Key Skills		Vocabulary Learnin	g to Lead	Peer / Self- Assessment	Spirit of the Games	
skill jump  roll  move  turn  swing	Push oneself off a surface and into the air by using the muscles in one's legs and feet.  Move in a particular direction by turning over and over on an axis.  Go in a specified direction or manner; change position.  Move in a circular direction wholly or partly round an axis or point.  Move or cause to move back and forth or from side to side while suspended or on an axis.	Dismount Travel Apparatus Floor Landing Twist  Resource	Small groups Warm-up Warm-downs Use iPads to record performance  CES  Skills to Play Sports CP Tops Val Sabin REAL PE Primary Gym	Have a clear     assessment criterion     Vary the work     assessing     Allow time to     respond     Model responses     Give examples of     next steps     Vary how assessment     is encouraged     (verbal / videoed)	The values of the School Games  Be honest with others and with yourself  Cliving it 100%  Treating everyone equally recommended to achieve	
	Year 3	Year 4	Year 5	Year 6	KS3	
Health and Fitness Recognise and describe the effects of exercise on the body. Know the importance of strength and flexibility for physical activity. Explain why it is important to warm up and warm down.		Health and Fitness Describe how the body reacts at different times and how this affects performance. Explain why exercise is good for your health. Know some reasons for warming up and warming down.	Health and Fitness Know and understand the reasons for warming up and warming down. Explain some safety principles when preparing for and during exercise.	Health and Fitness Understand the importance of warming up and cooling down. Carry out warm-ups and warm-downs safely and effectively. Understand why exercise is good for health, fitness and wellbeing. Know ways to become healthier.	Select and combine their skills, techniques and ideas.  Apply combined skills accurately and appropriately, consistently showing precision, control and fluency.	
Copies and explores basic movements with some control and coordination.  Can perform different body shapes Performs at different levels.		Explores and creates different pathways and patterns.  Uses equipment in a variety of ways to create a sequence.	Applies compositional ideas independently and with others to create a sequence.  Copies, explores and remembers a	Links skills with control, technique, coordination and fluency.  Understands composition by performing more complex	Draw on what they know about strategy, tactics and composition when performing and evaluating Analyse and comment on skills	
Can perform 2 footed jump.		Link movements together to create a sequence.	variety of movements and uses these to create their own sequence.	sequences.  Beginning to use gym vocabulary	and techniques and how these are applied in their own and others' work.	
Can use equipment safely.  Balances with some control.		1//	Describes their own work using simple gym vocabulary.	to describe how to improve and refine performances.	Uses more complex gym vocabulary to describe how to	
Can link 2-3 simple movements.		7/0	Beginning to notice similarities and differences between sequences.	Develops strength, technique and flexibility throughout performances.	improve and refine performance  Develops strength, technique an	
			Uses turns whilst travelling in a	Creates sequences using various body shapes and equipment.	flexibility throughout performances.	

	Beginning to develop technique when trav balancing, using equ	elling, movement to crea	ent with te sequences.	Links skills with control, technique, co-ordination and fluency.						
Assessment										
Working Towards	Mastered	Greater Depth	Ass ok	essment Types – videos, oservational, discussion						
Notes for next unit										
		-40	0							