



	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
	Netball	Netball	Netball	Dodgeball	Dodgeball	Dodgeball
Term 1	Lesson 1: End to end	Lesson 2: Marking (3v3)	Lesson 3: Stinger netball.	Lesson 1: Hunter and the	Lesson 2: Dodge & Move	Lesson 3: Dodgeball
	netball (5v5),	LO: To apply marking skills	LO: To apply passing and	Gamekeeper	LO: To apply their	Tournament
	LO: To apply passing and	to pressure the attackers	moving skills to score	LO: To understand their	understanding of when,	LO: To collaborate as a
	moving skills to create	and force mistakes.	points in games.	role as either an attacker or	where and why we dodge.	team.
	attacks and score points.			a defender during a game.		
		Big Idea (Aspect)	Big Idea (Aspect)		Big Idea (Aspect)	Big Idea (Aspect)
	Big Idea (Aspect)	Processes (Team Games)	Processes (Sending and	Big Idea (Aspect)	Processes (Team Games)	Processes (Team Games)
	Processes (Sending and		Striking)	Processes (Team Games)	Creativity (Evaluation)	Creativity (Evaluation)
	Striking)			Creativity (Evaluation)		
	Football	Football	Football	Hockey	Hockey	Hockey
Term 2	Lesson 1: Football	Lesson 2: 5v4 overload	Lesson 3: Football Games	Lesson 1: 3v3 Endzone	Lesson 2: 4v4 Hockey	Lesson 3: Zone Hockey
	games 4v4	defending with referee.	(6v6) with referees and a	Hockey	with referees.	4v4 (2v2).
			manager.			
	LO: To combine passing,	LO: To collaborate as a		LO: To combine passing,	LO: To officiate the games	LO: To learn how
	dribbling and moving to	team to prevent the	LO: To manage teams	dribbling and moving to	applying the rules fairly.	defenders can prevent the
	create a shooting	attackers from scoring.	selecting who is best suited	create a shooting		attackers from scoring.
	opportunity.		to certain roles.	opportunity	Big Idea (Aspect):	
		Big Idea (Aspect):			Processes (Sending and	Big Idea (Aspect):
	Big Idea (Aspect):	Processes (Sending and	Big Idea (Aspect):	Big Idea (Aspect):	Striking)	Processes (Sending and
	Processes (Sending and	Striking)	Processes (Sending and	Processes (Sending and	Processes (Team Games)	Striking)
	Striking)	Processes (Team Games)	Striking)	Striking)	Creativity (Evaluation)	Processes (Team Games)
	Processes (Team Games)	Creativity (Evaluation)	Processes (Team Games)	Processes (Team Games)		Creativity (Evaluation)
	Creativity (Evaluation)		Creativity (Evaluation)	Creativity (Evaluation)		





	Rugby	Rugby	Rugby	Dance	Dance	Dance
Term 3	Lesson 1: Break Out	Lesson 2: Crossways	Lesson 3: 7v7 Mini Games	Lesson 1: Introducing	Lesson 2: Learning the	Lesson 3: Samba
	(6v4) & cross the river	rugby		'Samba Schools'	Samba steps	choreography
			LO: To collaborate to			
	LO: To collaborate to	LO: To collaborate to	create effective attacking	LO: To work in groups to	LO: To learn the basic	LO: To work in groups to
	create and apply effective	create effective attacking	and defending tactics in	create a short movement	Samba steps and perform	bring together their
	defending tactics in their	tactics in teams.	their teams.	sequence to introduce their	focusing on the rhythm.	Samba dances
	teams & work together to			Samba school.		
	tag the attackers.	Big Idea (Aspect):	Big Idea (Aspect):		Big Idea (Aspect):	Big Idea (Aspect):
		Processes (Sending and	Processes (Sending and	Big Idea (Aspect):	Processes (Dance)	Processes (Dance)
	Big Idea (Aspect):	Striking)	Striking)	Processes (Dance)	Creativity (Evaluation)	Creativity (Evaluation)
	Processes (Team Games)	Processes (Team Games)	Processes (Team Games)	Creativity (Evaluation)		
	Creativity (Evaluation)	Creativity (Evaluation)	Creativity (Evaluation)			
	Gymnastics	Gymnastics	Gymnastics	Tennis	Tennis	Tennis
Term 4	Lesson 1: Introduce	Lesson 2: Creating a	Lesson 3: Creating a	Lesson 1: Cone Tennis /	Lesson 2: Singles Round	Lesson 3: 2v2 ladder
	Matching	matching mini sequence	matching mini sequence	King or Queen of the court	Robin Competition	tournament
			on apparatus			
	LO: To create matching	LO: To create a mini		LO: To hit the ball into open	LO: To apply their	LO: To collaborate with
	movements with a	sequence of matching	LO: To create a mini	spaces / their opponents	understanding of hitting	their doubles partner to
	partner.	movements with a partner.	sequence of matching	court to win a point.	the ball to beat their	beat their opponents.
			movements with a partner		opponent	
	Big Idea (Aspect):	Big Idea (Aspect):	on apparatus.	Big Idea (Aspect):		Big Idea (Aspect):
	Processes (Gymnastics)	Processes (Gymnastics)		Processes (Sending and	Big Idea (Aspect):	Processes (Sending and
	Processes (Dance)	Processes (Dance)	Big Idea (Aspect):	Striking)		Striking)
		Creativity (Evaluation)				





			Processes (Gymnastics) Processes (Dance) Creativity (Evaluation)		Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)	Processes (Team Games) Creativity (Evaluation)
Term 5	Outdoor learning and adventurous activities Y6 Residential trip activities: Abseiling. Rock Climbing, Skiing,	Athletics Lesson 1: Throwing & Jumping techniques. LO: To understand why we	Athletics Lesson 2: Athletics Competition: Jumping and Throwing	Sports Week including Sports Day	Athletics Lesson 3: Sprinting races & Long Distance Racing LO: To apply the correct	Athletics Lesson 4: Athletics Competition: Running LO: To collaborate as a
	Bouldering, Kayaking. Canoeing, Raft Building, Archery, Orienteering, Low / High Ropes, Zip Wire, Team Building,	need to throw overarm with power and accuracy, jump applying the correct technique (long jump) &	LO: To collaborate as a team and apply their understanding of throwing and jumping into a		technique when sprinting and to understand why they need to pace themselves when running	team and apply their understanding of running into a competition.
	Team Challenge, Problem Solving, Bushcraft, Campfire.	apply the correct hop, skip and jump technique (triple jump). Big Ideas (Aspect):	competition. Big Ideas (Aspect): Processes (Athletics) Investigation (Data		over a longer distance. Big Ideas (Aspect): Processes (Athletics) Investigation (Data	Big Ideas (Aspect): Processes (Athletics) Creativity (Evaluation)
	Big Ideas (Aspect): Nature (Outdoor Adventurous Activities)	Processes (Athletics) Investigation (Data Analysis) Creativity (Evaluation)	Analysis) Creativity (Evaluation)		Analysis) Creativity (Evaluation)	
Term 6	Cricket Lesson 1: Mini game - batting	Cricket Lesson 2: Mini game - fielding	Cricket	Rounders	Rounders	Rounders





LO: To collaborate to create effective batting tactics in their teams (runs).

Big Idea (Aspects):

Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation) **LO:** To collaborate to create effective fielding and bowling tactics in their teams.

Big Idea (Aspects):

Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation) Lesson 3: Mini Game (6v6) with fielding or bowling restrictions

LO: To collaborate to create and apply effective fielding tactics in their teams to keep the batter's score as low as possible.

Big Idea (Aspects):

Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation) Lesson 1: Preventing rounders : Fielding tactics

LO: To prevent the batter from scoring a full rounder or two.

Big Idea (Aspects):

Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation) Lesson 2: Racing Rounders (fielding)

LO: To keep the batter's score as low as possible.

Big Idea (Aspects):

Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation) **Lesson 3: Racing Rounders (batting)**

LO: To hit the ball away from the fielders to score points (rounders).

Big Idea (Aspects):

Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)