



## EYFS PE Overview for the Year

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Term 1	<b>BEAM</b>  <b>DM3-4:PD2</b>  <b>Big Idea (Aspect):</b> <b>Processes (Athletics)</b> <b>Processes (Gymnastics)</b>	<b>BEAM</b>  <b>Locomotion: Walking</b>  <b>Lesson 1: Traffic Lights</b> <b>LO:</b> To explore walking using different body parts in different directions. <b>DM3-4:PD2</b> <b>DM3-4:PD3</b>  <b>Big Idea (Aspect):</b> <b>Processes (Athletics)</b> <b>Processes (Gymnastics)</b>	<b>BEAM</b>  <b>Locomotion: Walking</b>  <b>Lesson 2: Walkie Talkie</b> <b>LO:</b> To explore how we walk using our head, arms and feet, applying an effective walking technique. <b>DM3-4:PD2</b> <b>DM3-4:PD3</b>  <b>Big Idea (Aspect):</b> <b>Processes (Athletics)</b> <b>Processes (Gymnastics)</b>	<b>BEAM</b>  <b>Locomotion: Walking</b>  <b>Lesson 3: Through the Gates</b> <b>LO:</b> To explore walking in different pathways and to explore relationships with others.  <b>DM3-4:PD3</b>  <b>Big Idea (Aspect):</b> <b>Processes (Athletics)</b> <b>Processes (Gymnastics)</b>	<b>BEAM</b>  <b>Locomotion: Jumping</b>  <b>Lesson 4: Jumping Competition</b> <b>LO:</b> To begin to jump effectively. <b>DM3-4:PD2</b> <b>DM3-4:PD3</b>  <b>Big Idea (Aspect):</b> <b>Processes (Athletics)</b> <b>Processes (Gymnastics)</b>	<b>BEAM</b>  <b>Locomotion: Jumping</b>  <b>Lesson 5: Alphabet Game</b> <b>LO:</b> To develop jumping technique applying it into a game. <b>DM3-4:PD2</b> <b>DM3-4:PD3</b>  <b>Big Idea (Aspect):</b> <b>Processes (Athletics)</b> <b>Processes (Gymnastics)</b>
Term 2	<b>Ball Skills – Hands 1</b>  <b>Musical Moving (1)</b>  <b>LO:</b> To explore rolling.  <b>DM3-4:PD1</b>	<b>Ball Skills – Hands 1</b>  <b>Body Parts (3)</b>  <b>LO:</b> To explore bouncing.  <b>DM3-4:PD1</b>	<b>Ball Skills – Hands 1</b>  <b>Truck and Trailer Gateway (4)</b>	<b>Ball Skills – Feet 1</b>  <b>Funny Feet (1)</b>  <b>LO:</b> To explore moving with a ball using our feet.  <b>DM3-4:PD1</b>	<b>Ball Skills – Feet 1</b>  <b>Wizard Dribblers – Magic Tunnels (2)</b>  <b>LO:</b> To develop using feet.	<b>Ball Skills – Feet 1</b>  <b>Traffic Lights (3)</b>  <b>LO:</b> To develop dribbling.



## EYFS PE Overview for the Year

	<b>DM3-4:PD2</b>  <b>Big Idea (Aspect):</b> <b>Processes (Sending and Striking)</b>	<b>DM3-4:PD2</b>  <b>Big Idea (Aspect):</b> <b>Processes (Sending and Striking)</b>	<b>LO: To combine pushing and rolling.</b>  <b>DM3-4:PD1</b> <b>DM3-4:PD2</b>  <b>Big Idea (Aspect):</b> <b>Processes (Sending and Striking)</b>	<b>DM3-4:PD2</b>  <b>Big Idea (Aspect):</b> <b>Processes (Sending and Striking)</b>	<b>DM3-4:PD1</b> <b>DM3-4:PD2</b>  <b>Big Idea (Aspect):</b> <b>Processes (Sending and Striking)</b>	<b>DM3-4:PD1</b> <b>DM3-4:PD2</b>  <b>Big Idea (Aspect):</b> <b>Processes (Sending and Striking)</b>
<b>Term 3</b>	<b>Gymnastics – Moving</b>  <b>Explore making shapes on different body parts (1)</b>  <b>LO: To introduce 'champion gymnastics' by moving and making shapes using different body parts.</b>  <b>DM:R:PD13</b> <b>DM:R:PD14</b> <b>DM:R:PD15</b> <b>DM:R:PD18</b>  <b>Big Idea (Aspect):</b>	<b>Gymnastics – Moving</b>  <b>Explore big and small ways of moving and making shapes (3)</b>  <b>LO: To apply 'champion gymnastics' exploring how to move using big and small movements using the apparatus.</b>  <b>DM:R:PD18</b> <b>DM:R:PD19</b> <b>DM:R:PD20</b>  <b>Big Idea (Aspect):</b> <b>Processes (Gymnastics)</b> <b>Creativity (Evaluation)</b>	<b>Gymnastics – Moving</b>  <b>Moving in pairs (4)</b>  <b>LO: To apply 'champion gymnastics' exploring movements in a pair on the floor and on apparatus.</b>  <b>DM:R:PD18</b> <b>DM:R:PD19</b> <b>DM:R:PD20</b>  <b>Big Idea (Aspect):</b> <b>Processes (Gymnastics)</b> <b>Creativity (Evaluation)</b>	<b>Gymnastics – High, Low, Over, Under</b>  <b>Introduction to high (1)</b>  <b>LO: To introduce, 'champion gymnastics' by moving in a high-way and explore making high shapes.</b>  <b>DM:R:PD13</b> <b>DM:R:PD14</b> <b>DM:R:PD15</b> <b>DM:R:PD18</b>  <b>Big Idea (Aspect):</b> <b>Processes (Gymnastics)</b> <b>Creativity (Evaluation)</b>	<b>Gymnastics – High, Low, Over, Under</b>  <b>Introduction to low</b>  <b>LO: To introduce, 'champion gymnastics' by moving in a low-way and explore making low shapes.</b>  <b>DM:R:PD13</b> <b>DM:R:PD14</b> <b>DM:R:PD15</b> <b>DM:R:PD18</b>  <b>Big Idea (Aspect):</b> <b>Processes (Gymnastics)</b> <b>Creativity (Evaluation)</b>	<b>Gymnastics – High, Low, Over, Under</b>  <b>Introduction to the apparatus</b>  <b>LO: To apply, 'champion gymnastics' while exploring how to move safely using apparatus.</b>  <b>DM:R:PD18</b> <b>DM:R:PD19</b> <b>DM:R:PD20</b>  <b>Big Idea (Aspect):</b> <b>Processes (Gymnastics)</b> <b>Creativity (Evaluation)</b>



## EYFS PE Overview for the Year

	Processes (Gymnastics) Creativity (Evaluation)					
<b>Term 4</b>	<p>Attack v Defence: Games for Understanding</p> <p><b>Sharks and Fishes.,</b></p> <p><b>LO:</b> To understand why it is important to take turns when playing a game.</p> <p><b>DM:R:PD15</b></p> <p><b>Big Idea (Aspect):</b> Processes (Team Games)</p>	<p>Attack v Defence: Games for Understanding</p> <p><b>Sharks and Fishes – against the clock.</b></p> <p>LO: To understand why we need to keep the score during a game.</p> <p><b>DM:R:PD15</b></p> <p><b>Big Idea (Aspect):</b> Processes (Team Games)</p>	<p>Attack v Defence: Games for Understanding</p> <p><b>Sharks and Fishes: Coral Reef.</b></p> <p><b>LO:</b> To understand why we need to follow the rules during a game.</p> <p><b>DM:R:PD15</b></p> <p><b>Big Idea (Aspect):</b> Processes (Team Games)</p>	<p>Attack v Defence: Games for Understanding</p> <p><b>Sharks and Fishes: Cross the Ocean.</b></p> <p><b>Sharks and Fishes: The Great Escape</b></p> <p><b>LO:</b> To explore different ways of avoiding a defender.</p> <p>To explore simple principles (evasive skills) to avoid being tagged.</p> <p>To understand what the consequences are if they are tagged in a game.</p> <p><b>DM:R:PD15</b></p> <p><b>Big Idea (Aspect):</b> Processes (Team Games)</p>	<p>Attack v Defence: Games for Understanding</p> <p><b>Sharks &amp; Fishes (2v1) Cross the Sea.</b></p> <p><b>Sharks &amp; Fishes: Fishing time</b></p> <p><b>LO:</b> To explore different ways of preventing an attacker (fish) from scoring a point.</p> <p>To prevent the attackers from scoring.</p> <p>To understand what the consequences are if they do not tag an attacker in a game.</p> <p><b>DM:R:PD15</b></p> <p><b>Big Idea (Aspect):</b> Processes (Team Games)</p>	<p>Attack v Defence: Games for Understanding</p> <p><b>Sharks &amp; Fishes (5v5)</b></p> <p><b>LO:</b> To apply understanding of attacking and defending into a game.</p> <p><b>DM:R:PD15</b></p> <p><b>Big Idea (Aspect):</b> Processes (Team Games)</p>
<b>Term 5</b>	Team Building	Team Building	Team Building	Team Building	Team Building	Team Building



## EYFS PE Overview for the Year

	<p><b>Magic Hoops</b></p> <p><b>LO:</b> To introduce teamwork.</p> <p>To include everyone when working as a team and how it feels to be left out.</p> <p>To learn and understand what makes an effective team.</p> <p><b>PE: The Life Cycle of a Butterfly Dance</b></p> <p><b>ELG-PD:GM1</b></p> <p><b>ELG-PD:GM3</b></p> <p><b>Big Idea (Aspect):</b> <b>Nature (Outdoor Adventurous Activities)</b> <b>Processes (Dance)</b></p>	<p><b>Cross the Swamp</b></p> <p><b>LO:</b> To develop the skills required to make an effective team.</p> <p>To develop their communication skills, enabling them to create simple strategies to complete a challenge.</p> <p><b>ELG-PD:GM1</b></p> <p><b>ELG-PD:GM2</b></p> <p><b>Big Idea (Aspect):</b> <b>Nature (Outdoor Adventurous Activities)</b></p>	<p><b>Building Trust: Avoid the Traps</b></p> <p><b>LO:</b> To understand why it is important to trust our partner (team) if we are going to be successful.</p> <p>To develop their communication skills to enable them to successfully complete a challenge.</p> <p><b>ELG-PD:GM1</b></p> <p><b>ELG-PD:GM2</b></p> <p><b>Big Idea (Aspect):</b> <b>Nature (Outdoor Adventurous Activities)</b></p>	<p><b>Pass the Buck</b></p> <p><b>LO:</b> To continue to develop our cooperation and communication skills to help us successfully complete a challenge as a team.</p> <p><b>ELG-PD:GM1</b></p> <p><b>ELG-PD:GM2</b></p> <p><b>Big Idea (Aspect):</b> <b>Nature (Outdoor Adventurous Activities)</b> <b>Processes (Sending &amp; Striking)</b></p>	<p><b>Fox, Chicken and Corn</b></p> <p><b>LO:</b> To explore simple strategies as a team.</p> <p><b>ELG-PD:GM1</b></p> <p><b>ELG-PD:GM2</b></p> <p><b>Big Idea (Aspect):</b> <b>Nature (Outdoor Adventurous Activities)</b></p>	<p><b>Doctor's Orders</b></p> <p><b>LO:</b> To explore simple strategies as a team to help us solve a problem.</p> <p><b>ELG-PD:GM1</b></p> <p><b>ELG-PD:GM2</b></p> <p><b>Big Idea (Aspect):</b> <b>Nature (Outdoor Adventurous Activities)</b></p>
<b>Term 6</b>	<p>Dance: Ourselves</p> <p><b>In the Morning</b></p> <p><b>LO:</b> To move in sequence.</p>	<p>Dance: Ourselves</p> <p><b>Travelling to School</b></p>	<p>Dance: Ourselves</p> <p><b>LO:</b> Moving with props and contrasting tempos.</p>	<p>Dance: Dinosaurs</p> <p><b>Exploring movements as 'big' dinosaurs: Moving with control</b></p>	<p>Dance: Dinosaurs</p> <p><b>Exploring movements as 'small' dinosaurs: Adding movements together.</b></p>	<p>Dance: Dinosaurs</p> <p><b>Predators v Prey: Staying in character (4)</b></p>



## EYFS PE Overview for the Year

	Country Dancing <b>ELG-PD:GM1</b> <b>ELG-PD:GM3</b> <b>Big Idea (Aspect):</b> <b>Processes (Dance)</b>	<b>LO:</b> To respond in movement to words and music. <b>Let's Travel</b> Games from around the world – Use Acka Backa Boo book for ideas. <b>ELG-PD:GM1</b> <b>ELG-PD:GM3</b> <b>Big Idea (Aspect):</b> <b>Processes (Dance)</b>	Country Dancing <b>ELG-PD:GM1</b> <b>ELG-PD:GM3</b> <b>Big Idea (Aspect):</b> <b>Processes (Dance)</b>	<b>LO:</b> To explore different movements using different parts of the body. <b>Let's Travel</b> Games from around the world – Use Acka Backa Boo book for ideas. <b>ELG-PD:GM1</b> <b>ELG-PD:GM3</b> <b>Big Idea (Aspect):</b> <b>Processes (Dance)</b>	<b>LO:</b> To explore different movements using different parts of the body.  Country Dancing <b>ELG-PD:GM1</b> <b>ELG-PD:GM3</b> <b>Big Idea (Aspect):</b> <b>Processes (Dance)</b>	<b>LO:</b> To add emotion to their movements as they move in character.  <b>Let's Travel</b> Games from around the world – Use Acka Backa Boo book for ideas. <b>ELG-PD:GM1</b> <b>ELG-PD:GM3</b> <b>Big Idea (Aspect):</b> <b>Processes (Dance)</b>