## **Delves Lane Primary School P.E. Long Term Plan**

Intra-School House Cup Sports Events (Monday Afternoons)								
Reception Obstacle Course Tues 19 <sup>th</sup> Oct	Year 1 Gymnastics <b>Wed 30<sup>th</sup> Mar</b>	Year 2 Rounders <b>Thurs 19<sup>th</sup> May</b>	Year 3 Benchball <b>Wed 13<sup>th</sup> Oct</b>	Year 4 Dodgeball <b>Mon 4<sup>th</sup> Apr</b>	Year 5 Kwik Cricket <b>Tue 24<sup>th</sup> May</b>	Year 6 Tennis <b>Thurs 26<sup>th</sup> May</b>	Dance Festival <b>14<sup>th</sup> Feb</b>	Sports Day 11# – 13# July

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
R	Movement Skills	Ball Skills	Dance	Movement Skills	Racket Skills	Athletics
					Gymr	astics

Y1	Movement Skills  Develop fundamental movement skills (specifically running, jumping, throwing and catching).  Apply skills to a range of contexts.	Ball Skills (Football)  Develop simple tactics for attacking and defending.  To engage in competitive (against self and others) and co-operative activities.	Extend their agility, bal	Movement Skills  Develop fundamental movement skills (specifically running, jumping, throwing and catching).  Apply skills to a range of contexts.	Racket Skills (Cricket)  Develop fundamental movement skills (specifically running, jumping, throwing and catching).  To engage in competitive (against self and others) and co-operative activities.	Athletics  Develop fundamental movement skills (specifically running, jumping, throwing and catching).  To become increasingly competent.
Y2	Extend their agility, bal	Ball Skills (Netball)  Develop simple tactics for attacking and defending.  To engage in competitive (against self and others) and co-operative activities.  mastics  ance and coordination asingly competent.	Perform dances using simple movement patterns. To work individually and with others.	Movement Skills  Develop fundamental movement skills (specifically running, jumping, throwing and catching).  Apply skills to a range of contexts.	Racket Skills (Rounders)  Develop fundamental movement skills (specifically running, jumping, throwing and catching).  To engage in competitive (against self and others) and co-operative activities.	Athletics  Develop fundamental movement skills (specifically running, jumping, throwing and catching).  To become increasingly competent.

Y3	Invasion Games (Benchball)  To play competitive games, modified where appropriate.  Apply basic principles suitable for attacking and defending.	Gymnastics  Develop flexibility, strength, technique, control and balance.  Link broader range of skills to make actions and sequences of movement.	swim competently, confiden me use a range of strokes effect and bred	Invasion Games (Basketball)  To play competitive games, modified where appropriate.  Apply basic principles suitable for attacking and defending.  Iming  Ity and proficiently at least 25 thres  ively [front crawl, backstroke aststroke]	Net & Wall Games (Tennis)  Develop a broader range of skills in isolation and in combination (specifically running, jumping, throwing and catching).  Apply broader range of skills to a range of contexts.	Athletics  Develop a broader range of skills in isolation and in combination (specifically running, jumping, throwing and catching).  Compare and improve performances with previous ones.
Y4	Invasion Games (Football)  To play competitive games, modified where appropriate.  Apply basic principles suitable for attacking and defending.	Gymnastics  Develop flexibility, strength, technique, control and balance.  Link broader range of skills to make actions and sequences of movement.	Perform dances using a range of movement patterns.  Learn how to evaluate and recognise their own success.	Net & Wall Games (Dodgeball)  Develop a broader range of skills in isolation and in combination (specifically running, jumping, throwing and catching).  To play competitive games, modified where appropriate	Striking & Fielding Games (Rounders)  Develop a broader range of skills in isolation and in combination (specifically running, jumping, throwing and catching).  Apply broader range of skills to a range of contexts.	Athletics  Develop a broader range of skills in isolation and in combination (specifically running, jumping, throwing and catching).  Compare and improve performances with previous ones.

Y5	Invasion Games (Tag Rugby)  To play competitive games, modified where appropriate.  Apply basic principles suitable for attacking and defending.	Gymnastics  Develop flexibility, strength, technique, control and balance.  Link broader range of skills to make actions and sequences of movement.	Perform dances using a range of movement patterns.  Learn how to evaluate and recognise their own success.	Net & Wall Games (Badminton)  Develop a broader range of skills in isolation and in combination (specifically running, jumping, throwing and catching).  Apply broader range of skills to a range of contexts.	Striking & Fielding Games (Cricket)  Develop a broader range of skills in isolation and in combination (specifically running, jumping, throwing and catching).  Apply broader range of skills to a range of contexts.  Swim swim competently, confident me use a range of strokes effection and bread	rly and proficiently at least 25 tres
Y6	swim competently, confiden me use a range of strokes effect and bre	Gymnastics  Develop flexibility, strength, technique, control and balance.  Link broader range of skills to make actions and sequences of movement.  In ming  Itly and proficiently at least 25 etres  Itively [front crawl, backstroke aststroke]  Ifferent water-based situations.	Perform dances using a range of movement patterns.  Learn how to evaluate and recognise their own success.	OAA (Orienteering)  Take part in outdoor and adventurous challenges individually and as a team.  Enjoy communicating, collaborating and competing with each other.	Net & Wall Games (Tennis)  Develop a broader range of skills in isolation and in combination (specifically running, jumping, throwing and catching).  Apply broader range of skills to a range of contexts.	Athletics  Develop a broader range of skills in isolation and in combination (specifically running, jumping, throwing and catching).  Compare and improve performances with previous ones.