		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Activity	Core Stability	Core Stability	Creative Movement	Creative Movement	FMS	FMS
	Learning Focus	Listening & Follow Instructions. Body Management and Awareness	Listening & Follow Instructions. Body Management and Awareness	Exploring Locomotion through Music	Exploring Locomotion through Music	Running, Jumping and Throwing	Running, Jumping and Throwing
	Core Activity	Early Learning Goals	Early Learning Goals	Early Learning Goals	Early Learning Goals	Early Learning Goals	Early Learning Goals
	Activity	Dance	FMS -	Gym	Games	Games	Super Movers
Year 1	Learning Focus	Explore Basic Actions & Short Dances Based on Themes	Manipulation Throwing and Catching	Basic Gymnastic Actions on the Floor and Apparatus. Create Simple Sequences.	Throwing and Catching - Small Sided Games - 1v1 & 2v2	Throwing, Catching, Hitting and Retrieving. Small Sided Games	Running, Jumping and Throwing
	Core Activity						
	Activity	Dance	FMS - Manipulation	Gym	Games	Games	Super Movers
Year 2	Learning Focus	Create and Perform Short Routines Exploring Moods & Feelings	Throwing and Catching. Spatial Awareness. Play Games using Simple Decisions	Develop Gymnastic Actions on the Floor and Apparatus. Create Short Sequences.	Throwing and Catching. Engaging in Cooperative Physical Activities	Hitting a Moving Ball. Scoring Points. Working as a Team.	Running, Jumping and Throwing
	Core Activity						

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	Activity	Invasion Games	Dance	Gym	Net/Wall Games	Striking/Fielding Games	Athletic Activities
		On The Move	On The Move			Swimming	Swimming
	Learning Focus	Small Sided Team Games. Follow Simple Rules. Finding Space to Evade Opposition.	Working in Pairs or Small Groups to Create and Link a Range of Dance Movements	Create and Perform a Sequence. Extension in Balance and Flow when Transfering Weight.	Direct Ball into Target Area and Away from Opposition.	Hitting a Ball into Spaces. Throw Accurately.	Experiment With Different Ways to Run, Jump and Throw. Increase Awareness of Speed and Distance
	Core Activity						
	Activity	Invasion Games	Dance	Gym	Net/Wall Games	Striking/Fielding Games	Athletic Activities
Year 4				Swimming	Swimming	On The Move	On The Move
	Learning Focus	Simple Attacking Tactics. Start to Organise Defence. Use Range of Equipment and Skills	Link a Range of Dance Movements. Create Character and Narative Through Movement and	Create Sequences that Include Change of Level and Speed. Focus on Body Shapes in Small Groups.	Direct Ball Towards a Partner to Create a Rally. Judge Power, Speeed and Distance.	Work as a Team When Fielding. Create Strategies and Tactics to Field.	Develop Good Technique for Running, Jumping and Throwing. Develop Determination and
	Core Activity		Gesture.	·			Endurance

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Activity	Invasion Games	Gym	Dance	Net/Wall Games	Striking/Fielding Games	Athletic Activities
		Swimming	Swimming	On The Move	On The Move	Games	
Year 5	Learning Focus	Develop Skilful Attacking and Team Play. Explore Different Ways to Defend	Develop a Wider Range of Actions and Movements. Create Extended Sequences to Perform	Create a Group Routine Following a Theme and Certain Genre of Dance	Play Games to Develop Skills. Use a Range of Equipment and Contexts.	Develop Skills and Undersanding Relating to Different Roles within Games.	Develop Technical Understanding of Athletic Activities. Set Own Targets and Improve Personal Performance
	Resource:						
	Activity	Invasion Games	Gym	Dance	Net/Wall Games	Striking/Fielding	Athletic Activities
						Games Swimming (FG)	
Year 6	Learning Focus	Improve Attacking and Defending Team Play. Play Small Sided Games	Develop Sequences that Repond to a Theme and Music. Reflect Different Levels, Speeds and Complexity, Using Different Gymnastic Skills	Focus on Dance from Different Eras. Use Contrast in Dynamic and Rhythmic Dancing	Play Games to Develop Skills. Use a Range of Equipment and Contexts	Organise Own Small Sided Games and Manage Rules of Play Independently (Self Manage)	Develop Technical Understanding of Athletic Activities. Set Own Targets and Improve Personal Performance when Competing Against Others
	Core Activity			<u>.</u>			

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Extra Curricular	Monday						
	Tuesday						
	Wednesday						
	Thursday						
	Friday						
	Week 1						
	Week 2						
	Week 3						
Cluster Festivals and Competitions	Week 4						
	Week 5						
·	Week 6						
	Week 7						
	Week 8						
	Week 1						
	Week 2						
	Week 3						
Partnership Events and Competitions	Week 4						
	Week 5						
	Week 6						
	Week 7						
	Week 8						