

Subject	Ye	ar	Term
Physical Education		7	Autumn 2
Торіс			
Baseline Assessment. Introduce and explore core skills.			
Content (Intent)			
Prior Learning (Topic) KS2 (Primary National Curriculum)			
Baseline assessment through fitness test and core skills assessment.			
Health Related Fitness: Warm up / Cool down, Pulse Taking, Anaerobic / Aerobic Exercise and Perception of Effort			
• <u>Gymnastics</u> : Core skills of balance travel and roll. To include running jumping landing. Twisting and turning. Forward and			
 backward roll. Headstand and handstand. Mats and benches. Small individual sequences. <u>Rugby:</u> Passing, Individual Skills, Tackling, ¾ Alignment, Touch Rugby Games 			
 <u>Netball</u>: Footwork, Pivoting, Chest pass, Shoulder pass, Bounce pass, Dodging, Man – Man marking, Small sided game 			
 Hockey: Passing – push pass, slap hit, hit, receiving open side, Moving with ball – straight dribble, Indian dribble, Elimination 			
skills – drag right to left, drag left to right			
Future Learning (Topic) Develop and embed core skills			
How will knowledge and skills be taught?		How will your understanding be assessed &	
(Implementation)		recorded (Impact)	
<u>HRF</u> : Relevant warm-up routines to be developed, preparing the circulatory and skeletal, muscular systems for exercise. Care to be		Pupils to be assessed in line with grade descriptors at the end of each unit with grade and targets for	
taken to ensure practice is varied and challenging for all abilities.		improvement written on PE record sheets in their	
Practices wherever possible involve the pupils in physical activity highlighting understanding and the appreciation of a principle of		planners. Grades reported in interims.	
training.			
<u>GYM</u> : The majority of the work will be done individually, using a		Core skills for assessment to include	
partner to help improve and develop their skills. Then moving onto routines to develop an understanding of basic concepts. Through		<u>HRF</u> : Understanding of principles of warm-up and cool down. (Why and how?) Decision making skills e.g. When/where/how to apply	
the production of simple sequences pupils will be encouraged to		principles of training. Ability to act as leaders in individual, pair and	
refine actions involving extension, body tension and clarity of body shape. Pupils will be given the opportunity through sequence work		group situations.	
to show greater variety in their routines by demonstrating change of		<u>GYM</u> : Ability to perform basic range of movements with flight where appropriate. Show understanding of how to refine and	
speed, direction, levels and pathways. This work will be covered through floor work and the use of simple apparatus.		improve quality of movement. Showing variety in the routines, e.g.	
Rugby/Netball/Hockey: Basic ball work will be essential for all		change of speed, level and direction Rugby/Netball/Hockey: Ability to perform basic skills	
pupils. Care must be taken to ensure practice is varied and		individually and in game situations. Decision making skills e.g.	
challenging for all abilities. Small sided practices and possession games to be employed to further develop individual technique and		when/where to pass, tackle, evade. To begin to act as officials in	
to develop tactical understanding and the app	reciation of rules of	small sided games.	
the game and their importance. How can parents help at home?			
Research playing positions, rules and regulations of the sports covered. Encourage participation in extra-curricular			
clubs, house and school teams.			
Helpful further reading/discussion			
Reading/ Vocabulary Lists	Numeracy		Careers Links
Warm-up and cool down. Key muscle groups in stretching.	Pupils can take and record their own heartrate and use stopwatches to time		Roles in coaching and sports leadership.
Understanding of sequences in gymnastics.	physical activity.		
Names of playing positions specific to Rugby	Pupils can estimate tin	ne in developing	
and Netball. sequences. Pupils given the oppor numeracy through the sequences.		tunity to develop	
scoring systems in full or modified games.			