;
move with an awareness of space	Fairground Fun!.	 pass a ball to another player over a short
	• To travel in different ways with control.	distance.
move in a variety of ways with coordination		ustance.
move in different directions with	Roll-a-ball	most children will be able to:
coordination	• To travel with a ball in different ways.	 travel forwards, backwards and sideways;
recognize what a good warm up should		 change direction while travelling;
include	Monoball To travel with a ball in different directions.	 travel with a ball using their feet and hands;
		 change direction while travelling with a ball;
copy movements	Pinball	• use their feet to pass a ball to another player;
Kov Skiller	To travel with a ball in different directions.	 use their hands to pass a ball to another player;
Key Skills: Negotiates space successfully when playing		 pass a ball accurately to another player;
racing and chasing games with other	Coconut shy	 pass a ball quickly to another player while in a
children, adjusting speed or changing	To pass the ball to another player.	game situation;
direction to avoid obstacles.		 travel with and pass a ball to another player to
Shows increasing control over an object in	All the fun of the fair	score points in a game.
pushing, patting	To use all the travelling and passing skills I have learnt in	
Key Vocabulary	a game.	some children will be able to:
		 travel in different ways with control in order to
Agility, coordination, tactic, attack, defend,		get into a useful space;
pattern, pathways, travelling, position, competition, dribbling, bouncing		select the most appropriate way of travelling for
Key Areas to Revisit		the game context;
,		 keep good control of a ball while travelling with it;
		 pass a ball quickly and accurately to another player; make quick decisions about which player to pass to
Term 2:	Themes & Teaching Sequence (including enrichment opportunities)	make quick decisions about which player to pass to. Evaluating Learning and milectones to be
Term 2.		Evaluating Learning and milestones to be achieved (Impact)
Key Krewledge	(Implementation)	
Key Knowledge: master basic movements including running,	Attacking and defending	all children should be able to:
jumping, throwing and catching,	Using Space	• identify useful spaces for passing and receiving
	To participate in team games, developing simple tactics for attacking and	a ball; • defend a goal or space; • indicate their
move with an awareness of space	defending.	intentions to their teammates; • attempt to
nove with an awareness of space	Think about using space in a team game.	evade defenders; • identify strengths and areas
move in a variety of ways with coordination		in which they could improve
move in different directions with	Marking Players	
move in different directions with coordination	To participate in team games, developing simple tactics for attacking and	some children will be able to: • use space
	defending.	effectively and intentionally; • use both
recognize what a good warm up should	Pass a ball to another player.	attacking and defending skills at the same time
to alcola		
include	Mark another player.	during a team game; • identify ways they can
include copy movements	Mark another player.	during a team game; • identify ways they can improve

Key Skills: Negotiates space successfully when playing racing and chasing games with other children, adjusting speed or changing direction to avoid obstacles. Shows increasing control over an object in pushing, patting Key Vocabulary Agility, coordination, tactic, attack, defend, pattern, pathways, travelling, position,	 Defend the place between two people. I can defend the space between players. Perfect Passing To participate in team games, developing simple tactics for attacking and defending. Pass the ball to another play Dodging Defenders 	most children will be able to: • begin to use space well to pass and receive a ball; • mark a player by staying close to them; • attempt to intercept a ball between other players; • use eye contact to indicate their intentions to their teammates; • evade defenders by quickly changing direction
Key Areas to Revisit	To participate in team games, developing simple tactics for attacking and defending. Get past a defender Using Your Skills To participate in team games, developing simple tactics for attacking and defending. Using and defending skills in a team game.	
Key knowledge	Dance- external people come in	all children should be able to:
Say what is good about a performance	<u>Gymnastics</u>	• show a star, straight and tuck shape with their body and hold it still;
Begin to use ICT to video a performance. Perfect basic movements through practice Use simple tactics for attacking and defending Move in a variety of ways and in different	The Three Billy Goats Gruff To develop balance, agility and co-ordination when performing a range of contrasting movements and balances. The Three Little Pigs To develop balance, agility and co-ordination when travelling in a variety of ways.	 choose two contrasting balances with support and perform them; copy the movements of others to travel and balance in different ways; create a simple sequence with support,
directions with coordination and spatial awareness Combine several movements to create a simple dance	The Gingerbread Man To develop balance, agility and co-ordination when jumping and rolling in a variety of ways.	 repeating movements if necessary; perform a log or egg roll with some control; perform a straight jump and land safely; follow a structure to perform a simple sequence;
Key skills Explores and creates different pathways and patterns Uses equipment in a variety of ways to create a sequence	Goldilocks and the Three Bears To develop balance, agility and co-ordination when linking movements to create a sequence.	 watch a partner's sequence and give one example of a movement that they saw; perform a front support and hold their body in this position for a few seconds; answer some prompt questions to evaluate a
create a sequence	The Enormous Turnip	sequence that they have watched;

Links movement together to create a sequence and continues to develop a range of jumps.	To develop balance, agility and co-ordination when working with a partner.	 remember and perform a simple sequence with some repeated movements; talk about their learning by identifying what
Key Vocabulary Agility, coordination, tactic, attack, defend, pattern, pathways, travelling, position,	The Whole Story To develop balance, agility and co-ordination by linking movements to create a sequence.	new skills they have learnt and what skills they have practised.
competition, dribbling, bouncing		most children will be able to: • adapt star, straight and tuck shapes to create balances showing some control; • choose and perform two contrasting balances showing some control; • travel and balance in different ways, showing changes in speed and direction; • create a sequence using a range of controlled balances and different ways of travelling; • maintain a clear body shape when performing a log and egg roll; • perform a controlled straight jump on the floor, landing safely; • create their own sequence using a variety of rolls and balances; watch and describe a partner's sequence using prompt questions; • perform a front support wheelbarrow and support their partner in this position; • identify examples of quality balances and controlled rolls in a sequence that they have watched and identify some skills needed for effective teamwork; • create an interesting sequence using a range of skills that they have practised; • talk about their learning by identifying which skills they need to practise further.
		 some children will be able to: adapt star, straight and tuck shapes to create balances showing good control; choose and
		perform two contrasting balances showing good control; • demonstrate clear contrasts when balancing and travelling in different ways; • create a sequence including changes of speed
		and direction when travelling and a range of

		controlled, contrasting balances; • perform a log and egg roll showing a clear body shape and good body control; • perform controlled straight and tuck jumps, landing safely; • create their own sequence and choose the order of the movements to make the sequence flow smoothly; • watch and describe a partner's sequence, identifying examples of contrast correctly and commenting on the control of rolls and balances; • perform a front support moving wheelbarrow and support their partner in the wheelbarrow position; • identify the strengths and areas for improvement in a sequence that they have watched and can talk about the skills needed for effective teamwork; • create an interesting sequence using different levels and choose the order of movements to make the sequence flow smoothly; • talk about their learning by identifying why they need to practise particular skills further.
Term 3:	Themes & Teaching Sequence (including enrichment opportunities)	Evaluating Learning and milestones to be
	(Implementation)	achieved (Impact)
	Tennis Man comes in	
Key knowledge Perfect basic movements through practice	Holding a Racket	all children should be able to:
Perfect basic movements through practice	To develop balance and co-ordination when holding a racket.	copy the correct grip for a racket;
Use simple tactics for attacking and	To master basic movements and apply these in a range of activities.	balance a beanbag on their racket;
defending	$ \cdot $	hit a beanbag forwards towards a target;
Move in a variety of ways and in different		show some control when hitting a ball in a modified
directions with coordination and spatial	Strike It!	activity;
awareness	To develop balance and co-ordination when hitting a ball or beanbag.	watch a partner and give feedback with support;
	To master basic movements and apply these in a range of activities.	cooperate with a partner to play a modified target game;
Kev skill		hold a cricket ball correctly when prompted and use it
Key skill sends a ball to others in a range of ways	Come Timel	hold a cricket ball correctly when prompted and use it to control a ball along a drawn line;
sends a ball to others in a range of ways	Game Time!	
-	To develop balance and co-ordination when playing a small-sided game.	to control a ball along a drawn line; use a cricket bat to hit a ball towards a target; use a cricket ball to hit a ball along the ground;
sends a ball to others in a range of ways Beginning to develop own games with		to control a ball along a drawn line; use a cricket bat to hit a ball towards a target;

Develops simple tactics and use them appropriately

Beginning to develop an understanding of attacking and defending.

Key Vocabulary

Agility, coordination, tactic, attack, defend, pattern, pathways, travelling, position, competition, dribbling, bouncing

Cricket Bats

To develop balance and co-ordination when using a cricket bat. To master basic movements and apply these in a range of activities.

Bat the Ball

To develop balance and co-ordination when hitting a ball. To master basic movements and apply these in a range of activities.

Use Your Skills

To develop balance and co-ordination when applying bat and ball skills. To master basic movements and apply these in a range of activities. use a cricket bat to hit a ball that has been rolled to them from a short distance; roll a ball accurately over a short distance and stop a rolled ball.

...most children will be able to:

hold a racket correctly; balance a beanbag on their racket while walking and throw and catch it a short distance into the air; hit a beanbag forwards into a target with some control; use a racket to hit a ball into the air, gradually improving control;

watch a partner and give feedback using prompt questions;

cooperate with a partner and follow rules to play a target game;

hold a cricket bat correctly and use it to control a ball along a line and around cones;

use a cricket bat to hit a ball towards a target with some accuracy;

use a cricket bat to hit a ball that has been rolled to them;

take on different roles within a game and understand their purpose;

use a cricket bat to hit a ball that has been rolled to them, showing control of its path;

roll a ball accurately and track and stop a rolled ball.

...some children will be able to:

balance a beanbag on their racket and travel in a variety of ways; use their racket to throw and catch a beanbag to a variety of heights confidently; hit a beanbag forwards into a target with good control; use a racket to hit a ball into the air with good control; watch a partner and give feedback, including how to improve performance;

		support their partner to play a target game, showing good understanding of the rules; hold a cricket bat correctly and use it to control a ball in a variety of ways, including weaving around cones; use a cricket bat to hit a ball to a target accurately; use a cricket bat to hit a ball that has been rolled to them, controlling its path; demonstrate competence in each role within a game; use a cricket bat to hit a ball that has been rolled to them, deliberately choosing its path for tactical play; roll a ball accurately, varying speed and distance, and track and stop a rolled ball.
Term 3:	Themes & Teaching Sequence (including enrichment opportunities)	Evaluating Learning and milestones to be
	(Implementation)	achieved (Impact)
Key Knowledge:	Athletics	all children should be able to:
Perfect basic movements through practice		 begin to run at different speeds; move along
Use simple tactics for attacking and	Changing Gears	some basic pathways, for example move in a
defending	To move at different speeds.	straight or curved line; • begin to use the correct
Move in a variety of ways and in different		technique for jumping as high and as far as they
directions with coordination and spatial	Changing Routes	can; • explore different types of jumps; • land
awareness	To move along different pathways.	safely; • make a simple sequence of jumps.
Combine several movements to create a		
simple dance	Kangaroos	most children will be able to:
	To jump for height.	 run at different speeds, recognising the
Key Skills:		difference between walking, jogging and
Changes speed and direction while running	Jumping Frogs	sprinting; • move along a wide range of different
Jumps from a standing position with	To jump for distance.	pathways; • jump as high and as far as possible
accuracy		using correct technique; • use different ways of
Performs a variety of throws with control	Island Jumping	jumping; • land safely with control; • create a
and coordination	To jump in different ways.	sequence of jumps and show it to a partner.
Uses equipment safely		
Key Vocabulary gymnastics, improvise, sequence, devise, motif, composition, flexibility, core strength, balance,skip, climb, space, exercise, control, speed, travel, movement, performance, pattern		

Key Areas to Revisit:	