Term 1	Mr Tilbury – Multi Skills (baseline)		
	Class teacher – Throwing/Catching, Basketball		
	Prior learning – Building on skills learnt in Year 1. Using t	throwing (astabing skills in Autumn 1 to	
		inrowing/catching skills in Autumn 1 to	
	relate to a game situation (basketball). NC - master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities		
	king and defending		
INTENT	IMPLEMENTATION	IMPACT	
<u>KNOWLEDGE</u>	ACTIVITIES	<u>OUTCOMES</u>	
<u>Multiskills</u>	Multiskills	Multiskills	
How to use their body to play a	Basic movements & spacial awareness, moving with a ball, sending	PUPILS will know	
variety of different games.	& receiving (rolling, throwing+catching, kicking), aiming, striking	How to use their body for a variety of skills.	
Throwing/Catching How to throw in different wats	and fielding. Throwing/Catching	will be able to Complete a variety of skills using all of their	
(underarm/overarm). How to	Underarm throwing and catching with a bean bag and then	body.	
stand when throwing, how to	moving onto using a tennis ball. Focus on stance for throwing and	will understand	
stand when catching.	catching.	Which body parts they need to use for each	
Basketball	Same as above with overarm throws.	skill.	
What a chest/bounce pass are.	Begin to increase distance and group size in a variety of	Throwing/Catching	
How to dribble.	skills/games.	PUPILS will know	
How to attack.	Basketball	The correct stance for throwing and catching	
How to defend.	Build on throwing and catching skills from before half term.	will be able to	
	What is a chest pass, how do we hold and release the ball for a	Accurately throw both underarm and	
	chest pass? How can we be ready to catch a chest pass? Working on a bounce pass.	overarm. will understand	
	Dribbling skills	What skills throwing/catching can lead to.	
	Scoring	Basketball	
	Playing a game of basketball	PUPILS will know	
		How to perform a chest/bounce pass	
		will be able toa	
		Accurately throw and catch chest/bounce	
		passes	
		will understand	
		How to attack/defend the ball.	
<u>VOCABULARY</u> Multiskills	The DULLO	LINKS Maths – counting, directional language.	
Move, space, send, receive, pass,	Row Whe	Science – the human body	
throw, catch, aim.	BECAME	Science the human body	
Throwing/Catching			
Overarm, underarm, accurate,	KING BY ANTHONY CURCLO		
stance			
Basketball	00		
Chest pass, bounce pass, dribble,			
hoop, court	IN MED		
SKIII S	JAMES		
<u>SKILLS</u> <u>Multiskills</u>	The Children's Book	<u>NEXT STEPS IN LEARNING</u> KS2 NC:	
Co-ordination, balance,		Use running, jumping, throwing and catching	
throwing, catching, moving		in isolation and in combination.	
Throwing/Catching		Play competitive games, modified where	
Over/under arm throwing,		appropriate, and apply basic principles	
catching, accuracy, distance		suitable for attacking and defending.	
Basketball			
Chest pass, bounce pass,			
catching, dribbling, shooting,			
scoring, attacking, defending			

Term 2	<ul> <li>Mr Tilbury – Gym         Class teacher – Dance, SAQ     </li> <li>Prior learning - Building on skills in dance and gym from         confident in self ability and evaluation performance. Use         multiskills to develop SAQ skills.     </li> <li>NC - master basic movements including running, jumping, th         balance, agility and co-ordination, and begin to apply these in         perform dances using simple movement patterns         </li> <li><b>IMPLEMENTATION</b> </li> <li><b>ACTIVITIES</b>         Gym         <ul> <li>Lessons focusing on jumps, balances, shapes and rolls             both on the floor and using apparatus.</li> <li>Opportunity to work independently, as a pair and in a             group.</li> <li>Perform a sequence of movements and share this with             others.</li> <li>Evaluate their own and others performances and give             tips to improve.</li> </ul> </li> <li>Dance         <ul> <li>3x lessons on The Great Fire of London:</li> <li>Focus on a variety of movements, levels and stretches,             sequencing how the fire started, spread and was put out</li> </ul> </li> </ul>	sing a range of skills from Year 1 and rowing and catching, as well as developing
CNOWLEDGE Gym Creating routines that include a ump (pencil/tuck), a shape tuck, straddle, pike, star, dish, irch) and a balance. Dance (BBC schools' radio programmes – The Great Fire of ondon and Aesop's Fables) Master basic movements including running and jumping. Develop balance, agility and co- ordination.	<ul> <li>Prior learning - Building on skills in dance and gym from confident in self ability and evaluation performance. Us multiskills to develop SAQ skills.</li> <li>NC - master basic movements including running, jumping, th balance, agility and co-ordination, and begin to apply these is perform dances using simple movement patterns</li> <li>IMPLEMENTATION <ul> <li>ACTIVITIES</li> <li>Gym</li> <li>Lessons focusing on jumps, balances, shapes and rolls both on the floor and using apparatus.</li> <li>Opportunity to work independently, as a pair and in a group.</li> <li>Perform a sequence of movements and share this with others.</li> <li>Evaluate their own and others performances and give tips to improve.</li> </ul> </li> <li>Dance <ul> <li>3x lessons on The Great Fire of London:</li> <li>Focus on a variety of movements, levels and stretches,</li> </ul> </li> </ul>	sing a range of skills from Year 1 and rowing and catching, as well as developing in a range of activities IMPACT OUTCOMES Gym PUPILS will know How to perform different jumps including pencil and tuck. will be able to Create routines both individually and in groups. will understand How to create a sequence of movements Dance PUPILS will know
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Dance (BBC schools' radio programmes – The Great Fire of ondon and Aesop's Fables) Master basic movements including running and jumping. Develop balance, agility and co- ordination.	<ul> <li>group.</li> <li>Perform a sequence of movements and share this with others.</li> <li>Evaluate their own and others performances and give tips to improve.</li> </ul> Dance <ul> <li>3x lessons on The Great Fire of London:</li> <li>Focus on a variety of movements, levels and stretches,</li> </ul>	Create routines both individually and in groups. will understand How to create a sequence of movements Dance PUPILS will know
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orogrammes – The Great Fire of ondon and Aesop's Fables) Master basic movements including running and jumping. Develop balance, agility and co- ordination.	<ul> <li>others.</li> <li>Evaluate their own and others performances and give tips to improve.</li> <li>Dance <ul> <li>3x lessons on The Great Fire of London:</li> <li>Focus on a variety of movements, levels and stretches,</li> </ul> </li> </ul>	will understand How to create a sequence of movements Dance PUPILS will know
ondon and Aesop's Fables) Master basic movements including running and jumping. Develop balance, agility and co- ordination.	<ul> <li>tips to improve.</li> <li>Dance <ul> <li>3x lessons on The Great Fire of London:</li> <li>1. Focus on a variety of movements, levels and stretches,</li> </ul> </li> </ul>	How to create a sequence of movements Dance PUPILS will know
Master basic movements ncluding running and jumping. Develop balance, agility and co- ordination.	<ul> <li>Dance</li> <li>3x lessons on The Great Fire of London:</li> <li>1. Focus on a variety of movements, levels and stretches,</li> </ul>	Dance PUPILS will know
ncluding running and jumping. Develop balance, agility and co- rrdination.	<ul><li> 3x lessons on The Great Fire of London:</li><li>1. Focus on a variety of movements, levels and stretches,</li></ul>	PUPILS will know
Develop balance, agility and co- ordination.	<ul><li> 3x lessons on The Great Fire of London:</li><li>1. Focus on a variety of movements, levels and stretches,</li></ul>	PUPILS will know
ordination.	1. Focus on a variety of movements, levels and stretches,	
	sequencing how the fire started, spread and was put out	
Perform dances using simple novement patterns.		ways, including running, jumping and leaping. How to sequence a story through dance.
lovement patterns.	<ol> <li>3<sup>rd</sup> lesson – put all moves together and perform and available.</li> </ol>	will be able to
AQ	evaluate.	Control their body movements and use
Inderstand the meaning of the	<ul> <li>3x lessons on Aesop's Fables:</li> <li>Using moves learnt in previous lessons and applying this</li> </ul>	balance to tell a story/act like different
vords speed, agility and	to move and act like different animals	animals.
uickness.	3 <sup>rd</sup> lesson – put moves together and perform and evaluate.	will understand
now what spatial awareness is.		How to follow feedback from peers to
se able to keep balance.	SAQ	improve performance.
	Use of circuit mats and other indoor athletic equipment to	
	improve children's speed, agility and quickness.	SAQ
		PUPILS will know
	11 m 0 ·	What SAQ stands for.
	07 -	will be able to Build on skills in these 3 areas.
	S OT MA	will understand
		How exercise affects the body.
		now exercise anects the body.
	8 <u>8</u>	
	A Stationer Market	
OCABULARY		LINKS
Gym	Little Propile, BIG DREAMS	Maths – counting and sequencing, direction.
Balance, Apparatus, Sequence,	Rudolf Nureyes	History (Great Fire of London)
kill, Mount		English (Aesop's Fables)
Dance		Science
Nove, shape, balance,		
oordination.		
AQ		
peed, Agility, quickness,	BETH	
alance	Crynast	
KILLS		
5ym	Handsprings and Homework	NEXT STEPS IN LEARNING
Develop balances, jumps, shapes and rolls.	Jane Lawes Durante by Elawers Areas	KS2 NC:

Dance	Develop flexibility, strength, technique,
Develop balance, agility and	control and balance.
coordination.	Perform dances using a range of movement
SAQ	patterns.
Running, jumping, moving,	compare their performances with previous
finding space.	ones and Demonstrate improvement to
	achieve their personal best.

AthleticsHow to play a game.game.How to compete in a variety of athletic events including running, jumping and throwing.A variety of athletic events in preparation for sports day. Including sprinting races, relay races, throwing a javelin, target throwing.How to attack/defend in a game of AthleticsOrienteering Working cooperatively.Orienteering Recognise where they are on a map and identify key locations.PUPILS will know How to improve their skills to beat personal best.Sketch a given location. Problem solving and use logic.Vork cooperatively.Work cooperatively.Use directional language to guide teammates/partners. Work cooperatively.Work cooperatively.Will understand How to improve their own person OrienteeringMap workWork operatively.Use directional language to guide teammates/partners. Work cooperatively.Will understand How to improve their own person OrienteeringMoreation Work cooperatively.Vorabulary - North, Problem solving and use logic.Work cooperatively.Will understand How to improve their own person OrienteeringMap workWork cooperatively.Will understand How to improve their own person OrienteeringHow to improve their own person Orienteering PUPILS will know how to guide somebody else.Will be able to understand the importance of clear instruction work.Will understand the importance of clear instruction work.	Term 3	Mr Tilbury – Athletics, Hockey Class Teacher – Athletics, Orienteering			
Prior learning - Build on skills from Year 1 as well as using throwing/catching and attacking/defending skills.       NC - master basic movements including running, jumping, throwing and catching, as well as debalance, agility and co-ordination, and begin to apply these in a range of activities participate in team games, developing simple tactics for attacking and defending         INTERNT       IMPLEMENTATION       IMPACT         KNOWLEDGE       Matching skills - push/slap       Hockey         How to hold a hockey stick, how       Passing skills - push/slap       How to strake a ball, how to pass a ball over a long distance.         Athetics       Attacking skills       Defending skills       How to accurately pass and stop th ball.         How to someter in a variety of attletic events in preparation for sports day. Including funderstand       How to atcal/defend in a game of Athetics         Avariety of attletic events in preparation for sports day. Including funderstand       How to accurately pass/stop the ball in orde game.         Working cooperatively.       Problem solving and use logic.       Working cooperatively.         Directional vacabulary - North, East, South, West, Left, Right, Forward Backward       Recognise where they are on a map and identify key locations.         Sketch a given location.       Problem solving and use logic.       Will be able to         Use directional language to guide teammates/partners.       Work cooperatively.       Will be able to         Noricoperatively.       Will be able to					
attacking/defending skills.     NC - master basic movements including running, jumping, throwing and catching, as well as di balance, agility and c-ordination, and begin to apply these in a range of activities participate in team games, developing simple tactics for attacking and defending       INTENT     IMPLEMENTATION     IMPLEMENTATION       KROWLEDGE     ACTUMTES     Hockey       Passing skills - push/slap     Hockey       Defending skills     Correctly pass/slap sing skills - ball, how to pass a ball over a long distance.     How to pass a ball over a long distance.       Athetics     Athor to pass a ball over a long distance.     Athetics       How to porpet in a variety of athletic events in preparation for sports day. Including sprinting races, relay races, throwing a javelin, target throwing.     Immediate and the variety of athletic sevents in preparation for sports day. Including sprinting races, relay races, throwing a javelin, target throwing.     Immediate and the variety of skills to beat personal best.       Orienteering     Recognise where they are on a map and identify key locations.     Steet na give location.       Problem solving and use logic.     Use directional language to guide teammates/partners.     Work in prove their skills to beat personal best.       Way work     Work cooperatively.     Work cooperatively.     Will be able to       VOCABULARY     Work cooperatively.     Work cooperatively.     Work cooperatively.       Work in growther skills to prepare skills to prepare skite cooperatively.     Will be able to <t< th=""><th></th><th>Prior learning - Build on skills from Year 1 as well as usin</th><th>g throwing/catching and</th></t<>		Prior learning - Build on skills from Year 1 as well as usin	g throwing/catching and		
NC - moster basic movements including running, jumping, throwing and catching, as well as du balance, agility and co-ordination, and begin to apply these in a range of activities participate in team games, developing simple tactics for attacking and defending       INTENT     IMPLEMENTATION       KNOWLEDEE Hockey     Activities Passing skills – push/slap       How to hold a hockey stick, how to strike a ball, how to top as aball, how to pass a ball over a long distance.     Activities Hockey       How to compete in a variety of athletic events including running, jumping, throwing and throwing.     Correctly pass/stop the ball.       Orienteering Working cooperatively.     A variety of athletic events in preparation for sports day. Including sprinting races, relay races, throwing a javelin, target throwing.     How to accurately pass and they to a tack/defend in a game of Athletic       Orienteering Working cooperatively.     Nork they game.     How to accurately of skills to preparation sprinting races, relay races, throwing a javelin, target throwing.     PUPLIS will know How to improve their skills to beat personal best.       Directional vocabulary – North, East, South, West, Left, Right, Forward Backward Map work     Sketch a given location.     Practice a variety of skills to preparation of enteering       Map work     VocABULARY Map work     Voc cooperatively.     Will understand How to problem solve, use logic.       Use directional language to guide teammates/partners. Work cooperatively.     Will understand How to problem solve, use logic an cooperatively.       VOCABULARY Rockey Orienteering Map, Key, Route, Location, Nap, Key, Route, L					
balance, agility and co-ordination, and begin to apply these in a range of activities participate in team games, developing simple tactics for attacking and defending matricipate in team games, developing simple tactics for attacking and defending implementation of the second secon			rowing and catching as well as developing		
participate in team games, developing simple tactics for attacking and defending       INTENT     IMPLEMENTATION     IMPLEMENTATION       KOOWLEDGE Hackey     ACTIVITIES Hackey     Hockey       How to hold a hockey stick, how to strike a ball, how to topas a ball over a long distance.     Passing skills – push/slap     How to accurately pass and stop tf ball, how to pass a ball over a long distance.       Athetics     Attacking skills     Defending skills     How to accurately pass, slop pass, sprinting races, relay races, throwing a javelin, target throwing.     Imple adle to Correctering       Orienteering     A variety of athletic events in preparation for sports day. Including pointing races, relay races, throwing a javelin, target throwing.     How to attack/defend in a game of Athletics       Orienteering     Recognise where they are on a map and identify key locations.     Stech a given location.       Stech a given location.     Problem solving and use logic.     Use directional language to guide teammates/partners.       Work cooperatively.     Work cooperatively.     Will understand How to improve their own person Orienteering       Map work     Vor CABULARY Hockey     Importance of clear instruction work.       VOCABULARY Hockey     Importance of clear instruction work.     Importance of clear instruction work.       VCCABULARY Hokey Correcting Orienteering     Importance of clear instruction work.     Importance of clear instruction work.       VOCABULARY Hokey Correcting Orienteering     Importance of					
INTENT       IMPLEMENTATION       IMPACT         KNOWLEGE       ACTIVITIES       Hockey         Hockey       Hockey       Hockey         How to hold a hockey stick, how to strike a ball, how to pass a ball over a ball, how to pass a ball over a tabletice strike a ball, how to pass a ball over a tabletice strike a ball, how to stop a ball.       Hockey         How to opass a ball over a tabletice strike a ball, how to stop a ball.       Attacting skills Defending skills       How to accurately pass and stop it ball.         How to ocompete in a variety of athletice strike in the pay a game.       A variety of athletic events in preparation for sports day. Including sprinting races, relay races, throwing a javelin, target throwing.       Correctly pass/stop the ball in orde game.         Orienteering       Recognise where they are on a map and identify key locations.       How to attack/defend in a game of Athetics         Working cooperatively.       Betch a given location.       Betch a given location.       Pollem solving and use logic.         Use directional language to guide teammates/partners.       Work cooperatively.       Will be able to Practice a variety of skills to prepai sports day.         Map work       VOCABULARY       How to guide some of the rest of publie, push pass, slap pass, stop, score, attack, defend, tackle:       IMESTEES         Mibetics Athletics Athletics Athletics Athletics Athletics Athletics Athletics Athletics Athletics Athletics       IMESTEES       IMENESTEES					
KNOWLEDGE Hockey       ACTIVITIES Hockey       Hockey       Hockey         How to hold a hockey stick, how to strike a bail, how to stop a bail, how to pass a bail over a long distance.       Attrixe is stills       Topping the ball.       Hockey         Athetics       How to pass a bail over a long distance.       How to pass a bail over a long distance.       Mote y attacking skills       Defending skills       Defending skills         Athetics       How to pass a pail over a long distance.       Avariety of atthetic events in preparation for sports day. Including spinting races, relay races, throwing a javelin, target throwing.       Will understand         Orienteering       Recognise where they are on a map and identify key locations.       Setch a given location.         Proteime solving and use logic.       Use directional language to guide teammates/partners.       Work cooperatively.         Work cooperatively.       Work cooperatively.       Work cooperatively.       Will understand         Work cooperatively.       Work cooperatively.       Will know       How to improve their skills to prepare sports day.         Work space       Map work       Work cooperatively.       Work cooperatively.       Will know         Work cooperatively.       Work cooperatively.       Will ke able to       Practice a variety of skills to prepare sports day.         Work cooperatively.       Will ke cool       Will ke cool       Now to	INTENT				
Hockey       Hockey       Hockey       PUPILS will know         How to hold a hockey stick, how to strike a ball, how to pass a ball over a long distance.       Hockey       Passing skills – push/slap       How to accurately pass and stop th Stopping the ball.         Attacking skills       Attacking skills       Defending skills       Defending skills       Will be able to         How to compete in a variety of Athletics       Athletics       Athletics       Will understand       How to attack/defend in a game of Athletics         Vorking cooperatively.       Directional vocabulary – North, East, South, West, Left, Right, Forward Backward       Problem solving and use logic.       Use directional anguage to guide teammates/partners.       Work to cooperatively.         Map work       Work cooperatively.       Work cooperatively.       Will be able to       PUPILS will know         Map work       Work cooperatively.       Work cooperatively.       Will understand       How to improve their skills to prepar sports day.         Works cooperatively.       Work cooperatively.       Will be able to       understand         Map work       Work cooperatively.       Will be able to       understand         Work cooperatively.       Will be able to       understand       the importance of clear instruction work.         VOCABULARY       KLIDTES       KLIDTES       KLIDTES       Geography –					
How to hold a hockey stick, how to strike a ball, how to stop a ball, how to stop aball, how to pay a game. Athletis A variety of athletic events in preparation for sports day. Including sprinting races, relay races, throwing a javelin, target throwing. Orienteering Working cooperatively. Directional vocabulary – North, East, South, West, Left, Right, Forward Backward Map work Work cooperatively. Work cooperatively. Will be able to Work cooperatively. Will more their skills to prepar sports day. Will understand How to improve their own person Orienteering PUPILS will know How to guide somebody else. Will understand the importance of clear instruction work. UNKS Maths - counting, sequencing, dire language Geography – map work			-		
<ul> <li>to strike a ball, how to stop a ball, how to stop a ball, how to stop a ball, how to pass a ball over a long distance.</li> <li>Attacking skills</li> <li>Defending skills</li> <li>Defending skills</li> <li>Defending skills</li> <li>Athetics</li> <li>A variety of athletic events in preparation for sports day. Including game.</li> <li>Athietics</li> <li>A variety of athletic events in preparation for sports day. Including game.</li> <li>Athetics</li> <li>A variety of athletic events in preparation for sports day. Including game.</li> <li>A variety of athletic events including running.</li> <li>Orienteering</li> <li>Work accoptatively.</li> <li>Directional vocabulary – North, East, South, West, Left, Right, Forward Backward</li> <li>Map work</li> <li>Problem solving and use logic.</li> <li>Use directional anguage to guide teammates/partners.</li> <li>Work cooperatively.</li> <li>Use directional anguage to guide teammates/partners.</li> <li>Work cooperatively.</li> <li>Work cooperatively.</li> <li>VoroABULARY</li> <li>Mocca</li> <li>Mill be able to</li> <li>Problem solving and use logic.</li> <li>Use directional strike is skills to preparation or operatively.</li> <li>Will be able to</li> <li>Practice a variety of skills to preparation or operatively.</li> <li>Will be able to</li> <li>Understand</li> <li>How to inprove their own person Orienteering</li> <li>Difference of clear instruction work.</li> <li>VOCABULARY</li> <li>Mockey</li> <li>Dribble, push pass, slap pass, stop, score, statck, defend, tackle.</li> <li>Athletics</li> <li>Athletic</li></ul>					
ball, how to pass a ball over a long distance.       Attacking skills       will be able to Correctly pass/stop the ball in orde game.         How to compete in a variety of athletic events including running, Upming and throwing.       A variety of athletic events in preparation for sports day. Including sprinting races, relay races, throwing a javelin, target throwing.       Will understand How to attack/defend in a game of Athletics         Orienteering Working cooperatively.       Recognise where they are on a map and identify key locations.       How to improve their skills to beat personal best.         Sketch a given location. Problem solving and use logic.       Problem solving and use logic.       Will understand How to improve their skills to prepar sports day.         Map work       Work cooperatively.       Work cooperatively.       Will understand How to improve their own person Orienteering PUES will know How to improve their own person Orienteering         Map work       Work cooperatively.       Work cooperatively.       Will de able to Practice a variety of skills to prepar sports day.         VOCABULARY Hockey Dribble, push pass, stap pass, stop, score, attack, defend, tackie.       KID # K	-				
long distance.       Defending skills       Correctly pass/stop the ball in orde game.         Athletics       How to play a game.       Mill understand         How to compete in a variety of athletic events in preparation for sports day. Including sprinting races, relay races, throwing a javelin, target throwing.       Mill understand         Orienteering       A variety of athletic events in preparation for sports day. Including sprinting races, relay races, throwing a javelin, target throwing.       Mill understand         Orienteering       Recognise where they are on a map and identify key locations.       Sketch a given location.         Forward Backward       Problem solving and use logic.       Use directional language to guide teammates/partners.       Will understand         Map work       Work cooperatively.       Use directional language to guide teammates/partners.       Will understand         Work cooperatively.       Work cooperatively.       Work cooperatively.       Will understand         Map work       Work cooperatively.       Will understand       How to improve their own person Orienteering         YOUCABULARY       Work cooperatively.       Will be able to       Preptiles will know         Now to problem solve, use logic an cooperatively.       Will understand       the importance of clear instruction work.         YOCABULARY       Moker       Milletic stand       the importance of clear instruction work.	· · ·				
Athletics       How to play a game.       game.         How to compete in a variety of       Athletics       Mill inderstand         Athletics       Athletics       Mill inderstand         Orienteering       Orienteering       Orienteering       Move to play a game.         Working cooperatively.       Directional vocabulary – North,       Recognise where they are on a map and identify key locations.       How to play a game.         Sketch a given location.       Problem solving and use logic.       How to cooperatively.       How to cooperatively.         Orienteering       Working cooperatively.       Brokeward       How to cooperatively.       How to cooperatively.         Sketch a given location.       Problem solving and use logic.       Directional language to guide teammates/partners.       Work cooperatively.       Work cooperatively.         Work cooperatively.       Work cooperatively.       Work cooperatively.       Will be able to       Protein solve, use logic an cooperatively.         Work cooperatively.       Work cooperatively.       Work cooperatively.       Will be able to       Understand         How to play agame.       Work cooperatively.       Will be able to       Understand       How to problem solve, use logic an cooperatively.         Work cooperatively.       Will be able to       Understand       How to guide somebody else.       <			Correctly pass/stop the ball in order to play a		
athletic events including running, Jumping and throwing.       A variety of athletic events in preparation for sports day. Including sprinting races, relay races, throwing a javelin, target throwing.       How to attack/defend in a game of Athletics         Orienteering Working cooperatively.       Preplex will know How to improve their skills to beat personal best.         Directional vocabulary – North, East, South, West, Left, Right, Forward Backward Map work       Recognise where they are on a map and identify key locations.         Sketch a given location. Problem solving and use logic. Use directional language to guide teammates/partners. Work cooperatively.       Will be able to Practice a variety of skills to prepar sports day.         Work cooperatively.       Work cooperatively.       Will understand How to improve their own person Orienteering PUPLIS will know How to improve their own person Orienteering Map, Key, Route, Location,	-	-			
<ul> <li>jumping and throwing.</li> <li><i>Orienteering</i></li> <li><i>Orienteering</i></li> <li><i>Orienteering</i></li> <li><i>Netting</i> cooperatively.</li> <li>Directional vocabulary – North,</li> <li>East, South, West, Left, Right,</li> <li>Forward Backward</li> <li>Map work</li> <li><i>Working</i> cooperatively.</li> <li>Use directional language to guide teammates/partners.</li> <li><i>Working</i> cooperatively.</li> <li><i>Working</i> cooperatively.</li> <li><i>Working</i> cooperatively.</li> <li><i>Working</i> cooperatively.</li> <li><i>Bable to</i></li> <li><i>Problem solving and use logic</i>.</li> <li><i>Work cooperatively</i>.</li> <li><i>Will be able to</i></li> <li><i>Now to improve their own person</i></li> <li><i>Orienteering</i></li> <li><i>PUPLS will know</i></li> <li><i>Now to problem solve</i>, use logic an cooperatively.</li> <li><i>will be able to</i></li> <li><i>understand</i></li> <li><i>the importance of clear instruction</i></li> <li><i>work</i>.</li> <li><i>VocaBULARY</i></li> <li><i>Nockey</i></li> <li><i>Dribble</i>, push pass, slap pass, stop, score, attack, defend, tackie.</li> <li><i>Athletics</i></li> <li><i>Athletics</i></li> <li><i>Athletics</i></li> <li><i>Mather coation</i>,</li> <li><i>Athletics</i></li> <li><i>Mather coation</i>,</li> <li><i>Mather coation</i>,&lt;</li></ul>	How to compete in a variety of	Athletics	will understand		
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Directional vocabulary – North, East, South, West, Left, Right, Forward Backward Map work Map work Sketch a given location. Work cooperatively. Sketch a given location. Problem solving and use logic. Use directional language to guide teammates/partners. Work cooperatively. Work cooperatively. Sketch a given location. Problem solving and use logic. Use directional language to guide teammates/partners. Work cooperatively.	-	-			
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Forward Backward       Use directional language to guide teammates/partners.       Practice a variety of skills to preparatively.         Work cooperatively.       Work cooperatively.       Practice a variety of skills to preparatively.         Will understand       How to improve their own person       Orienteering         PUPILS will know       how to problem solve, use logic an cooperatively.       orienteering         VOCABULARY       will understand       the importance of clear instruction work.         VOCABULARY       Mokey       will be able to       understand maps, direction langua how to guide somebody else.         Will understand       the importance of clear instruction work.       UNKS         Matherics       Athletics       Athletics       Athletics         Athletics       Athletics       Athletics       Athletics         Map, Key, Route, Location,       Spontations       Spontations       Geography – map work	-	Sketch a given location.	•		
Map work       Work cooperatively.       sports day.         Work cooperatively.       will understand       How to improve their own person         Orienteering       PUPILS will know       how to problem solve, use logic an cooperatively.         will understand maps, direction langua how to problem solve, use logic an cooperatively.       will understand maps, direction langua how to guide somebody else.         Work cooperatively.       will understand       the importance of clear instruction work.         VOCABULARY       Hokey       will understand         Dribble, push pass, slap pass, stop, score, attack, defend, tackle.       KID ***         Athletics       Athletics       KID ***         Map, Key, Route, Location,       Work to map to the continue of some maximum of the		Problem solving and use logic.			
Will understand         How to improve their own person         Orienteering         PUPILS will know         how to problem solve, use logic an         cooperatively.         will understand         how to problem solve, use logic an         cooperatively.         will be able to         understand maps, direction langua         how to guide somebody else.         will understand         the importance of clear instruction         work.         VOCABULARY         Hockey         Dribble, push pass, slap pass,         stop, score, attack, defend,         tackle.         Athletics         Athleter, baton, javelin, sprint,         false start, relay         Orienteering         Map, Key, Route, Location,		Use directional language to guide teammates/partners.			
WOCABULARY         Hockey         Dribble, push pass, slap pass,         stop, score, attack, defend,         tackle.         Athlete, baton, javelin, sprint,         false start, relay         Orienteering         Map, Key, Route, Location,	Map work	Work cooperatively.			
VOCABULARY       Hockey         Dribble, push pass, slap pass, stop, score, attack, defend, tackle.       Athlete, baton, javelin, sprint, false start, relay         Mathematical Athleter, baton, javelin, sprint, false start, relay       Image: Start, relay of the start, rela					
VOCABULARY       Hockey         Dribble, push pass, slap pass, stop, score, attack, defend, tackle.       Athleter, baton, javelin, sprint, false start, relay         Athleter, baton, javelin, sprint, false start, relay       Image: Stop, score, attack, use logic and the sprint of th					
VOCABULARY       How to problem solve, use logic an cooperatively.         Will be able to       understand maps, direction langua how to guide somebody else.         will understand       the importance of clear instruction work.         VOCABULARY       Hockey         Dribble, push pass, slap pass, stop, score, attack, defend, tackle.       KID ***         Athletics       Athletics         Athletics       Athletics         Mathe, baton, javelin, sprint, false start, relay       Import succession         Orienteering       Map, Key, Route, Location,			_		
VOCABULARY       will be able to         Hockey       will understand         Dribble, push pass, slap pass,       stop         stop, score, attack, defend,       the importance of clear instruction         tackle.       the importance of clear instruction         Athletics       the importance of clear instruction         Athletics       the importance of clear instruction         Maths – counting, sequencing, direction       language         Geography – map work       Geography – map work					
VOCABULARY       will be able to       understand maps, direction langua         Hockey       will understand       the importance of clear instruction         Dribble, push pass, slap pass, stop, score, attack, defend, tackle.       xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx					
VOCABULARY       understand maps, direction langual how to guide somebody else.         Will understand       the importance of clear instruction work.         VOCABULARY       LINKS         Hockey       Links         Dribble, push pass, slap pass, stop, score, attack, defend, tackle.       KID ***         Athletics       Athletics         Athlete, baton, javelin, sprint, false start, relay       Immunor for the false start, relay         Orienteering       Map, Key, Route, Location,					
VOCABULARY       how to guide somebody else.         Will understand       the importance of clear instruction work.         VOCABULARY       Hockey         Dribble, push pass, slap pass, stop, score, attack, defend, tackle.       Maths – counting, sequencing, direction and the importance of clear instruction work.         Athletics       Athletics         Athlete, baton, javelin, sprint, false start, relay       Image: Geography – map work         Orienteering       Map, Key, Route, Location,					
will understand       the importance of clear instruction work.         VOCABULARY       Hockey         Pribble, push pass, slap pass, stop, score, attack, defend, tackle.       INKS         Athletics       *** KID ***         Athlete, baton, javelin, sprint, false start, relay       Importance of clear instruction         Orienteering       Importance of clear instruction         Map, Key, Route, Location,       Importance of clear instruction					
VOCABULARY       the importance of clear instruction work.         VOCABULARY       Hockey         Dribble, push pass, slap pass, stop, score, attack, defend, tackle.       LINKS         Athletics       Athlete baton, javelin, sprint, false start, relay         Orienteering       Map, Key, Route, Location,					
VOCABULARY       work.         Hockey       LiNKS         Dribble, push pass, slap pass,       Maths – counting, sequencing, direction         stop, score, attack, defend,       tackle.         Athletics       *** KID ***         Athlete, baton, javelin, sprint,       false start, relay         Orienteering       Map, Key, Route, Location,					
VOCABULARY         Hockey         Dribble, push pass, slap pass,         stop, score, attack, defend,         tackle.         Athletics         Athlete, baton, javelin, sprint,         false start, relay         Orienteering         Map, Key, Route, Location,					
Hockey       Dribble, push pass, slap pass, stop, score, attack, defend, tackle.       Maths – counting, sequencing, direction of the second of the s	VOCABULARY				
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stop, score, attack, defend, tackle. Athletics Athlete, baton, javelin, sprint, false start, relay Orienteering Map, Key, Route, Location,					
tackle. Athletics Athlete, baton, javelin, sprint, false start, relay Orienteering Map, Key, Route, Location, Map, Key, Route, Location,					
Athlete, baton, javelin, sprint, false start, relay Orienteering Map, Key, Route, Location,					
false start, relay     THE TALLS OF CHILDBOOD FROM       Orienteering     SPORTS LEGENDS *       Map, Key, Route, Location,     Content of the tall of tal	Athletics	* * * <b>KID</b> * * *			
Orienteering          SPORTS LEGENDS *        Map, Key, Route, Location,          Set of the set		ATHLETES			
Orienteering     Image: A constraint of the constraint of	, ,				
	-	STUDIES IN DAMP STAPLER INSTRUMENTS IN DADAET HOPMER			
direction, cooperate		CARRY CARRY LIMIT HER			
	, ,				
SKILLS     NEXT STEPS IN LEARNING       Hockey     KS2 NC:					

Dribbling, passing, stopping,	Play competitive games, modified where
attacking, defending.	appropriate, and apply basic principles
Athletics	suitable for attacking and defending.
Sprinting, throwing, hitting a	Develop flexibility, strength, technique,
target.	control and balance.
Orienteering	Take part in outdoor and adventurous activity
Directions and directional	challenges both individually and within a
language, problem solving,	team.
teamwork.	