BPS Curriculum	R	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Map - PE							
Skills	• Jump off an object	Games		Games		Games	
• Participate in team games, developing simple tactics for attacking and defending.	and land appropriately. • Show increasing control over an object when pushing, patting, throwing, catching or kicking.	Use the terms 'oppo mate'.Use rolling, hitting, r jumping, catching and combination.	unning,	 Throw and catch with control and accuracy. Strike a ball and field with control. Choose appropriate tactics to cause problems for the opposition. 		 Choose and combine techniques in game situations (running, throwing, catching, passing, jumping and kicking, etc.). Work alone, or with team mates in order to gain points or possession. 	
Perform dances using simple movement patterns.	• Experiment with different ways of moving.	 Develop tactics. Follow the rules of the game and play fairly. 		Strike a bowled or volleyed ball with accuracy.			
Swimming and water safety: take swimming instruction either in	Travel with confidence and skill around, under, over and through			• Maintain possession e.g. feet, a hockey stic		Use forehand and backhand when playing racket games.	
Key Stage 1 or Key Stage 2.	balancing and climbing equipment.			• Pass to team mates	at appropriate times.	 Field, defend and at by anticipating the dir 	ection of play.
	Negotiate space successfully when playing racing	Dance		• Lead others and act team member.	as a respectful	Choose the most ap game.	propriate tactics for a
Key Stage 2	and chasing games with others,	Copy and remember	moves and positions.	Dance		• Uphold the spirit of in all competitive situation	
 Play competitive games, modified where appropriate, such as football, 	adjusting speed or changing direction to avoid obstacles.	Move with careful co and coordination. Link two or more act		Plan, perform and reMove in a clear, flue expressive manner.		• Lead others when called upon and act as a good role model within a team.	
netball, rounders, cricket, hockey, basketball, badminton and tennis and apply		a sequence.		Refine movements in	nto sequences.	Dance	

basic principles	Choose movements to communicate	Create dances and movements that	Compose creative and imaginative
suitable for attacking and defending.	a mood, feeling or idea.	convey a definite idea.	dance sequences.
	Gymnastics	Change speed and levels within	Perform expressively and hold a precise
 Take part in gymnastics activities. 		a performance.	and strong body posture.
gymmustics detivities.	Copy and remember actions.	Develop physical strength and suppleness	Perform and create complex sequences.
Take part in athletics	Move with some control and awarenes		
activities.	of space.		• Express an idea in original and imaginative ways.
Perform dances.	• Link two or more actions to make	Gymnastics	
Take part in outdoor	a sequence.	Gymnastics	 Plan to perform with high energy, slow grace or other themes and maintain
and adventurous	Show contrasts (such as	Create complex and well-	this throughout a piece.
activity challenges both individually and	small/tall, straight/curved and	executed sequences that include a full range of movements including:	
within a team.	wide/narrow).	of movements including.	Perform complex moves that combine strength and stamina gained
	Travel by rolling forwards, backwards	• travelling	through gymnastics activities (such as
 Swimming and water safety: take swimming 	and sideways.	halaman.	cartwheels or handstands).
instruction either in	Hold a position whilst balancing on	• balances	
Key Stage 1 or Key Stage 2.	different points of the body.	• swinging	
	• Climb safely on equipment.	• springing	
	Stretch and curl to develop flexibility.	• flight	
	Jump in a variety of ways and land	• vaults	Gymnastics
	with increasing control and balance.	• inversions	Cymnastics
	Swimming	- IIIVEI SIOTIS	Create complex and well-
		• rotations	executed sequences that include a full range of movements including:
	• Swim unaided up to 25 metres.	leading and the second sector	
	Use one basic stroke, breathing correct	 bending, stretching and twisting 	• travelling

Control leg movements	• gestures	• balances	
cond or leg movements	Bestales	Salarioes	
Athletics	• linking skills.	• swinging	
• Athletic activities are combined with games in Years 1 and 2.	•Hold shapes that are strong, fluent and expressive.	• springing	
		• flight	
	 Include in a sequence set pieces, choosing the most appropriate linking elements. 	• vaults	
	Vary speed, direction, level and	• inversions	
	body rotation during floor performances.	• rotations	
	• Practise and refine the gymnastic techniques used in performances (listed above).	bending, stretching and twisting	
		• gestures	
	Demonstrate good kinesthetic awareness (placement and alignment of body parts is usually good in well-rehearsed	• linking skills.	
	actions).	•Hold shapes that are strong, fluent and expressive.	
	• Use equipment to vault and to swing (remaining upright).• Plan, perform and repeat sequences.	Include in a sequence set pieces, choosing the most appropriate linking elements.	
	Move in a clear, fluent and expressive manner.	Vary speed, direction, level and body rotation during floor performances.	
	Refine movements into sequences.	Practise and refine the	
	Show changes of direction, speed and level during a performance.	gymnastic techniques used in performances (listed above).	
		Demonstrate good kinesthetic awareness (placement and alignment of	

Travel in a variety of ways, including flight, by transferring weight to generate power in movements.	body parts is usually good in well-rehearsed actions).
Show a kinesthetic sense in order to improve the placement and alignment	Use equipment to vault and to swing (remaining upright).
of body parts (e.g. in balances experiment to find out how to get the centre of gravity successfully over base and organise	Swimming
body parts to create an interesting body shape).	• Swim over 100 metres unaided.
• Swing and hang from equipment safely (using hands).	Use breast stroke, front crawl and back stroke, ensuring that breathing is correct so as not to interrupt the pattern of
Swimming	swimming.
• Swim between 25 and 50 metres unaided	• Swim fluently with controlled strokes.
Use more than one stroke and	• Turn efficiently at the end of a length.
coordinate breathing as appropriate for the stroke being used.	Athletics
Coordinate leg and arm movements.	Combine sprinting with low hurdles over 60 metres.
Swim at the surface and below the water	Choose the best place for running over a variety of distances.
Athletics	
• Sprint over a short distance up to 60 metres.	Throw accurately and refine performance by analysing technique and body shape.
Run over a longer distance, conserving energy in order to sustain	Show control in take off and landings when jumping.
performance.	• Compete with others and keep track of personal best performances, setting targets for improvement.

		Use a range of throwing techniques (such as under arm, over arm).	Outdoor & Adventurous activities
		Throw with accuracy to hit a target or cover a distance.	Select appropriate equipment for outdoor and adventurous activity.
		Jump in a number of ways, using a run up where appropriate.	Identify possible risks and ways to manage them, asking for and listening carefully to expert advice.
		Compete with others and aim to improve personal best performances.	Embrace both leadership and team roles and gain the commitment and respect of
		Outdoor & Adventurous activities	a team.
		Arrive properly equipped for outdoor and adventurous activity.	Empathise with others and offer support without being asked. Seek support from the team and the experts if in any
		Understand the need to show accomplishment in managing risks.	doubt.
	Show an ability to both lead and form part of a team.	Remain positive even in the most challenging circumstances, rallying others if need be.	
		• Support others and seek support if required when the situation dictates.	Use a range of devices in order to orientate themselves.
		Show resilience when plans do not work and initiative to try new ways of working.	Quickly assess changing conditions and adapt plans to ensure safety comes first.
		• Use maps, compasses and digital devices to orientate themselves.	
		Remain aware of changing conditions and change plans if necessary.	

Suggested activities	TOPS activities cards are highly recommended for each unit in both Key Stages.	Lynne Paine has a Primary Dance programme, a 6 week performance on a different subject for each year group. These have plenty of cross				
		curricular links as well.				
Cross curricular links	Dance link into art. Year 1 Jungle dance use Rousseau's Storm In a Jungle painting as inspiration Gymnastics link to shape and number	Most PE activities give an opportunity to link with maths in some way, especially mental maths: counting, adding, subtracting	Speaking & Listening, critical observation, peer teaching.			
Visits/trips/enrichment	KS 1 Multi skills festival at SJC November		Yr3 Dance Festival @ Freshwater	Tri Golf @SJC Kwik Cricket Competition @SJC		
Ongoing opportunities		<u> </u>	I		1	1