



PE Curriculum Map



Year	Autumn 1		Autumn 2		Spring 1		Spring 2		Summer 1		Summer 2	
Reception	Locomotion: Walking 1	Dance: Ourselves	Ball Skills Hands 1	Dance Nursery Rhymes	Gymnastics: High, Low, Over, Under	Ball Skills Feet 1	Dance: Dinosaurs	Locomotion: Jumping 1	Ball Skills Feet 1	Gymnastics: Moving	Games for Understanding	Ball Skills Hands 2
Year 1	Locomotion: Running 1	Gymnastics: Wide, Narrow, Curled	Ball Skills Hands 1	Gymnastics: Body Parts	Ball Skills Feet 1	Dance: Growing	Ball Skills Hands 2	Dance: The Zoo	Locomotion: Jumping 1	Games For Understanding	Team Building	Health and Wellbeing
Year 2	Locomotion: Dodging	Gymnastics: Linking	Ball Skills Hands 1	Gymnastics: Pathways	Ball Skills Feet 1	Dance: Water	Ball Skills Hands 2	Dance: Explorers	Locomotion: Jumping 1	Games For Understanding	Team Building	Health and Wellbeing
Year 3	Invasion: Tag Rugby	Gymnastics Symmetry & Asymmetry	Invasion: Hockey	Dance Weather	Net / Wall Tennis	Dance Wild Animals *Swimming	Invasion: Football	OAA: Communication & Tactics	Striking & Fielding Cricket	OAA: Problem Solving	Striking & Fielding Rounders	Athletics
Year 4	Invasion: Tag Rugby	Gymnastics: Bridges	Invasion: Hockey	Dance: Cats	Net / Wall Tennis *Swimming	OAA: Communication & Tactics	Invasion: Netball	Dance: Space	Striking & Fielding Cricket	OAA: Problem Solving	Striking & Fielding Rounders	Athletics
Year 5	Invasion: Tag Rugby	Gymnastics: Counter Balance & Counter Tension	Invasion: Basketball * Swimming	Health Related Exercise	Invasion: Netball	Dance: The Circus	Invasion: Hockey	OAA: Communication & Tactics	Striking & Fielding Rounders	Net / Wall Tennis	Striking & Fielding Cricket	Athletics
Year 6	Invasion: Tag Rugby	Health Related Exercise * Swimming	Invasion: Basketball	Gymnastics: Matching & Mirroring	Invasion: Netball	Dance: Titanic	Invasion: Hockey	OAA: Orienteering	Striking & Fielding Rounders	Net / Wall Tennis	Striking & Fielding Cricket	Athletics

*Swimming will taught in a two week Block -Everyone Active School Swimming Lessons, Neptune Centre, Middlesbrough