



Weeton St Michael's C of E Primary School Curriculum Documents



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	<p>FUNDAMENTAL SKILLS– The Hungry Caterpillar Run, Hop, Skip, Throw, Jump, Catch, Kick</p> <p>FUNDAMENTAL SKILLS–Castles Run, Hop, Skip, Throw, Jump, Catch, Kick</p>	<p>FUNDAMENTAL SKILLS Run, Hop, Skip, Throw, Jump, Catch, Kick</p> <p>FUNDAMENTAL SKILLS–Elmer Run, Hop, Skip, Throw, Jump, Catch, Kick</p>	<p>FUNDAMENTAL SKILLS – Mini Beasts- Run, Hop, Skip, Throw, Jump, Catch, Kick</p> <p>DANCE– Circus- Moving freely in a range of ways and experimenting.</p>	<p>FUNDAMENTAL SKILLS – Rumble in the Jungle- Run, Hop, Skip, Throw, Jump, Catch, Kick</p>	<p>FUNDAMENTAL SKILLS– Seaside- Run, Hop, Skip, Throw, Jump, Catch, Kick</p>	<p>FUNDAMENTAL SKILLS Run, Hop, Skip, Throw, Jump, Catch, Kick</p> <p>FUNDAMENTAL SKILLS– Transport- Run, Hop, Skip, Throw, Jump, Catch, Kick</p>
KS1	<p>FUNDAMENTAL SKILLS: Baseline Unit Lost and Found</p> <p>GYMNASTICS 1: Using apparatus safely to execute jumps, travel and balances</p>	<p>FUNDAMENTAL SKILLS: Kicking Unit</p> <p>GYMNASTICS 2 : Using apparatus safely to execute jumps, travel and balances</p>	<p>DANCE– Fire Fire- Moving freely in a range of ways and experimenting.</p> <p>FUNDAMENTAL SKILLS: Playground games in the 20th Century, dodging, hopping, changing direction, tig games</p>	<p>DANCE– Seaside- Moving freely in a range of ways and experimenting.</p> <p>GAMES: Net and Wall – catching, striking a ball, tactics</p>	<p>FUNDAMENTAL SKILLS: overarm throw</p> <p>GAMES: Striking and Fielding – varying pace depending upon distance.</p>	<p>FUNDAMENTAL SKILLS: rolling a ball</p> <p>End of KSI Assessment of FMS</p> <p>GAMES: Athletics - jump, throw, speed and agility</p>
LKS2	<p>GYMNASTICS: A variety of floor balances & movements. Straight Jump, Full Turns, Cat Leap, Straddle Rolls, Perform Movements that are matched and mirrored.</p> <p>SWIMMING</p>	<p>SWIMMING</p> <p>GAMES: Invasion– developing chest and bounce pass in a 3v1 game.</p>	<p>DANCE: Sparks might fly – improvise and combine movements to perform with expression using apparatus.</p> <p>GAMES: Target Games</p>	<p>DANCE: Ironman– improvise and combine movements to perform with expression using apparatus.</p> <p>GAMES: Creative games– Tag and Target</p>	<p>GAMES – Athletics sprinting, throwing techniques and running for stamina. track & field, throwing for distance, using appropriate pace over distance.</p> <p>GAMES: Net and Wall – catching, striking a ball, tactics</p>	<p>GAMES: Striking and fielding– throwing overarm, striking a ball with accuracy.</p> <p>GAMES: Invasion- 5v3, 5v4 invasion games</p>
UKS2	<p>SWIMMING</p> <p>GYMNASTICS: Straight Jump, Full Turns, Cat Leap, Straddle Rolls, Perform Movements that are matched and mirrored.</p>	<p>SWIMMING</p> <p>GAMES: Invasion – applying appropriate footwork, contact and distance marking in 4v4/5v5 games.</p>	<p>DANCE– Heroes and Villains</p> <p>GAMES: TAG Rugby - 5v3, 5v4 invasion games.</p>	<p>DANCE– Highway Man</p> <p>GAMES: Invasion- 5v3, 5v4 invasion games</p>	<p>GAMES: Striking and fielding– throwing overarm, striking a ball with accuracy. catching a small ball, bowling underarm for accuracy, striking with an appropriate implement. Basic rules.</p> <p>GAMES: Athletics – track & field, throwing for distance, running technique for speed.</p>	<p>GAMES: Net and Wall – catching, striking a ball, tactics</p> <p>GAMES: Striking and fielding– throwing overarm, striking a ball with accuracy. catching a small ball, bowling underarm for accuracy, striking with an appropriate implement. Basic rules.</p>