



Year Three PE Overview for the Year

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Term 1	Netball Lesson 1: 5v1 / 4v2 LO: To keep possession of the ball and score a point against a defender. KS2:PE1 KS2:PE2 Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)	Netball Lesson 2: Shooting Technique LO: To understand why they need to apply the correct technique when shooting. KS2:PE1 KS2:PE2 Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)	Netball Lesson 3: Netball tournament LO: To combine passing, dribbling, and moving to create a shooting opportunity. KS2:PE1 KS2:PE2 Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)	Dodgeball Lesson 1: Danger Dodgeball Extreme / Protect the King or Queen LO: To avoid (dodge) being hit by the ball & combine their understanding of throwing and dodging. KS2:PE1 KS2:PE2 Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)	Dodgeball Lesson 2: Throwing without Fear LO: To throw their ball with accuracy towards their opponent. KS2:PE1 KS2:PE2 Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)	Dodgeball Lesson 3: Superhero Tag LO: To have their hands ready creating a target and successfully catch the ball. KS2:PE1 KS2:PE2 Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)
	Football Lesson 1: 5v1: Passing with a defender.	Football Lesson 2: Follow the Leader	Football Lesson 3: Endzone football / Football tournament	Hockey Lesson 1: Skittles LO: To pass the ball with accuracy towards a target.	Hockey Lesson 2: Snooker challenge	Hockey Lesson 3: Hockey tournament



Year Three PE Overview for the Year

	<p>LO: To keep possession of the ball and score a point against a defender.</p> <p>KS2:PE2</p> <p>Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)</p>	<p>LO: To dribble the ball under control to keep the invisible team's score as low as possible.</p> <p>KS2:PE2</p> <p>Big Idea (Aspect): Processes (Sending and Striking) Creativity (Evaluation)</p>	<p>LO: To combine passing, dribbling, and moving to create a shooting opportunity.</p> <p>KS2:PE2</p> <p>Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)</p>	<p>KS2:PE2</p> <p>Big Idea (Aspect): Processes (Sending and Striking) Creativity (Evaluation)</p>	<p>LO: To combine their passing and dribbling skills to keep possession and score points.</p> <p>KS2:PE2</p> <p>Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)</p>	<p>LO: To combine passing, dribbling and moving to create a shooting opportunity.</p> <p>KS2:PE2</p> <p>Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)</p>
Term 3	<p>Rugby</p> <p>Lesson 1: 1,2,3,4 Pass & Try</p> <p>LO: To pass the ball using a swinging action, their hands ready to receive the ball and understand how to score a try.</p> <p>KS2:PE1 KS2:PE2</p> <p>Big Idea (Aspect): Processes (Sending & Striking)</p>	<p>Rugby</p> <p>Lesson 2: Introduce tagging: Stuck in the Mud</p> <p>LO: To apply the correct tagging technique.</p> <p>KS2:PE1 KS2:PE2</p> <p>Big Idea (Aspect): Processes (Sending & Striking) Processes (Team Games) Creativity (Evaluation)</p>	<p>Rugby</p> <p>Lesson 3: Run the Gauntlet 3v3.</p> <p>LO: To work as a team to team apply their understanding of passing and moving to score a try.</p> <p>KS2:PE1 KS2:PE2</p> <p>Big Idea (Aspect): Processes (Sending & Striking) Processes (Team Games)</p>	<p>Dance</p> <p>Lesson 1: Exploring movements as a wild animal</p> <p>LO: To move in character as a wild animal.</p> <p>KS2:PE4</p> <p>Big Idea (Aspect): Processes (Dance) Creativity (Evaluation)</p>	<p>Dance</p> <p>Lesson 2: Creating a movement sequence</p> <p>LO: To create a wild animal sequence with a partner that demonstrates character relationships.</p> <p>KS2:PE4</p> <p>Big Idea (Aspect): Processes (Dance) Creativity (Evaluation)</p>	<p>Dance</p> <p>Lesson 3: Developing choreography</p> <p>LO: To create a short sequence taking on a different character.</p> <p>KS2:PE4</p> <p>Big Idea (Aspect): Processes (Dance) Creativity (Evaluation)</p>



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	Processes (Team Games) Creativity (Evaluation)		Creativity (Evaluation)			
Term 4	Gymnastics Lesson 1: Introducing symmetry and asymmetry LO: To create symmetrical and asymmetrical ways of moving. KS2:PE3 Big Idea (Aspect): Processes (Gymnastics) Creativity (Evaluation)	Gymnastics Lesson 2: Creating symmetrical & asymmetrical balances LO: To create symmetrical and asymmetrical ways of balancing. KS2:PE3 Big Idea (Aspect): Processes (Gymnastics) Creativity (Evaluation)	Gymnastics Lesson 3: Completing sequences on apparatus LO: To create sequences and finish with an asymmetrical balance. KS2:PE3 Big Idea (Aspect): Processes (Gymnastics) Creativity (Evaluation)	Tennis Lesson 1: 1v1: Creating space at the sides of the court LO: To make their opponent move around the court. KS2:PE2 Big Idea (Aspect): Processes (Sending & Striking) Processes (Team Games) Creativity (Evaluation)	Tennis Lesson 2: 1v1 Ladder Tournament LO: To apply their understanding of throwing (underarm) to beat their opponent. KS2:PE2 Big Idea (Aspect): Processes (Sending & Striking) Processes (Team Games) Creativity (Evaluation)	Tennis Lesson 3: Floor Tennis LO: To learn how to hit (push) the ball to their opponent's side of the court. KS2:PE2 Big Idea (Aspect): Processes (Sending & Striking) Processes (Team Games) Creativity (Evaluation)
	Cricket Lesson 1: Crossfire LO: To throw underarm with accuracy towards a target. KS2:PE1 KS2:PE2	Cricket Lesson 2: V Game LO: To will throw the ball (overarm) away from the fielders to score points. KS2:PE1 KS2:PE2	Cricket Lesson 3: Fielding v Batting with bowling LO: To keep the batter's score as low as possible. KS2:PE1 KS2:PE2	Rounders Lesson 1: Racing Rounders: Overarm Throwing (2) LO: To throw the ball away from the fielders to score points (rounders) and understand why they need	Rounders Lesson 2: Racing Rounders: Rolling LO: To apply the long barrier to keep the batter's score as low as possible.	Rounders Lesson 3: Racing Rounders: Competition (batting & fielding) LO: To throw /hit the ball away from the fielders to score points (rounders) &



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	Big Idea (Aspect): Processes (Sending & Striking) Processes (Team Games) Creativity (Evaluation)	Big Idea (Aspect): Processes (Sending & Striking) Processes (Team Games) Creativity (Evaluation)	Big Idea (Aspect): Processes (Sending & Striking) Processes (Team Games) Creativity (Evaluation)	to keep the batter's score as low as possible. KS2:PE1 KS2:PE2 Big Idea (Aspect): Processes (Sending & Striking) Processes (Team Games) Creativity (Evaluation)	KS2:PE1 KS2:PE2 Big Idea (Aspect): Processes (Sending & Striking) Processes (Team Games) Creativity (Evaluation)	keep the batter's score as low as possible when fielding. KS2:PE1 KS2:PE2 Big Idea (Aspect): Processes (Sending & Striking) Processes (Team Games) Creativity (Evaluation)
Term 6	Athletics Lesson 1: Tick Tag Relay LO: To collaborate as a team to try and catch the runner in front of them. KS2:PE1 KS2:PE3 KS2:PE6 Big Idea (Aspect): Processes (Athletics) Creativity (Evaluation)	Athletics Lesson 2: Standing Long Jump Competition LO: To jump applying the correct technique. KS2:PE1 KS2:PE3 KS2:PE6 Big Idea (Aspect): Processes (Athletics) Investigation (Data Analysis)	Athletics Lesson 3: Throwing for distance competition LO: To understand why we need to throw overarm with power and accuracy. KS2:PE1 KS2:PE3 KS2:PE6 Big Idea (Aspect): Processes (Athletics)	Sports Week including Sports Day	Outdoor Adventurous Activities Lesson 1: Point and return. LO: To orientate a map, locate points on the map, then travel to them and record what they find. KS2:PE4 Big Idea (Aspect): Nature (Outdoor Adventurous Activities)	Outdoor Adventurous Activities Lesson 2: Point to Point LO: To orientate a map, locate points on the map, then travel to them in a set order. KS2:PE4 Big Idea (Aspect): Nature (Outdoor Adventurous Activities)



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		Creativity (Evaluation)	Investigation (Data Analysis) Creativity (Evaluation)			
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