



	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
	Netball	Netball	Netball	Dodgeball	Dodgeball	Dodgeball
Term 1	Lesson 1: Passing gates	Lesson 2: Shooting Technique	Lesson 3: Netball Tournament	Lesson 1: Dodge It, Again	Lesson 2: In the box	Lesson 3: Elimination Dodgeball Tournament
	<b>LO:</b> To understand why they need to accurately	LO: To understand why	LO: To combine passing,	<b>LO:</b> To avoid (dodge) being hit by the ball.	<b>LO:</b> To catch the ball from the opposition.	LO: To collaborate as a
	pass the ball through the	they need to apply the	dribbling and moving to	KS2:PE1	KS2:PE1	team.
	gate. KS2:PE1	correct technique when shooting.	create a shooting opportunity.	KS2:PE2	KS2:PE2	KS2:PE1 KS2:PE2
	KS2:PE2	KS2:PE1 KS2:PE2	KS2:PE1 KS2:PE2	Big Idea (Aspect): Processes (Sending and	Big Idea (Aspect): Processes (Sending and	Big Idea (Aspect):
	Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)	Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)	Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)	Striking) Processes (Team Games) Creativity (Evaluation)	Striking) Processes (Team Games) Creativity (Evaluation)	Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)
Term 2	Football Lesson 1: Knockout / endzone football	Football Lesson 2: Golden boot games	Football Lesson 3: 2v1 dribbling against a defender	Hockey Lesson 1: Endzone Hockey with tackling	Hockey Lesson 2: Treasure Chest	Hockey Lesson 3: 3v3 with Shooting
	<b>LO:</b> To dribble keeping control and possession of the ball to score a point.	<b>LO:</b> To understand why we need to apply the correct technique when shooting.	<b>LO:</b> To combine passing, moving, and dribbling to	LO: To prevent the attacker from scoring.	LO: To dribble keeping control and possession of the ball. KS2:PE2	<b>LO:</b> To combine passing, dribbling and moving to





	KS2:PE2 Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)	KS2:PE2 Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)	keep the ball away from the defenders. KS2:PE2 Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)	Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)	Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)	create a space to score a goal. KS2:PE2 Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)
Term 3	Rugby Lesson 1: Break Out LO: To understand the consequence of not tagging an attacker. KS2:PE1 KS2:PE2 Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)	Rugby Lesson 2: 3v3: Focus on defending LO: To prevent the attackers from scoring a try. KS2:PE1 KS2:PE2 Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)	Rugby Lesson 3: 4v4 Mini Games LO: To work as a team to team apply their understanding of passing and moving to score a try. KS2:PE1 KS2:PE2 Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)	Dance Lesson 1: Exploring planets LO: To create a sequence with a partner to portray astronauts exploring a new planet. KS2:PE4 Big Idea (Aspect): Processes (Dance) Creativity (Evaluation)	Dance Lesson 2: Developing the roles of astronauts and aliens LO: To use characterisation to create movements as two contrasting characters. KS2:PE4 Big Idea (Aspect): Processes (Dance) Creativity (Evaluation)	Dance Lesson 3: Exploring the story of the astronaut and the alien LO: To create a sequence that explores the relationship between an alien and an astronaut. KS2:PE4 Big Idea (Aspect): Processes (Dance) Creativity (Evaluation)





	Gymnastics	Gymnastics	Gymnastics	Tennis	Tennis	Tennis
Term 4	Lesson 1: Introducing	Lesson 2: Creating pair	Lesson 3: Creating bridge	Lesson 1: Developing the	Lesson 2: Rally and	Lesson 3: Radar
	bridges	bridge balances	balances on apparatus	forehand aiming for	Return	
				spaces		LO: To understand why
	LO: To create individual	LO: To create bridge	LO: To create interesting		LO: To understand why	we need to make our
	bridge balances.	balances with a partner.	bridge balances on	LO: To hit the ball using a	they need to return to the	opponent move around
	KS2:PE3	KS2:PE3	apparatus.	forehand, and land it on the	ready position after	the court.
			KS2:PE3	inside of their opponent's	playing their shot.	KS2:PE2
		Big Idea (Aspect):		court.	KS2:PE2	
	Big Idea (Aspect): Processes (Gymnastics)	Processes (Gymnastics) Creativity (Evaluation)	Big Idea (Aspect): Processes (Gymnastics)	KS2:PE2		Big Idea (Aspect):
	Creativity (Evaluation)		<b>Creativity (Evaluation)</b>		Big Idea (Aspect):	Processes (Sending &
				Big Idea (Aspect): Processes (Sending & Striking) Processes (Team Games) Creativity (Evaluation)	Processes (Sending & Striking) Processes (Team Games) Creativity (Evaluation)	Striking) Processes (Team Games) Creativity (Evaluation)
	Cricket	Cricket	Cricket	Rounders	Rounders	Rounders
Term 5	Lesson 1: Retrieve and	Lesson 2: Pairs Cricket:	Lesson 3: Fielding v	Lesson 1: Racing	Lesson 2: Racing	Lesson 3: Racing
	Return	Striking the ball	Batting with a bowler	Rounders: Consolidation (fielding)	Rounders: Consolidation (batting)	Rounders Competition (batting)
	LO: To retrieve the ball	LO: To hit the ball away	LO: To understand why we			-
	and return it with	from the fielders to score	need to bowl underarm	LO: To keep the batter's	LO: To throw the ball	LO: To hit the ball away
	accuracy towards a	points (runs).	with accuracy towards a	score as low as possible.	away from the fielders to	from the fielders to score
	target.	KS2:PE1	target.	KS2:PE1	score points (rounders).	points (rounders).





	KS2:PE1	KS2:PE2	KS2:PE1	KS2:PE2	KS2:PE1	KS2:PE1
	KS2:PE2		KS2:PE2		KS2:PE2	KS2:PE2
	Big Idea (Aspect): Processes (Sending & Striking) Processes (Team Games) <u>Creativity (Evaluation)</u> Athletics	Big Idea (Aspect): Processes (Sending & Striking) Processes (Team Games) Creativity (Evaluation) Athletics	Big Idea (Aspect): Processes (Sending & Striking) Processes (Team Games) <u>Creativity (Evaluation)</u> Athletics	Big Idea (Aspect): Processes (Sending & Striking) Processes (Team Games) Creativity (Evaluation) Sports Week including	Big Idea (Aspect): Processes (Sending & Striking) Processes (Team Games) Creativity (Evaluation) Outdoor Adventurous	Big Idea (Aspect): Processes (Sending & Striking) Processes (Team Games) Creativity (Evaluation) Outdoor Adventurous
Term 6	Lesson 1: Team Race: 12	Lesson 2: Standing Triple	Lesson 3: Throwing for	Sports Day	Activities	Activities
	laps.	Jump Competition	distance competition:		Lesson 1: North, South,	Lesson 2: Point to Point
			Javelin		East, West	
	LO: To understand why	LO: To jump applying the				LO: To orientate a map,
	they need to pace	correct technique; hop, skip	LO: To understand why we		LO: To understand how to	locate points on the map,
	themselves when running	and jump.	need to throw overarm with		navigate to different	then travel to them in a
	over a longer distance.	KS2:PE1	power and accuracy.		points of the compass.	set order.
	KS2:PE1	KS2:PE3	KS2:PE1		KS2:PE5	KS2:PE5
	KS2:PE3	KS2:PE6	KS2:PE3			
	KS2:PE6	Big Idea (Aspect):	KS2:PE6		Big Idea (Aspect): Nature (Outdoor	Big Idea (Aspect): Nature (Outdoor
	Big Idea (Aspect): Processes (Athletics) Creativity (Evaluation)	Processes (Athletics) Investigation (Data Analysis) Creativity (Evaluation)	Big Idea (Aspect): Processes (Sending and Striking) Investigation (Data Analysis) Creativity (Evaluation)		Adventurous Activities)	Adventurous Activities)