

Subject Overview – PE

All units are from Complete PE scheme of Learning

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS (Reception)	Dance -Ourselves Ball Skills – Hands	Locomotion – Jumping Gymnastics – High, Low, Over, Under	Dance – Nursery Rhymes Ball Skills - Feet	Gymnastics – Moving Ball Skills – Hands	Attack vs Defence – Games for understanding Health and Well Being	Ball skills – Rackets, Bats, Balls and balloons
Year 1	Locomotion – Jumping Dance - Growing	Locomotion – Running Gymnastics – Body Parts	Dance – The Zoo Ball Skills - Feet	Gymnastics – Wide, narrowed, curled Ball Skills - Hands	Ball Skills – Hands Attack vs Defence – Games for understanding	Ball skills – Rackets, Bats, Balls OAA - Team Building
Year 2	Locomotion – Dodging Dance - Explorers	Locomotion – Running Gymnastics – Body Parts	Dance – Water Ball Skills - Feet	Gymnastics – Pathways Ball Skills - Hands	Ball Skills – Hands Health and Well Being	Ball skills – Rackets, Bats, Balls OAA - Team Building
Year 3	Dance – Wild Animals Games Sense Invasion	Gymnastics – Canon and Unison Games – Tag Rugby	OAA – Challenging Collaboration Gymnastics – Symmetry and Asymmetry	Games – Basketball Dance - Weather	Games – Tennis OAA – Orienteering	Athletics Games – Rounders
Year 4	Dance – Cats Games Sense Invasion	Gymnastics – Bridges Games - Football	Dance – Space Games - Hockey	Gymnastics – Levels and Direction OAA – Problem Solving	Swimming Athletics	Swimming Games – Dodgeball

Subject Overview – PE

All units are from Complete PE scheme of Learning

Year 5	Games Sense Invasion Swimming	Gymnastics – Counter balance and Counter tension Swimming	Dance – The Circus Swimming	Games – Tag Rugby Swimming	Health Related exercise Games - Rounders	Athletics Games - Tennis
Year 6	Dance – Carnival Games Sense Invasion	Gymnastics – Creating Sequences Games - Hockey	Dance – Prejudice and discrimination OAA – Problem Solving	Gymnastics – Matching and Mirroring Games - Football	Games – Cricket OAA - Orienteering	Athletics Games – Dodgeball Health Related Exercise