

Wygate PE LTM

PE	Reception	УEAR I	YEAR 2	УЕАR 3	УEAR 4	УEAR 5	УEAR 6
	Topic I	Topic I	Topic I	Topic I	Topic I	Topic I	Topic I
Term 1	Awareness Movement Patterns Locomotion Skill Behavioural Instruction Me. Myself & I Planning	Send and receive the ball Dribble the ball at speed Spatial Awareness Ball control Football Planning	Catching Throwing Striking Cricket Planning	Catching Throwing Striking Cricket Planning	Striking & Fielding Technical Sessions	Key Skills Tactics Technique Basketball planning	Invasion Games Technique Drop Ins Identify Skill <u>Tag Rugby</u> <u>Planning</u>
Term 2	Topic 2 Explore and copy basic rhythms Use bodies to respond to music/stories/ topics Once Upon a Time Theme Links to EYFS TOPIC (Fairy Tales & Nursery Ryhmes)	Topic 2 Catch/Avoid/ Evade Technical Drop Ins Identify Skill Tag Rugby Planning	Iopic 2 Invasion Games Technique Sessions Identify Skill Defend & Attack Principles Hockey Planning	Iopic 2 Invasion Games Technique Drop Ins Identify Skill Defend/Attack Principles Hockey Planning	Topic 2 Technique Sessions Key Skills Movement Patterns Identify Skill Netball Planning	Topic 2 Key Skill Dance Unit Y5 Dance Planning Teamwork and Developing Partner Work Viking Theme Linked to Y5 Topic (Term 1)	Topic 2 Understanding Defence v Attack Basketball Planning
Term 3	Topic 3 Sharing & Working Together & helping others Working Together Planning	Topic 3 Combine different ways of travelling exploring a range of movements and shapes Agility, balance, co-ordination Gymnastics planning	Topic 3 Combine different ways of travelling exploring a range of movements and shapes Agility, balance, co-ordination Gymnastics planning	Topic 3 Perform a range of actions, agilities and clarity of movement Create Gymnastic sequences Develop flexibility, strength, control, technique and balance. Gymnastics Planning	Topic 3 Dance Technique Y4 Dance Planning Drop Ins Identify Skill Anglo Saxon Theme Linked to Y4 Topic	Topic 3 Develop creating own Gymnastic sequences Develop flexibility, strength, control, technique and balance. Gymnastics Planning	Topic 3 Develop creating own Gymnastic sequences Develop flexibility, strength, control, technique and balance. Gymnastics Planning
Term 4	Topic 4 Awareness Movement Patterns Locomotion Skill Behavioural Instruction Fun and Games planning	Topic 4 Music Rhythm Dance YI Dance Planning Technique Drop In Identify Skill Great Fire of London Links to YI Topic	Topic 4 Team Games Technique Drop Ins Identify Skill Volleyball Planning	Topic 4 Dance Y3 Dance Planning Technique Drop Ins Identify Skill Active Planet Theme Linked to Y3 Topic	Topic 4 Perform a range of actions, agilities and clarity of movement Create Gymnastic sequences Develop flexibility, strength, control, technique and balance Gymnastics Planning	Topic 4 Outdoor & Adventurous Activities Orienteering Planning	Topic 4 Key Skill Dance Unit Y6 Dance Planning Y6 World War 2 Theme Linked to Y6 Topic
Term 5	Topic 5 Send & Receive Throw & Catch Ball Skills Throwing & Catching Planning	Topic 5 Manipulation Focus Ball Skills Technical Session Tennis planning	Topic 5 Dance Technique Ya Dance Planning Drop Ins Identify Skill Shipwrecked Theme Links to Ya Topic	Topic 5 Outdoor Adventurous Activities Orienteering Planning Orienteering Planning	Topic 5 Manipulation Focus Ball Skills Technical Session Shot Selection Tennis planning	Topic 5 Striking & Fielding Technical Session Identify Skill Rounders Planning	Topic 5 Striking & Fielding Cricket Technical Sessions Identify Skill Cricket Planning
Term 6	Topic 6 Manipulation Focus I. Ball Skills 2. Sports Day Practice 3. Ball Skills Planning	Topic 6 Athletics- Running, Jumping and Throwing technique Athletics planning	Topic 6 Athletics- Running, Jumping and Throwing technique Athletics planning	Topic 6 Athletics- Running, Jumping and Throwing technique Athletics planning	Topic 6 Athletics- Running, Jumping and Throwing technique Athletics planning	Topic 6 Athletics- Running, Jumping and Throwing technique Athletics planning	Topic 6 Athletics- Running, Jumping and Throwing technique Athletics planning