



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 Kicking unit Character: Self-belief Concentration/Co-operation	Year 1 FMS Catching a Ball Character: Determination/ Self-Belief/Co-operation Year 1 FMS Zog Character: Self-belief/concentration	Year 1 FMS Underarm Throw Character: Determination/ Concentration Year 1 Gymnastics Character: Self-Belief	Year 1 Gymnastics Activities 2 Character: Courage Year 1 FMS – overarm throw	Year 1 Dance Year 1 Athletics Character: Honesty/Encouragement /Co-operation/Self-Belief	Year 1 Baseline – Lost and found Character: Self-Belief Year 1 Games – striking and fielding Character: Self-Belief
Year 2	KS1 Athletics (entering Year 2) Recap Character: Honesty/Self-belief/Encouragement/ Co-operation Year 2 – Playground games in the 20th Century Character: Determination/Co-operation/Self-Belief	Bounce ball Character: Curiosity/ Co-operation/ Determination Year 2 Piggy in the middle Character: Concentration/Self-Belief	Year 2 – Gymnastics Character: Concentration/Self-Belief Year 2 – Kicking unit Character: Concentration	Year 2 – Net and wall games Character: Honesty/Self-belief/Co-operation Year 2 – Dance – Seaside Character: Self-Belief	Year 2 Athletics Year 2 – Striking and fielding Character: Co-operation	Year 2 Baseline assessment overall 10 FMS Character: Resilience
Year 3/4	Year 3 and 4 Invasion games – on the attack Character: Co-operation Year 3 Invasion Games – Tag Rugby Character: Co-operation	Year 3 Invasion Games – Netball Character: Honesty Year 3 Handball 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 Gymnastics 2 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 Dodgeball (throwing Unit) Character: Problem Solving Year 3 and 4 Health related fitness Character: Co-operation
Year 4	Swimming Swim Charter levels 1 to 6 Year 4 Invasion Games – Tag Rugby Character: Encouragement	Swimming Swim Charter levels 1 to 6 Year 4 Invasion Games – Basketball Character: Honesty	Swimming Swim Charter levels 1 to 6 Year 4 Net/Wall Games – Tennis Character: Determination	Swimming Swim Charter levels 1 to 6 Year 4 Gymnastics Character: Co-operation	Swimming Swim Charter levels 1 to 6 Character: Self Motivation Year 4 Striking and fielding – Cricket Character: Communication	Swimming Swim Charter levels 1 to 6 Character: Communication/ Explanations Year 4 Rounders Character: Resilience/ Evaluation
Year 5	Year 5/6 Invasion Games Tag Rugby Character: Decision Making/ Evaluating Year 5/6 Invasion Games Hockey Character: Decision Making/ Evaluating	Year 5 Teamwork problem solving Character: Willingness to try new ideas/ Evaluating Year 5/6 Invasion Games Netball Character: Decision Making/ Evaluating	Year 5/6 Football Character: Decision Making/ Problem Solving/Evaluating/Team work Year 5 Gymnastics Activities Challenge: Evaluating	Year 5/6 Net/wall Badminton (new sport) Challenge: Decision Making Year 5/6 Dance – Heroes and villains Character: Empathy	Year 5/6 Rounders Character: Self-motivation /Determination Year 5/6 Tennis Evaluation: Encouragement/Self-motivation/Evaluation	Year 5/6 Striking and fielding Cricket Evaluation: Encouragement/Self-Motivation/Evaluation Year 5 Athletics Character: Co-operation/ Responsibility/Evaluation
PE Yr 5/6 and 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 Netball Character: Responsibility/ Evaluation Year 6 Creative Games Character: Decision Making/ Problem Solving/Evaluating/Team work	Year 6 Rounders Character: Resourcefulness Problem Solving/Evaluating Year 6 Invasion Games Football Character: Decision Making/ Evaluating	Year 6 Net/Wall games Badminton (new sport) Character: Decision Making Year 6 Striking and fielding Cricket Character: Decision Making/Self-Motivation/Evaluation	Year 6 Tennis Character: Self-motivation /Determination Year 6 Gymnastics Character: Encouragement/Self-Motivation/Evaluation	Year 6 OOA Teambuilding/New Sports Character: Co-operation/Problem Solving Year 6 Athletics Character: Empathy