Overdale Curriculum – Physical Education

Intent

- To develop and refine gross motor skills in order to take part in a range of physical activities successfully.
- To develop and refine fine motorskills in order to manipulate smaller tools successfully.
- To move regularly in order to build stamina.
- To experience a variety of physical activities.
- To identify the physical activities they enjoy more than others.
- To begin to understand the benefits for both body and mind that physical activity brings.
- To have the opportunity to engage in competitive sports, winning and losing graciously.
- To be given the opportunity to experience live sporting events.



Curriculum	Knowledge	Skills	Vocabulary
F1 Development Matters 3 & 4 year olds • Use one-handed tools and equipment, for example, making snips in paper with scissors. • Use a comfortable grip with good control when holding pens and pencils. • Show a preference for a dominant hand. • Start eating independently, learning to use a knife and fork. • Be increasingly independent as they get dressed and undressed, coats on, zips up. Autumn 1 • Skip, hop, stand on one leg and hold a pose for a game like musical statues. • Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm. Autumn 2 • Skip, hop, stand on one leg and hold a pose for a game like musical statues. • Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skills. Spring 1 • Use large-muscle movements to wave flags and streamers, paint and make marks. • Match their developing physical skills to tasks and activities in the setting. For example, they decide whether to crawl,	 To know how to hold scissors to make snips in paper. To know how to hold a pencil/pen. To know how to put their coat on. To know how to pull up a zip. To know how to brush their teeth. To know how to wash and dry their hands. To know the healthy choices available. Autumn 1 To know how to move their body in different ways – skip, hop, balance on one leg. To know how to copy movements. Autumn 2 To know how to move their body in different ways – skip, hop, balance on one leg. To know how to use their legs to move on a scooter. To know how to use their legs to move on a scooter. To know which movement would be best for different tasks. Spring 1 To know how to move their legs to pedal a bike or trike. To know how to balance. To know how to move their arms to make large movements – up and down, round in a circle. Spring 2 	 To be able to hold a pair of scissors. To be able to hold a pencil in a tripod grip. To be able to put their coat on, help them initially and then encourage them to do it independently. To be able to put the zip in the correct position and pull up. To be able to brush teeth. (having teeth and brushes in the role play area, out during continuous provision.) To be able to use soap and water to wash hands and dry them carefully. To be able to start to make healthy choices. Autumn 1 To be able to push their foot along the ground and balance on their other foot. To be able to balance and hold a pose for a few seconds. To be able to move their bodies in different ways. To be able to copy a set of movements. To move in time to music. Autumn 2 To be able to balance and hold a pose for a few seconds. To be able to push their foot along the ground and balance on their other foot. To be able to balance and hold a pose for a few seconds. 	Movement, balance, riding, scooters, trikes, bikes, steps, foot, skip, hop, up, down, round, copy, scissors, snip, pen, pencil, zip, brush, teeth, toothpaste, wash, dry, soap, hands, healthy choices.

walk or run across a plank, depending on its length and width.

Spring 2

- Go up steps and stairs, or climb up apparatus, using alternate feet.
- Start taking part in some group activities which they make up for themselves, or in teams

Summer 1

 Choose the right resources to carry out their own plan. For example, choosing a spade to enlarge a small hole they dug with a trowel. Collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow blocks.

Summer 2

- Skip, hop, stand on one leg and hold a pose for a game like musical statues.
- Start taking part in some group activities which they make up for themselves, or in teams
- Be increasingly independent in meeting their own care needs eq, brushing teeth, using the toilet, hand washing.
- Make healthy choices about food, drink, activity and toothbrushing.

3 and 4 years statements from Development Matters 2021

(Physical Development)

Children in Reception

F2

(Personal, Social and Emotional Development)

 To know to move one foot to one step and move the other foot up to the next step.

Summer 1

- To know which movement would be best for different tasks.
- To know how to move their body in different ways skip, hop, balance on one leg.
- To know how to copy movements.

Summer 2

- To know how to move their body in different ways skip, hop, balance on one leq.
- To know which movement would be best for different tasks.

- To be able to use both feet together to pedal and steer the bike.
- To be able to decide which way of moving would be best to complete a task.

Spring 1

- To be able to use both feet together to pedal and steer the bike.
- To be able to push their foot along the ground and balance on their other foot.
- To be able to make large movements with their arms.
- To be able to use alternate feet to climb steps and stairs.
 (climbing frame and continuous provision)

Summer 1

- To be able to decide which way of moving would be best to complete a task.
- To be able to push their foot along the ground and balance on their other foot.
- To be able to balance and hold a pose for a few seconds.
- To be able to copy a set of movements.

Summer 2

- To be able to decide which way of moving would be best to complete a task.
- To be able to push their foot along the ground and balance on their other foot.
- To be able to balance and hold a pose for a few seconds.

Curriculum

- Revise and refine the fundamental movement skills they have already acquired: rolling, crawling, walking, jumping, running, hopping, skipping, climbing
- Progress towards a more fluent style of moving, with developing control and grace.
- Develop the overall body strength, co-ordination, balance and agility needed to engage successfully with future physical education sessions and other physical disciplines including dance, gymnastics, sport and swimming.
- Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Suggested tools:

Knowledge Health and fitness

- To know when movements are sustained you can become out breath.
- To know that being active is good for you.
- To begin to know what makes a healthy lifestyle e.g. sweets/fruit, going to bed on time, Fizzy drink/water, screen time.
- To know they can make healthy choices.

Acquiring and developing skills

- To know how to hold a pencil correctly.
- To know how to hold scissors correctly.
- To know how to hold a knife and fork correctly.

Health and fitness

 To be able to continue with movement until feeling out of breath.

Skills

To be able to make healthy choices.

Acquiring and developing skills

- To be able to move and rotate lower arms and wrists independently.
- To be able to move hands and fingers without moving shoulders.
- To develop their hand/eye coordination.
- To be able to sit with good posture at a table.
- To be able to sit upright and unsupported on the floor.

Vocabulary Health and fitness

Heart beat, breath, breathing, healthy, hot, choice, unhealthy

Acquiring and developing skills

Grip, rotate, left hand, right hand, posture, penci, scissors, crayon, paintbrush, tools, road safety, space, straight, front, wash, wipe, soap.

 Develop the foundations of a handwriting style which is fast, accurate and efficient. Further develop the skills they need to manage the school day successfully: lining up, queuing and mealtimes. Watch and talk about dance and performance art, expressing their feelings and responses. Reception statements from Development Matters 2021 (Physical Development) (Expressive Art and Design) Know and talk about the different factors that support their overall health and wellbeing: regular physical activity, healthy eating, toothbrushing, sensible amounts of 'screen time', having a good sleep routine, being a safe pedestrian. Further develop the skills they need to manage the school day successfully: lining up and queuing, mealtimes, personal hygiene (routines and structures) 	 To know what the correct posture for sitting at a table is. To know how to keep themselves safe (road safety) Movement and dance To know bodies can be moved in different ways e.g. rolling, crawling, walking, jumping, running, hopping, skipping (without a rope), climbing. To know they can change direction when moving. To know that they can control their own body. To know what fluency, control and grace looks like. (watching video clips) Games To know that when using a ball they need to keep watching the ball. To know how to catch a ball i.e. looking, hands out ready, catch and bring to chest. To know how to hold a bat correctly. Gymnastics To know how to engage core muscles to perform specific movements. To know how to use large apparatus safely. To know how to land safely with bent knees when jumping. To know how to lift equipment safely using bent knees and straight back. 	 To be able to move tools (pencil, scissors, crayon, paintbrush) with control. To be able to copy patterns with tools. To be able to line up successfully. To be able to manage their own personal hygiene. To be able to take turns with an activity. Evaluation and self improvement To be able to talk about what they have done. To be able to describe what other children have done. Movement and dance To be able to move their body in different ways e.g. rolling, crawling, walking, jumping, running, hopping, skipping (without a rope), climbing. To be able to change direction when moving. To be able to adjust speed when moving (walk, jog, run) To be able to describe movement and direvtionality (up, down, side to side). To be able to copy a set of movements demonstrated by the teacher including a beginning and end movement. To be able to balance and hold a pose (balance and stillness) Games To be able to catch a ball using a chest pass. To be able to catch a ball using both hands. To be able to use equipment to connect with a ball. To be able to participate in a team game involving a ball (relay games, over under passing) Gymnastics To be able to spin, rock, bounce, tilt, fall and slide safely. To be able to move along large apparatus with care and confidence. 	Evaluation and self improvement Like, do not like, good, better Movement and dance rolling, crawling, walking, jumping, running, hopping, skipping, climbing, up, down, side to side, copy, balance, grace, control, walk, jog, run Games Catch, hands, watch, throw, chest pass, bat, hit, swing, pat, tap, game, pass, over, under, rules, win, lose Gymanstics spin, rock, bounce, tilt, fall, slide, core, muscles, strong core, sleepy core.
Curriculum	Knowledge	Skills	Vocabulary
1 '	•		Health and fitness
throwing and catching, as well as developing balance, agility	after activity.	 To be able to describe how their body feels before, during and after activity. To be able to exercise safely. To be able to handle PE equipment correctly. 	Heart rate, increase, decrease, air, breathing, faster, slower Acquiring and developing skills
	forks and spoons. Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. Combine different movements with ease and fluency. Confidently and safely use a range of large and small apparatus indoors and outside, alone and in a group. Develop overall body-strength, balance, co-ordination and agility. Further develop and refine a range of ball skills including: throwing, catching, kicking, passing, batting, and aiming. Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball. Develop the foundations of a handwriting style which is fast, accurate and efficient. Further develop the skills they need to manage the school day successfully: lining up, queuing and mealtimes. Watch and talk about dance and performance art, expressing their feelings and responses. Reception statements from Development Matters 2021 (Physical Development) (Expressive Art and Design) Know and talk about the different factors that support their overall health and wellbeing: regular physical activity, healthy eating, toothbrushing, sensible amounts of 'screen time', having a good sleep routine, being a safe pedestrian. Further develop the skills they need to manage the school day successfully: lining up and queuing, mealtimes, personal hygiene (routines and structures) Curriculum Pupils should be taught to: master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of	Observed the floor of the floor. Combine different movements with ease and fluency. Confidently and safely use a range of large and small apparatus indoors and outside, alone and in a group. Develop overall bodystrength, balance, co-ordination and agility. 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Further develop he skills have need to manage the school day successfully fring up and queuing, mealthers, having a sofe to be able to compy asked when moving. Further develop he skills have need to manage the school day successfully fring up and queuing, mealthers, having a sofe to be able to compy asked mean manifer. To know how to tail a safely with bent knees when jumping, and a sofe beat to manage th

		 To know that people move to music in different ways. (video clips) To know what level and speed are and that these can be changed. To know some simple popular dance routines (e.g. birdy song, oops upside your head, conga) Games To know the different ways of throwing a ball. (overarm, underarm) To know the rules of a simple game. To know that it is easier to maintain control with gentle small movements. Gymnastics To know when they are tense they would clench hands and feet and lock knees/elbows. 	 To be able to copy, remember and repeat a sequence of actions. Movement and dance To be able to copy dance moves. To be able to copy a short dance. To be able to move freely in response to music. To be able to change level, speed, rhythm and direction when moving. Games To be able to hit a ball with a bat in a specific direction. To be able to throw in different ways (two handed throws). To be able to use hitting, kicking and/or rolling in a game. To be able to follow the rules of a simple game. 	Dance, imagination, level, speed, rhythm, direction Games Hit, strike, overarm, underarm, rules, aim, direction. Gymnastics Climb, apparatus, tense, relaxed, curled, stretched Evaluation and self improvement Improve, like, do not like, good, better Athletics Pace, speed, change
		 To know the faster they move the less control they have. To know how to climb up and down apparatus (e.g. one foot, feet together, moving hands, coming down backwards, feeling with feet.) Athletics To know when jumping they can land on one foot or two. To know they can change pace and speed when moving. 	 To be able to travel with a ball showing some level of control. Gymnastics To be able to make their body tense, relaxed, curled and stretched. To be able to control their body when travelling. To be able to control their body when balancing. To be able to climb safely up and down. To be able to show a sequence of movements. Evaluation and self improvement To be able to describe what other children have done. To be able to say how they can improve their movements. Athletics To be able to run with varying pace and speed. To be able to jump in different ways. (e.g. two feet to two feet, one foot to one foot.) 	
Year 2	 Pupils should be taught to: master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities participate in team games, developing simple tactics for attacking and defending perform dances using simple movement patterns. 	 Health and fitness To know how to move P.E. equipment correctly and safely. To know what their body needs to be healthy. (Sleep, water, balanced diet, exercise) Movement and dance To know the rhythm, speed and direction they are moving to and how these can be changed. To know different moods and how people feel. Games 	Health and fitness To be able to handle PE equipment correctly. To be able to explain what their body needs to keep healthy. Acquiring and developing skills To be able to copy and remember actions. To be able to repeat and explore actions with control and coordination. Evaluation and self improvement	Health and fitness Heart rate, oxygen, blood, pump Acquiring and developing skills Agility Evaluation and self improvement Develop, prefer, difference between Movement and dance

- To know the direction of their arm is the direction the ball will go in.
- To know you can use one hand to throw the ball.
- To know they need to keep their eye on the ball and hit/strike it in a specific direction.
- To know the bounce of the ball needs to be half way between two people.
- To know the different ways of passing a ball throwing, kicking
- To know where they need to stand/ move within a game to be part of a team to cover the whole space.
- To know the rules of the game they are playing.
- To know and understand why tactics are neded in games.
- To know how to work as a team.

Gymnastics

- To know how to copy and remember actions to create a sequence.
- To know how to hold a shape when balancing, strong core.
- To know how to jump across and over apparatus, gymnast starting pose, use strong core and finish with gymnast pose.
- To know how to use the apparatus safely, land with soft/bent knees.

Athletics

- To know which pace to use for different races.
- To know how to complete an obstacle course.
- To know they can jump from one foot to one foot, one foot to the opposite foot.
- To know they need to use their arms to balance and land with bent knees.

- To be able to talk about what is different between what they did and someone else did.
- To be able to say how they can improve their movements.
 Movement and dance
- To be able to change rhythm, speed and direction.
- To be able to dance with control and coordination.
- To perform a sequence by linking sections together.
- To be able to link movement to show a mood or feeling. Games
- To be able to hit a ball with a racket in a specific direction.
- To be able to throw in different ways (one handed throws).
- To be able to strike a ball with increasing control.
- To be able to position their body to strike a ball.
- To be able to bounce a ball with a partner.
- To be able to pass a ball in different ways.
- To be able to stay in a zone during a game.
- To begin to choose and use the best space during a game.
- To be able to understand the importance of rules in games.
- To be able to learn tactics for attacking and defending.
- To be able to participate in team games.

Gymnastics

- To be able to copy, explore and remember actions and movements to create own sequence.
- To be able to hold a shape whilst balancing on different parts of the body.
- To be able to jump in a variety of ways (straight jump, tuck jump, star jump) and land with increasing control and halance
- To be able to climb onto and jump off the equipment safely.

Athletics

- To be able to run at different paces, describing the paces.
- To be able to select the most suitable pace and speed for distance.
- To be able to complete an obstacle course.
- To be able to jump in different ways. (e.g. one foot to one foot, one foot to opposite foot)

Control, coordination, sequence, mood, feeling **Games**

Positioning, zone, tactics

Gymnastics

Sequence, balance, straight jump, tuck jump, star jump

Athletics

Distance, obstacle course,

	To be able to jump for distance from a standing position with accuracy and control.	