

Casterton Primary Academy PE Curriculum Map

Title or Question National Curriculum Stimulus and Enrichment Outcome World of Work Link British Values

Year A & B	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Rec	FMS (5)	FMS (5)	FMS (5)	FMS (5)	FMS (5)	FMS (5)
Year1/2	Year 1 FMS Overarm Throw Character: Determination/ Concentration/Co- operation Year 1 FMS Rolling a Ball Character: Sel-belief Concentration/Co- operation	Year 1 FMS Catching a Ball Character: Determination/ Sefl-Belief/Co-operation Year 1 Gymnastics Activities 1 Character: Self-belief/concentration	Year 1 FMS Underarm Throw Character: Determination/Concentration Year 1 FMS – ZOG Character: Self-Belief	Year 1 Gymnastics Activities 2 Character: Courage Year 1 FMS – Tri Throlf	Year 1 Baseline — Supertato Year 1 Athletics Character: Honesty/Encouragement /Co-operation/Self-Belief	Year 1 Baseline – Lost and found Character: Self-Belief Year 1 Dance 3 Little Pigs Character: Self-Belief
Year2	KS1 Athletics (entering Year 2) Recap Character: Honesty/Self-belief/Encouragement/ Co-operation FMS — Catching a ball Recap Character: Determination/Co-operation/Self-Belief	Year 2 — Playground games in the 20 th Century Character: Curiosity/ Cooperation/ Determination Year 2 Gymnastics Activities 1 Character: Concentration/Self-Belief	Year 2 – Net/wall Games Character: Concentration/Self- Belief Year 2 – Striking and Fielding Games Character: Concentration	Year 2 – Piggy in the Middle Character: Honesty/Self-belief/Co-operation Year 2 – Dance – Seaside Character: Self-Belief	Year 2 Athletics Year 2 – FMS Kicking Unit Character: Co-operation	Year 2 Baseline assessment overall 10 FMS Year 2 – Bouncing a ball Character: Resilience
Year 3/4	Year 3 and 4 Creative Games- Tag and Target Character: Co-operation Year 3 Invasion Games – Tag Rugby Character: Co-operation	Year 3 Invasion Games – Netball Character: Honesty Year 3 Gymnastics Activities 1 Character: Trust/Accepting feedback	Year 3 and 4 Games — Netwall Character: Determination Year 3 Gymnastics Activities 2 Character: Courage/Trying new things/Recognising strengths and areas to improve	Year 3 Invasion Games – Handball Character: Honesty Year 3 and 4 Striking and fielding – Rounders Character: Communication/Evaluation	Year 3 and 4 Striking and fielding – Cricket Character: Communication Year 3 and 4 Athletics Perform a sling throw actions Character: Resilience	Year 3 OOA Team work and problem solving Character: Problem Solving Year 3 and 4 Dance — Myths and Legends Character: Co-operation
Year 4	Swimming Swim Charter levels 1 to 6 Year 4 Invasion Games – Tag Rugby	Swimming Swim Charter levels 1 to 6	Swimming Swim Charter levels 1 to 6 Year 4 Net/Wall Games – Tennis	Swimming Swim Charter levels 1 to 6 Year 4 creative Games — Tag and Target	Year 4 Gymnastics – Activities 1 Character: Self Motivation	Year 4 Striking and fielding – Rounders Character: Communication/ Explanations



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	<u>Character:</u> Encouragement	Year 4 Invasion Games – Basketball/Netball Character: Honesty	<u>Character:</u> Determination	Character: Co-operation	Year 4 Striking and fielding — Cricket Character: Communication	Year 4 Athletics Recap of previous years. Character: Resilience/
						Evaluation
Year 5/6	Year 5/6 Invasion Games Tag Rugby Character: Decision Making/ Evaluating	Year 5 Gymnastics Activities 1 Character: Willingness to try new ideas/	Year 5/6 Creative Games Character: Decision	Year 5/6 Net/wall Tennis	Year 5/6 Athletics Character: Self- motivation	Year 5/6 Striking and fielding Cricket Evaluation:
	Year 5/6 Invasion Games Hockey	Year 5/6 Invasion Games Netball	Making/ Problem Solving/Evaluating/Team work	Challenge: Decision Making Year 5/6 Dance – Heroes and villains	/Determination Year 5/6 Striking and fielding Rounders	Year 5 OOA Orienteering
	Character: Decision Making/ Evaluating	<u>Character:</u> Decision Making/ Evaluating	Year 5 Gymnastics Activities 2 Challenge: Evaluating	<u>Character</u> : Empathy	Evaluation: Encouragement/Self- motivation/Evaluation	<u>Character:</u> Co-operation/ Responsibility/Evaluation
Year 6	Year 6 Invasion Games – Tag Rugby Character: Decision Making/ Evaluating Year 6 Invasion Games – Hockey (Tactical Awareness) Character: Decision Making/ Evaluating	Year 6 Gymnastics Activities 1 Character: Responsibility/ Evaluation Year 6 Creative Games Character: Decision Making/ Problem Solving/Evaluating/Team work	Year 6 Gymnastics Activities 2 Character: Resourcefulness Problem Solving/Evaluating Year 6 Invasion Games Netball Character: Decision Making/ Evaluating	Year 6 Net/Wall games Tennis Character: Decision Making Year 6 Striking and fielding Rounders (Should be Sum 2) Character: Encouragement/Self-Motivation/Evaluation	Year 6 Athletics Character: Self- motivation /Determination Year 6 Striking and fielding Cricket Character: Decision Making/Self- Motivation/Evaluation	Year 6 OOA Teambuilding/New Sports Character: Co- operation/Problem Solving Year 6 Dance Heroes and Villains (Should be Spring 2) Character: Empathy