Year 1 – Autumn 1 Topic:

Activities	Intended Outcomes	Key Vocabulary and Questions
 Warm up and cool down activities at the start and end of each session to develop flexibility and to encourage understanding of how the body changes during exercise. Real PE activities using online tool. Personal Cog. Real PE Personal The Birthday Bike Surprise Real PE Personal The Birthday Bike Surprise Real PE Personal The Birthday Bike Surprise Real PE Personal Pirate pranks 	 To develop fundamental movement skills To become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. To master basic movements including running, jumping, throwing and catching. 	Sequence, straight, star, tuck, pike, straddle, dish, arch, back support, front support, sequence, flow, smooth, cooperation, mirroring, pulse, joining, ball bounce, roll, side gallop, skip, kick.
	To develop balance, agility and coordination	Assessment Opportunities
 Gymnastics lessons following WSWSSP Scheme of Work, to include lessons on learning the 11 gym shapes, performing a sequence individually and with a partner. Lessons 1, 2 and 3. Learn how to skip with a rope. Develop competence and learn different types of skipping. Skip with long rope, learn skipping songs and skip with a partner. 	 To engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations. To participate in team games, developing simple tactics for attacking and defending To perform dances using simple movement patterns Master 11 gym shapes. 	 Using fundamental skills tool to asses where each child is on the scale. Use these to develop personal challenges, 'my personal best'. Use individual progressive challenges to target individual progress in Real PE. Take photographs of children in gym, show on IPAD so that they can improve their shape and form. Record for WW books.
	Perform correct shape on demand.	Resources
	 Learn a sequence and link movements. perform smooth transitions from one move to next. Perform a sequence in correct order. 	 WSWSSP SOW. Gym shape cards in hall. REAL PE 'Jasmine'. Using computer, each Year group has a hard copy as a resource.

2 Lift and carry equipment safely.	
 Demonstrate rolling accurately. Work collaboratively with a partner.	
② Understand the importance of warming up	
☑ Kick a ball with some accuracy.	
Throw, catch and bounce with developing accuracy to self and partner.	
2 Create games which include developing skills.	
② Hold a bat correctly, use to move a ball.	

Year 1 – Autumn 2 Topic:

Activities	Intended Outcomes	Key Vocabulary and Questions
 Warm up and cool down activities at the start and end of each session to develop flexibility and to encourage understanding of how the body changes during exercise. Real PE activities using online tool. Social Cog. Real PE Social Journey to the Blue Planet Real PE Social Journey to the Blue Planet Real PE Social Journey to the Blue Planet Real PE Monkey Business Real PE Monkey Business Real PE Monkey Business Real PE Monkey Business 	 To develop fundamental movement skills To become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. To master basic movements including running, jumping, throwing and catching. To develop balance, agility and coordination 	Sequence, straight, star, tuck, pike, straddle, dish, arch, back support, front support, sequence, flow, smooth, cooperation, mirroring, pulse, joining, ball bounce, roll, side gallop, skip, kick.
 Gymnastics lessons following WSWSSP Scheme of Work, to include lessons on learning the 11 gym shapes, performing a sequence individually and with a partner. Lessons 3, 4 and 5. Teacher and children will develop a 'Firework Dance', inspired by bonfire night. Classes will select own music and work to develop movements that use repetition in movements, partner and group work, and using music to remember the sequence. 	 To develop balance, aginty and coordination To engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations. To participate in team games, developing simple tactics for attacking and defending 	Assessment Opportunities Children to set own individual challenges. 'My personal best.' Children to consider what they need to improve and how they can do that, through practising.
 Develop skills involved in rolling. Play aiming games, practise skills using a range of equipment. Develop team and partner games that using scoring systems and develop and encourage competitive self-improvement and team building skills. 	 ? To perform dances using simple movement patterns ? Master 11 gym shapes. ? Perform correct shape on demand. ? Learn a sequence and link movements. ? perform smooth transitions from one move to next. ? Perform a sequence in correct order. 	Resources WSWSSP SOW. Gym shape cards in hall. REAL PE 'Jasmine'. Using computer, each Year group has a hard copy as a resource. Music CD in hall

② Lift and carry equipment safely.	
Demonstrate rolling accurately.Work collaboratively with a partner.	
2 Understand the importance of warming up	
☑ Kick a ball with some accuracy.	
Throw, catch and bounce with developing accuracy to self and partner.	
☑ Create games which include developing skills.	
☑ Hold a bat correctly, use to move a ball.	

Year 1 – Spring 1 Topic:

	Activities	Intended Outcomes	Key Vocabulary and Questions
•	Warm up and cool down activities at the start and end of each session to develop flexibility and to encourage understanding of	 To develop fundamental movement skills To become increasingly competent and	Roll, opposite, swing, aim, target, dribble, kick, ball bounce, roll, side
•	how the body changes during exercise. Real PE activities using online tool.	confident and access a broad range of	gallop, skip, kick.
1.	Cognitive Cog. Real PE cognitive Tilly the Train's big day.	opportunities to extend their agility, balance and coordination, individually and	
2.	Real PE cognitive Tilly the Train's big day.	with others.	
4.	Real PE cognitive Thembi walks the tightrope.	☑ To master basic movements including running,	
5.		jumping, throwing and catching.	Assessment Opportunities
6.	Real PE cognitive Thembi walks the tightrope.		 Use performance of dance to assess children who need
•	Games lessons following WSWSSP Scheme of Work, to include lessons on developing skills in rolling, point scoring, competitive games, team building and aiming.	To engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations.	support or who are exceedin physically. • Use individual challenges on Real PE to support and exten individual ability.
	Teacher and children will develop a 'Three Little Pigs' dance,	☑ To participate in team games, developing	Resources
	inspired by literacy work on the story. Classes will use music to	simple tactics for attacking and defending	
	develop movements that tell the story in sequence. Working individually, with a partner and in a group. Using music to inspire speed and rhythm of movement.		3 little pigs music saved to staff shared.
		② Demonstrate rolling accurately.	PE resources in hall.
•	Children will develop and learn skills to control a ball. Passing it in an efficient way to a partner, around obstacles, and kicking	Work collaboratively with a partner.	
	it at a target, learning techniques that make them successful.	☑ Understand the importance of warming up	
•	Lessons will involve games where children are encouraged to	☑ Kick a ball with some accuracy.	
	throw and catch a range of equipment and throwing and catching equipment. Developing skills that will enable them to become confident and efficient. Children will be encouraged	Throw, catch and bounce with developing accuracy to self and partner.	

to evaluate their ability and to consider how they can improve.	2 Create games which include developing skills.	
They will be given time to practise and develop their skills away from structured lessons, using equipment at playtimes and	Hold a bat correctly, use to move a ball.	
outside lessons.	Move in different ways to a given beat.	
	② Develop movement skills using a stimulus.	
	Perform and discover different movements, different heights, parts of the body.	
	Discuss and notice changes to body when moving.	

Year 1 – Spring 2 Topic:

Activities	Intended Outcomes	Key Vocabulary and Questions
Warm up and cool down activities at the start and end of each	To develop fundamental movement skills	
session to develop flexibility and to encourage understanding of how the body changes during exercise.	To become increasingly competent and confident and access a broad range of	Racket, volley, forehand, space, grip, ball bounce, roll, side gallop, skip, kick.
 Real PE activities using online tool. Creative Cog. 	opportunities to extend their agility,	
Real PE Creative Clowning Around	balance and coordination, individually and	
Real PE Creative Clowning Around	with others.	
 Real PE Creative Clowning Around Real PE Wendy's Water Ski Challenge 	To master basic movements including running, jumping, throwing and catching.	Assessment Opportunities • Assess which children would
Real PE Wendy's Water Ski ChallengeReal PE Wendy's Water Ski Challenge	☑ To develop balance, agility and coordination	benefit from going to after school tennis club. Make
 Tennis activities using tennis DVD. Lesson 1, 2 and 3 from age 4-7 DVD. Developing skills which are needed for The forehand and Volley. There is a big emphasis on fitness and agility at the start of each lesson too. Teachers and children will work together to develop a dance to be performed at the Year 1 concert. This will be inspired by 	 To engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations. To participate in team games, developing simple tactics for attacking and defending To perform dances using simple movement patterns 	 Use individual progressive challenges to target individual progress in Real PE. Take photographs of children in gym, show on IPAD so that they can improve their shape and form. Record for WW books.
work produced during creative week and teachers and children will work together to select music and a theme.	Move in different ways to a given beat.	Rackets and tennis equipment, including DVD kept in the hall.
 Lessons will involve games where children are encouraged to throw and catch a range of equipment and throwing and catching equipment. Developing skills that will enable them to become confident and efficient. Children will be encouraged to evaluate their ability and to consider how they can improve. They will be given time to practise and develop their skills away 	 Develop movement skills using a stimulus. Perform and discover different movements, different heights, parts of the body. Discuss and notice changes to body when moving. 	 including DVD kept in the hall. Music CD's kept in the hall drawer.

☑ Hold a bat correctly, use to move a ball.	from structured lessons, using equipment at playtimes and outside lessons. Children will play games which involve hitting a ball with a bat/racket. Children will develop skills which enable them to develop control of the equipment at their own level.	 Demonstrate rolling accurately. Work collaboratively with a partner. Understand the importance of warming up Kick a ball with some accuracy. Throw, catch and bounce with developing accuracy to self and partner. Create games which include developing skills. 	
		P Hold a bat correctly, use to move a ball.	

Year 1 – Summer 1 Topic:

Activities	Intended Outcomes	Key Vocabulary and Questions
 Warm up and cool down activities at the start and end of each session to develop flexibility and to encourage understanding of how the body changes during exercise. Real PE activities using online tool. Physical Cog. Real PE Physical John and Jasmine learn to Juggle. Real PE Physical John and Jasmine learn to Juggle. 	 To develop fundamental movement skills To become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. 	Racket, volley, forehand, space, grip, ball bounce, roll, side gallop, skip, kick.
 Real PE Physical John and Jasmine learn to Juggle. Real PE Physical Ringo to the Rescue Real PE Physical Ringo to the Rescue Real PE Physical Ringo to the Rescue Tennis activities using tennis DVD. Lesson 1, 2 and 3 from age 4-7 DVD. Developing skills which are needed for The forehand and Volley. There is a big emphasis on fitness and agility at the start of each lesson too. 	 To master basic movements including running, jumping, throwing and catching. To develop balance, agility and coordination To engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations. To participate in team games, developing 	Assess which children would benefit from going to after school tennis club. Make parents aware of this. Use individual progressive challenges to target individual progress in Real PE. Take photographs of children in gym, show on IPAD so that they can improve their shape and form.
Sports day practise. Children will work with teachers to develop team games that can be played while parents watch.	simple tactics for attacking and defending To perform dances using simple movement	Record for WW books. Resources
The games will bring together all of the skills learnt throughout the year. Children will play in teams and points will be scored and amalgamated as a class. Gold, Silver and Bronze will be awarded alongside 'outstanding performance' awards. • During 'National Sports Week', teachers will plan activities into their daily timetable where children are given the opportunity to play different sports and try out new activities that they may not have tried before. Children will wear PE kit every day so	patterns Demonstrate rolling accurately. Work collaboratively with a partner. Understand the importance of warming up Kick a ball with some accuracy. Throw, catch and bounce with developing accuracy to self and partner.	 Rackets and tennis equipment, including DVD kept in the hall. Music CD's kept in the hall drawer.

are ready to be active throughout the day. Year 1 will be given a skipping rope and be encouraged to themselves to learn a new skill during the week.	ng skills. II. ping ping ng skills. II.
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Year 1 – Summer 2 Topic:

Activities	Intended Outcomes	Key Vocabulary and Questions
 Warm up and cool down activities at the start and end of each session to develop flexibility and to encourage understanding of how the body changes during exercise. Real PE activities using online tool. 	 To develop fundamental movement skills To become increasingly competent and confident and access a broad range of opportunities to extend their agility, 	Ball bounce, roll, side gallop, skip, kick.
Real PE Health and Fitness. Sammy Squirrel and his Rolling Nuts.	balance and coordination, individually and with others.	Assessment Opportunities
Real PE Health and Fitness. Sammy Squirrel and his Rolling Nuts.	To master basic movements including running, jumping, throwing and catching.	Assess which children would benefit from going to after
Real PE Health and Fitness. Sammy Squirrel and his Rolling Nuts.	To develop balance, agility and coordination	school tennis club. Make parents aware of this.
 Real PE Health and Fitness Caspar the Very Clever Cat. Real PE Health and Fitness Caspar the Very Clever Cat. Real PE Health and Fitness Caspar the Very Clever Cat. 	To engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly	
	challenging situations.	Resources
 Tennis activities using tennis DVD. Lesson 4 and 5 from age 4-7 DVD. Developing skills which are needed for The forehand and 	To participate in team games, developing simple tactics for attacking and defending	 Rackets and tennis equipment, including DVD kept in the hall. Music CD's kept in the hall
 Volley. There is a big emphasis on fitness and agility at the start of each lesson too. Children will be taught 'Tag Rugby' games. They will develop 	② To perform dances using simple movement patterns	drawer.
skills such as running, dodging and passing, while being competitive against themselves and others. They will explore	Demonstrate rolling accurately. Week calleboratively with a partner.	
 throwing and catching a rugby ball and play team games. OAA develops mapping and geography skills alongside being 	 Work collaboratively with a partner. Understand the importance of warming up	
physical and team building. Children will play a range of games that are based around our school grounds.	 Kick a ball with some accuracy. Throw, catch and bounce with developing	
	accuracy to self and partner.	

2 Create games which include developing skills.	
☑ Hold a bat correctly, use to move a ball.	