

Our Curriculum

PE



Rationale and Intent

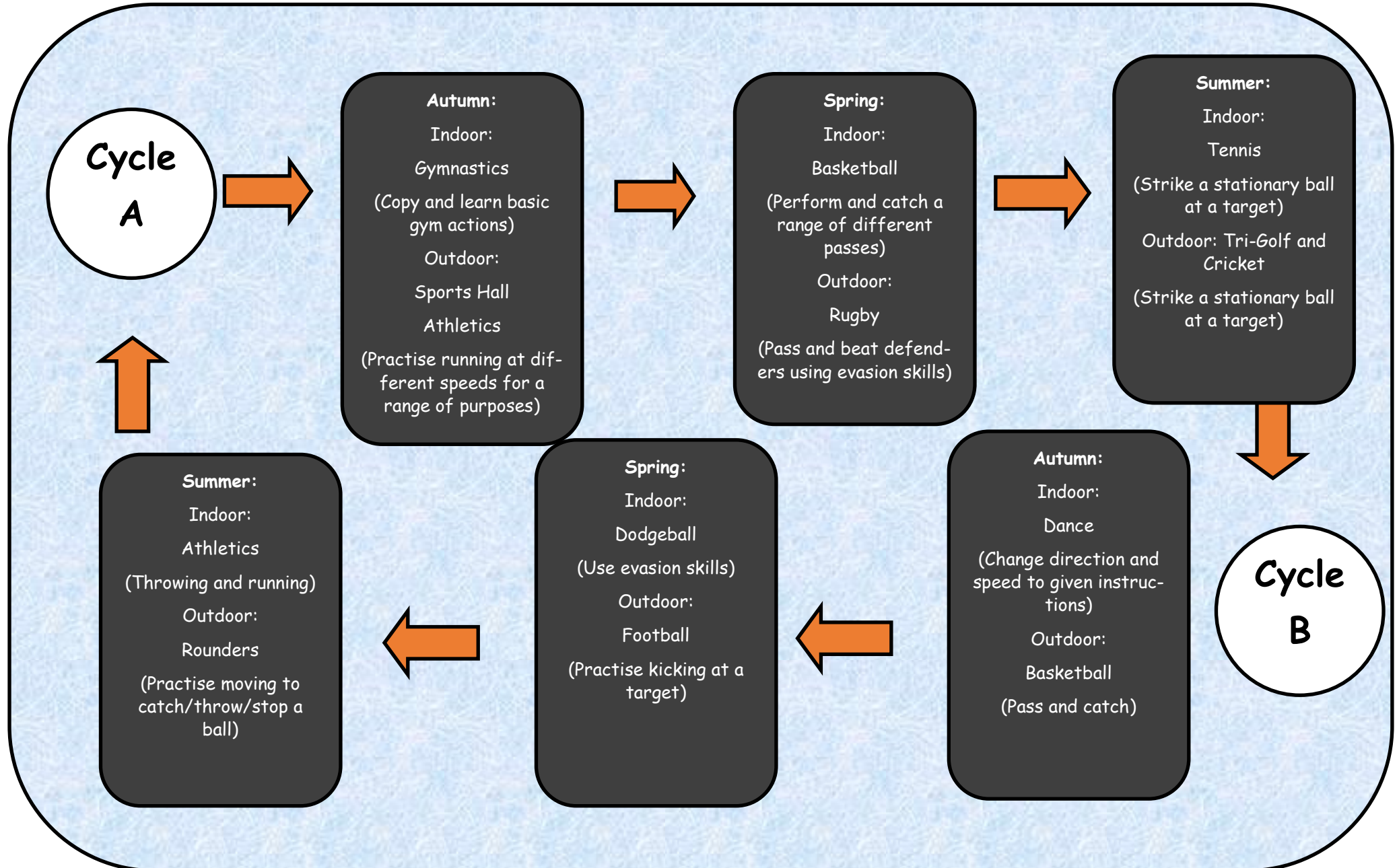
PE is vital to pupils' physical, mental, social and emotional development and health. At Newton Hill Community School, we encourage our children to reach their full potential in an inclusive, challenging and engaging environment. We aim to foster respect, creativity, resilience, enthusiasm and enjoyment of PE and Sports across the whole school from Early Years to Year 6. We want our children to leave with a passion for taking part in PE and to have a good attitude towards health and well-being.

We encourage and give our pupils the opportunity to participate in a range of active experiences which can lead to representing our school in local competitive events against other schools. Competition builds self-esteem and confidence and it encourages perseverance and teamwork. We strive to provide all children with access to a wide range of extracurricular sporting activities (which they can participate in during lunchtimes and after school), whilst also providing further opportunities throughout the year for pupils to try out new activities in our Fitness Fortnight.

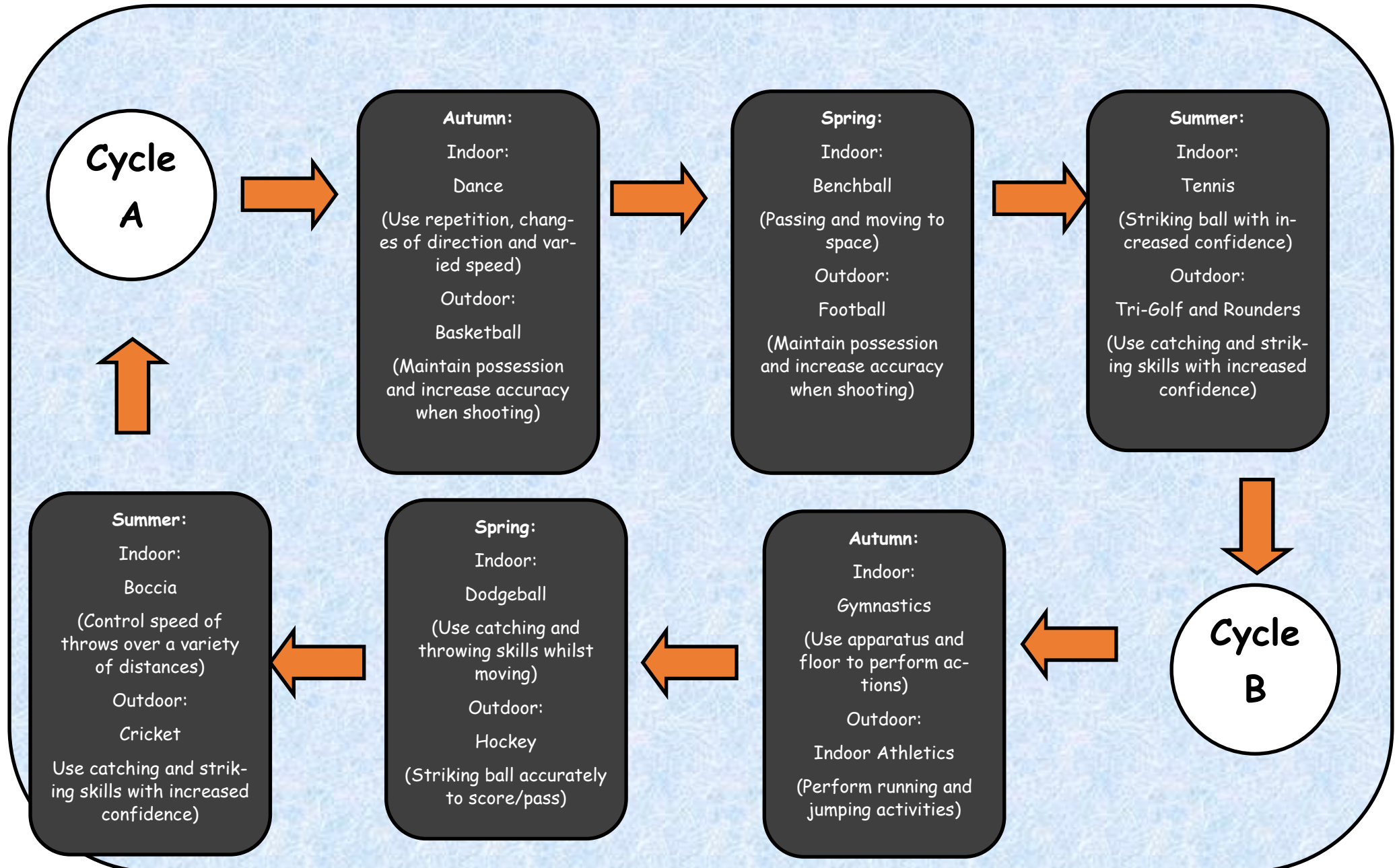
We deliver PE through:

- Using the framework and programme of study of the National Curriculum
- Promoting learning through a wide variety of teaching and learning styles
- Employment of specialist sports coaches to deliver sessions, teacher CPD and the opportunity to take part in inter-school competitions
- A fortnight dedicated to Fitness and well-being
- Sharing best practice within the Outwood Together clusters
- Teaching children fundamental movement skills
- Playing competitive games
- Supporting the less able pupils to reach realistic goals and beat targets
- Allowing our children to achieve their 'personal best'
- Identifying those pupils who are 'gifted and talented' and maximising their potential
- Supporting learners in evaluating their own progress and how to improve further
- Encouraging pupils to adopt active and healthy lifestyles

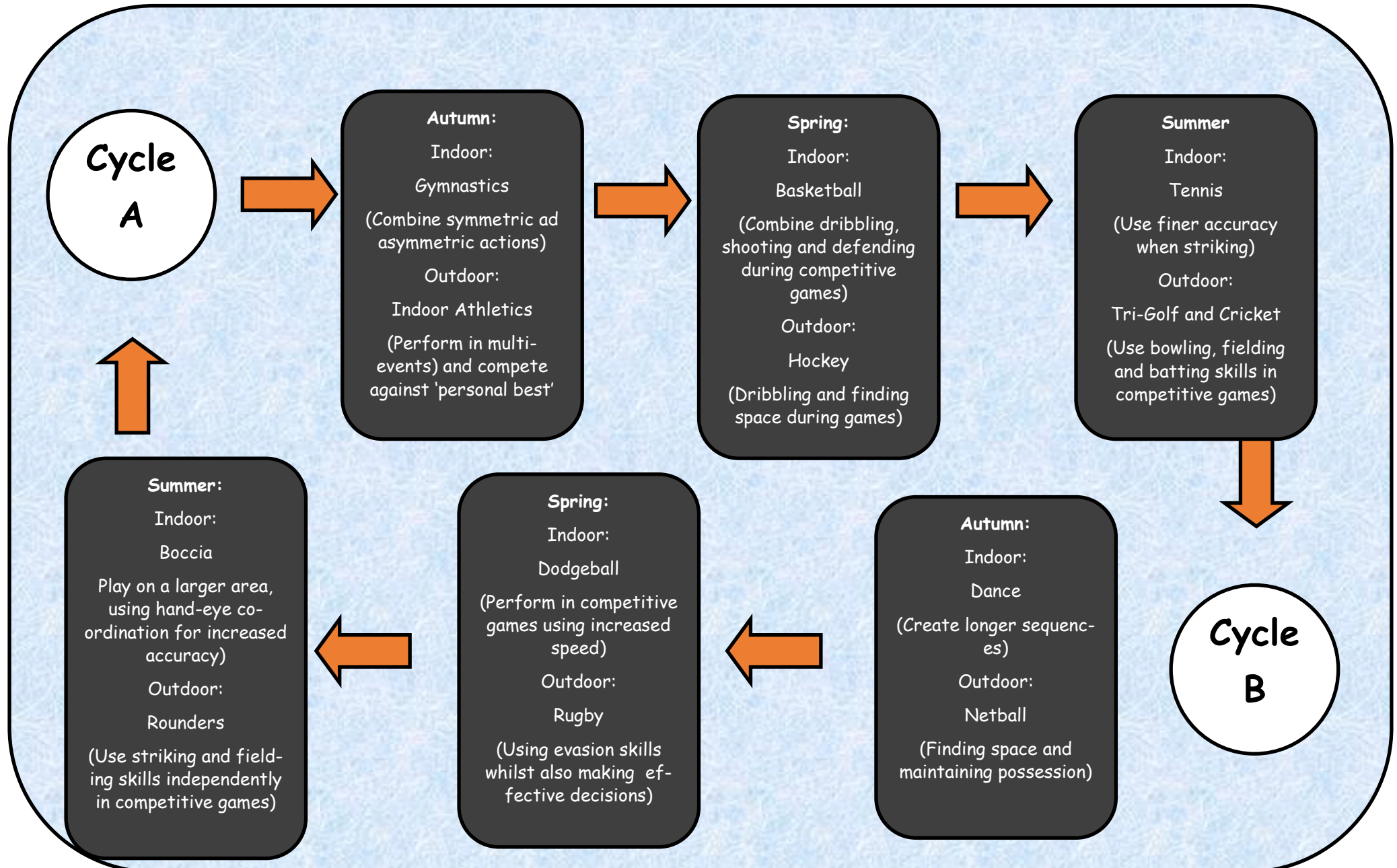
Key Stage 1 Journey



Lower Key Stage 2 Journey



Upper Key Stage 2 Journey



Year 1 Skills

Invasion Games

Explore different ways of using a ball.

Retrieve and stop a ball using different parts of the body.

Play a variety of running and avoiding games.

Participate in team games.

Pass and receive a ball in different ways with increasing control.

Multi-skills and Athletics

Develop the fundamental skills of balance, co-ordination and agility.

Take part in activities such as bat and ball relay, sprinting and standing long jump.

Striking and Fielding

Pass and receive a ball in different ways with control and increased accuracy.

Perform fielding techniques with increased control and accuracy.

Hit a stationary ball with increasing confidence and accuracy.

Movement and Co-ordination

Respond to instructions and commands.

Learn a variety of basic gym actions.

Be still in different body shapes and balance.

Show a clear starting and finishing position.

Perform dance movements and simple routines using simple movement patterns.

Year 2 Skills

Invasion Games

Explore different ways of using a ball.

Recognise the best ways to score points and stop points being scored.

Play a variety of running and avoiding games, using different tactics to succeed.

Participate in team games with an emphasis on keeping possession.

Multi-skills and Athletics

Develop balance, co-ordination and agility.

Run, throw and jump with increased control and co-ordination.

Take part in activities such as bat and ball relay, sprinting and standing long jump.

Striking and Fielding

Pass and receive a ball in different ways with control and increased accuracy.

Perform fielding techniques with increased control and accuracy.

Hit a stationary ball with increasing confidence and accuracy.

Movement and Co-ordination

Respond to instructions and commands.

Learn a variety of basic gym actions.

Be still in different body shapes and balance.

Show a clear starting and finishing position.

Perform dance movements and simple routines using simple movement patterns.

Year 3 Skills

Invasion Games

Practise passing to a partner using a number of different sending and receiving techniques.

Improve accuracy of passes and use space effectively.

Remain in control of ball when traveling.

Use communication skills effectively.

Play games that involve keeping possession and scoring in targets.

Multi-skills and Athletics

Choose appropriate equipment to perform the challenges they are set.

Use a range of different techniques, skills and effort to meet challenges set for running, jumping and throwing.

Recognise and describe what their body feels like during different types of activity.

Striking and Fielding

Consolidate and develop the range and consistency of their skills in striking and fielding games.

Begin to throw and catch with more accuracy.

Movement and Co-ordination

Practise and concentrate on quality of movement.

Transfer weight smoothly from one part of the body to another.

Copy a partner's sequence.

Working alone and with partners, choose effective combinations to work in a sequence.

Year 4 Skills

Invasion Games

Play games that involve keeping possession and scoring in targets.

Plan ideas and tactics for invasion games.

Know what rules are needed to keep a game fair.

Evaluate how successful their tactics have been and know how to improve performances in future.

Multi-skills and Athletics

Begin to learn about pacing and use their knowledge effectively over different-sized runs.

Combine basic actions and form simple jump combinations.

Throw at a target using an appropriate technique.

Recognise and describe what their body feels like during different types of activity..

Striking and Fielding

Choose and use a range of simple tactics and strategies.

Keep, adapt and make rules for striking and fielding.

Throw and catch a ball with more accuracy.

Movement and Co-ordination

Create, perform and repeat sequences that include travel, body shapes and balances.

Include changes in dynamics.

Work with a partner effectively.

Compare and contrast different performances.

Year 5 Skills

Invasion Games

Shield the ball effectively.
Change speed/direction with the ball to evade defenders.
Shoot accurately in a variety of ways.
Mark an opponent effectively.
Watch and evaluate the success of the games they played in.

Multi-skills and Athletics

Know how to plan a run so they can pace themselves appropriately.
Set themselves and others achievable targets in different events.
Critique the performance of a partner, identifying strengths and areas to develop.
Throw with some control, accuracy and efficiency.

Striking and Fielding

Develop consistency with their skills within specific striking and fielding games.
Strike a moving ball.
Begin to use appropriate bowling and throwing techniques.

Movement and Co-ordination

Explore a range of symmetric and asymmetric actions, shapes and balances.
Control actions and combine them with some fluency.
Be aware of extension, body tension and control.
Watch a performance and evaluate successes/areas to develop.

Year 6 Skills

Invasion Games

Understand different ways to attack and defend.

To transfer from attack to defence effectively.

Understand different ways of attacking and encourage them to use positions for their team carefully.

Choose appropriate formations.

Know how to support other players in attack and defence.

Multi-skills and Athletics

Develop consistency over a number of different events.

Increase the number of techniques they use.

Sustain pace over longer distances.

Throw with greater control, accuracy and efficiency.

Perform a range of jumps showing power, control and consistency at both take off and landing.

Striking and Fielding

Use and adapt rules, strategies and tactics, using the basic principles of batting and fielding.

Strike a moving ball effectively.

Use appropriate bowling and throwing techniques.

Movement and Co-ordination

Make up a sequence and adapt it to different layouts.

Use combinations of dynamics to use space effectively.

Make up longer, more complex sequences.

Work as a group and share rules fairly.