Curriculum Map: PE Year 5

Below outlines the learning focus for each term

Term	Learning Focus		Conceptual Development
	Knowledge	Skills	
	Invasion Games:	To run, dodge, throw, catch, pass, dribble and kick to a	Build upon:
	To understand how to apply basic movements: running &	moving partner from 10+ metres away	To run, dodge, throw, catch, pass, dribble and
	dodging, pushing, throwing, catching, dribbling and		kick to a static partner 8+ metres away and use
	kicking	To link basic movements together to make sequences of	skills in combination with increasing
		movement (e.g. running and catching) with competence	competence
A	To have a good understanding of basic tactics for	To use begin to stice for other diagrams and defending with	To the harist testing for attacking and defending
Autumn Outdoor	attacking and defending	To use basic tactics for attacking and defending with	To use basic tactics for attacking and defending with increasing competence
Outdoor	To know when to attack and defend	competence	with increasing competence
	To know when to attack and defend	To play competitive games against themselves and	Prepare for:
	To understand the rules of competitive games	others	To run, dodge, throw, catch, pass, dribble and
	, , , , , , , , , , , , , , , , , , ,		kick to a moving partner from 10+ metres away
	To understand that resilience is showing regular practice	To demonstrate character building skills: resilience	and use skills in combination competently in a
	to improve and bouncing back from setbacks		game situation
		To compare their performances with previous ones to	
	To describe in detail how they have improved	demonstrate improvement	To use team tactics for attacking and defending
			with competence
	Gymnastics:	To perform basic movement and balance on the floor	Build upon:
	To understand how to perform a forward roll, diving	with control	To develop movement and balance on the floor,
	forward roll and backward roll		vault, bench and climbing apparatus with
		To link floor movement and floor balance skills with	confidence, including a 3-point hold
Autumn	To understand how to apply good posture for all body	flow and control	
Indoor	shapes and jumps		Prepare for:
		To perform a jump off an object, mount and land safely	To develop movement and balance on the floor,
	To understand how to safely land with bent knees and		bench, vault and climbing apparatus with
	out-stretched arms	To travel with confidence and skill around, under, over	confidence, using a 2 and 3-point hold
	To recognise their own success as well as others'	and through balancing and climbing equipment, including a 2 and 3-point hold	competently
	To recognise their own success as well as others	including a 2 and 3-point noid	
	To understand how to give feedback by evaluating a	To evaluate a performance or skill by identifying a	
	performance or skill	strength and area for improvement	

	To know and understand the reasons for warming up and cooling down		
Spring Outdoor	Net & Wall Skills: To understand how to catch, throw and strike different sized balls To understand the rules of competitive games To recognise their own success as well as others' To describe in detail how they have improved To understand that good teamwork shows effective communication and co-operation	To catch, throw and strike balls from different directions and heights to a moving partner 10+ metres away in a range of activities To use basic skills in combination to make a movement sequence (e.g. running and catching) with competence To play competitive games against themselves and others To compare performances with previous ones to demonstrate improvement To demonstrate effective communication and cooperation to work well as a team	Build upon: To catch, throw and strike small balls from different directions and heights to a static partner 8+ metres away in a range of activities Prepare for: To catch, throw and strike balls from different directions and heights to a moving partner in a competitive game situation 10+ metres away
	Dance: To remember dance routines with 15-20 steps To recognise their own success as well as others' through evaluation	To develop and perform a dance in response to a stimulus (15-20 steps) To link movements using a range of movement patterns with a partner or group	Build Upon: To develop and perform a dance in response to a stimulus (10-15 steps), exploring and experimenting imaginatively with actions that suit the stimulus
Spring 1 Indoor	To know how to use success criteria to select appropriate dynamics, relationships and space To describe in detail how they have improved To know and understand the reasons for warming up and cooling down	To experiment imaginatively with actions that suit the stimulus and have some effect on the audience To vary dynamics, relationships and space with increasing competence To give and listen to feedback about a performance,	Prepare For: To develop and perform a dance in response to a stimulus (20+ steps) To experiment imaginatively with actions that suit the stimulus and have an effect on the audience
Spring 2 Indoor	Outdoor & Adventurous Activities: To understand how to use a more complex map To understand map instructions using the 8 cardinal directions: N, NE, E, SE, S, SW, W, NW	beginning to respond positively To take part in outdoor and adventurous activities both individually and within a team with increased competence To follow a more complex map to complete a challenge	Build upon: To take part in outdoor and adventurous activities both individually and within a team with some competence Prepare for:

(To be taught outside)	To understand their location on a map To understand that listening, sharing and valuing ideas shows co-operation	To design an orienteering course that can be followed and offers some challenge To use effective communication and co-operation to work as a team	To take part in outdoor and adventurous activities both individually and within a team competently and confidently
Summer Outdoor	Striking & Fielding Skills: To understand how to catch, throw and strike different sized balls To understand the rules of competitive games To have a good understanding of basic tactics for attacking and defending To understand that good teamwork shows effective and respectful communication To know and understand the reasons for warming up and cooling down	To catch, throw and strike balls to a moving partner 10+ metres away in a range of activities, using skills in combination competently To use basic skills in combination to make a movement sequence competently To play competitive activities against themselves and others To use basic tactics for attacking and defending competently To compare performances with previous ones to demonstrate improvement To use effective and respectful communication to work as a team	Build upon: To catch, throw and strike different small balls from different directions and heights to a static partner 8+ metres away in a range of activities, using skills in combination with increasing competence Prepare for: To catch, throw and strike different sized balls to a moving partner 10+ metres away in competitive games, using skills in combination competently
Summer Indoor	Athletics: To understand how to run, jump, throw and hurdle To understand how to pace themselves for long distance running, including monitoring their breathing	To run, jump and throw in isolation and use them in combination with competence To demonstrate increasing flexibility, strength, technique, control and balance for athletics	Build upon: To run, jump and throw in isolation and use them in combination with increasing competence
(To be taught outside)	To understand the rules of competitive games To know how to show self-motivation by working consistently to improve To recognise their own success as well as others'	To play competitive games against themselves and others To demonstrate character building values: self-motivation To compare their performances with previous ones and	Prepare for: To run, jump and throw in isolation and use them in combination with competence in a competitive situation
		demonstrates improvement	