St. Hugh's Catholic Primary School PE Subject Plan

	Year 1		Year 2		Year 3		Year 4		Year 5		Year 6	
Autumn 1	Fundamental Skills Balance, travel, dodge, jump and co- ordination	Dance Weather and Safari explore travelling actions, movement skills and balancing	Dance Secret Garden and Jack frost pathways, levels, shapes, directions,	Fundamental Skills balancing, running, changing direction, jumping and hopping	Gymnastics Receiving body weight – create points and patches – perform rolls	, , ,	Dance Spy and Carnival structure, space, balance, control	Gymnastics Travelling actions, pathways	Swimming	Gymnastics symmetrical and asymmetrical balances	Swimming	Gymnastics Group sequencing
Autumn 2	Ball skills Throwing, catching, rolling, hitting a target and dribbling	Yoga breathing, relaxation, balance, flexibility and strength	Invasion Games Throwing, catching, kicking, defending and attacking skills	Yoga Breathing, Balance, flexibility, stretching and strength	Ball skills tracking a ball, throwing, catching, dribbling	<u>Dance</u> sing canon, unison, formation	Tag Rugby passing, catching, dodging, tagging, scoring	<u>Dance</u> States of Matter and the Twist	Swimming	Dance Chinese dragon and rock and roll space, emotion, matching, mirroring, transitions	Swimming	Netball passing, catching, footwork, intercepting, shooting, dodging
Spring 1	Team building communicatio n and problem- solving skills	Target games Underarm/over arm throwing, aim and hand eye co- ordination	Gymnastics Creating sequences using shapes, levels and directions.	Athletics Balance, agility, throwing, jumping skills	Yoga breathing, balance, flexibility, strength, coordination	Football dribbling, passing, ball control, tracking, turning, receiving	Yoga breathing, balance, flexibility, strength, coordination	Athletics Sprinting, hurdles, jumping, throwing catching	Swimming	Handball throwing and catching, dribbling, intercepting, shooting	Swimming	Yoga balance, strength, flexibility, coordination
Spring 2	Gymnastics travelling actions, shapes, balances, jumps and rolls	Invasion Games throwing and catching, kicking, dribbling and dodging	Balls skills rolling, kicking throwing, catching, bouncing and dribbling	Target Games Target – Throwing, catching, kicking skills	Dance pathways, direction, copying and performing actions, control	Netball passing, catching, footwork, intercepting, shooting	Games Tennis Serving, striking and tactical skills	Dance Egyptians Performance, cooperation, evaluation techniques	Swimming	Athletics Running, throwing, improving techniques	Swimming	Athletics pacing, sprinting, jumping Distance throwing
Summer 1	Athletics Explore different speeds, changing direction, jumping and throwing	Dance Pirates and the lost toy explore pathways and perform a sequence of movements	Dance The circus and the rainforest Travelling actions, speed, timing and preforming sequences	Net and wall Games throwing, catching, racket skills, ready position, hitting a ball	Handball ball control, throwing and catching, dribbling, shooting	Athletics sprinting, jumping for distance, push and pull throwing for distance	Swimming	Games Netball Dodge, sideways positions, overlap and underlap, defend	Swimming	Games Dodgeball Throwing, catching, dodging and defending skills	<u>Games</u> <u>Rounders</u> Throwing, catching and fielding	OAA Team building and problem solving
Summer 2	Net and Wall Games throwing, catching, hitting a ball, tracking a ball	Striking and Fielding Games throwing, catching, retrieving, tracking and striking skills	Team building planning, decision making, problem solving	Striking and fielding Games Striking, catching, bowling, defending skills	Rounders catching, tracking a ball, fielding and retrieving a ball, batting	OAA balance, running Social: communicatio n, teamwork, trust, inclusion, listening	Swimming	OAA Instructions, navigation and communicatio n skills	Swimming	OAA Instructions, navigation and communicatio n skills	Dance Stamp clap and 70's disco formation, dynamics, character, emotion,	Tag Rugby throwing, catching, running, dodging, scoring