



**Bathampton Primary School**  
*Together on a learning adventure*

Key Stage One PE						
Pupils should be taught to: <ul style="list-style-type: none"> <li>• master basic movements including, running, jumping, throwing and catching, as well as developing balance, agility and coordination, and begin to apply these in a range of activities</li> <li>• participate in team games, developing simple tactics for attacking and defending</li> <li>• perform dances using simple movement patterns</li> </ul>						
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year One	<u>Gym</u> Flight-Bouncing, Jumping, Landing  <u>Games</u> Bouncing and Catching	<u>Dance</u> The Seasons  <u>Games</u> Travelling with the ball	<u>Gym</u> Points and Patches  <u>Games</u> Creating Games	<u>Gym</u> Rocking and Rolling  <u>Dance</u> Animal Circus	<u>Gym</u> Wide, Narrow, Curled  <u>Games/Athletics</u> Receiving	<u>Games/Athletics</u> Sending  <u>Dance</u> Dinosaurs
Year Two	<u>Dance</u> Superheroes  <u>Games</u> Ball Skills: Throwing and catching	<u>Games</u> Ball skills: Dribbling  <u>Gym</u> Parts High and Parts Low	<u>Gym</u> Pathways-Straight, Zig-Zag, Curving  <u>Dance</u> Dancing Around the World	<u>Gym</u> Spinning, Turning, Twisting  <u>Games</u> Sending and Receiving	<u>Games</u> Sending Skills, Hitting and Striking  <u>Dance</u> Under the Sea	<u>Games/Athletics</u> Running, Hopping and Jumping  <u>Gym</u> Linking Movements Together
All Classes involved in DPA: Skipping, Take Ten, Mind Gym, FUNs activities etc Regular outdoor education including Outdoor and Adventurous Learning, Orienteering						

NB, These topics are subject to change as specialist PE coaches often visit and teach their specialist topic to demonstrate good practice to teachers and improve the skills of our children



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Key Stage Two PE						
Pupils should be taught to: <ul style="list-style-type: none"> <li>• Use running, jumping, throwing and catching in isolation and in combination</li> <li>• Play competitive games, modified where appropriate (eg, badminton, basketball, cricket, football, hockey, netball, rounders and tennis), and apply basic principles suitable for attacking and defending</li> <li>• Develop flexibility, strength, technique, control and balance (eg through athletics and gymnastics)</li> <li>• Perform dances using a range of movement patterns</li> <li>• Take part in outdoor and adventurous activity challenges both individually and within a team</li> <li>• Compare their performances with previous ones and demonstrate improvement to achieve their personal best.</li> </ul>						
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year Three	<u>Gym</u> Stretching and Curling  <u>Games</u> Invasion games, passing	<u>Dance</u> The Pyramids  <u>Games</u> Invasion games, creating space	<u>Dance</u> Magnets and Forces  <u>Gym</u> Symmetry and Assemetry	<u>Gym</u> Pathways  <u>Games</u> Net/wall games	<u>Gym</u> Travelling with a Change of Front and Change of Direction <u>Games/Athletics</u> Striking and Fielding	<u>Games/Athletics</u> Striking and Fielding <u>Dance</u> Plants and Growing
Year Four	<u>Dance</u> Ice and Fire <u>Games</u> Net/Wall games	<u>Games</u> Invasion games, controlling and receiving <u>Gym</u> Balance	<u>Gym</u> Receiving Body Weight <u>Dance</u> The Romans	<u>Gym</u> Balance leading to Change of Face and Direction <u>Games</u> Invasion games, keeping possession of the ball	<u>Games</u> Invasion games, marking and tackling  <u>Athletics</u>	<u>Games/Athletics</u> Striking and Fielding <u>Gym</u> Rolling
Year Five	<u>Dance</u> Ancient Greeks  <u>Games</u> Net/wall games	<u>Gym</u> Bridges  <u>Games</u> Invasion games,	<u>Gym</u> Flight  <u>Games</u> Invasion games,	<u>Dance</u> Space  <u>Gym</u> Functional use of	<u>Gym</u> Turning and Spinning  <u>Games</u>	<u>Games</u> Striking and Fielding  <u>Athletics</u>



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		support play and formation	shooting and keeping	the Limbs	Striking and Fielding	
Year Six	<u>Dance</u> The Vikings  <u>Games</u> Invasion games, attacking and defending play	Gym Matching and Mirroring  <u>Games</u> Invasion games, teamwork and formations	<u>Gym</u> Synchronisation and Canon  <u>Games</u> Invasion games, Tactics	<u>Gym</u> Holes and Barriers  <u>Games</u> Net/wall games	<u>Gym</u> Counter Balance and Counter Tension  <u>Games</u> Striking and Fielding	<u>Dance</u> Electricity  <u>Athletics</u>
All Classes involved in DPA: Skipping, Take Ten, Mind Gym, FUNs activities etc Regular outdoor education including Outdoor and Adventurous Learning, Orienteering All Key Stage Two children visit the local swimming pool for lessons during Year 5 and 6						

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