# HIGH LITTLETON CHURCH OF ENGLAND PRIMARY SCHOOL
## PE Medium Term Plan Term 2

| | Week 1 | Week 2 | Week 3 | Week 4 | Week 5 | Week 6 |
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| **Owl Class (EYFS)**<br>Gymnastics<br>Outdoor Adventurous Activity (Forest Friday) | Theme: rainforest animals<br>To copy and create shapes with your body. | Theme: woodland animals<br>To be able to create shapes whilst on apparatus. | Theme: lakeland animals<br>To develop balancing and taking weight on different body parts. | Theme: desert animals<br>To develop jumping and landing safely. | Theme: sea animals<br>To develop rocking and rolling. | Theme: pet animals<br>To copy and create short sequences by linking actions together. |
| **Hedgehog Class (Y1)**<br>Sending & Receiving<br>Fitness (Short lesson) | To develop rolling and throwing a ball towards a target.<br>To develop knowledge of how exercise can make you feel. | To develop receiving a rolling ball and tracking skills.<br>To develop knowledge about how exercise can make you strong and healthy. | To be able to send and receive a ball with your feet.<br>To develop knowledge about how exercise relates to breathing. | To develop throwing and catching skills over a short distance.<br>To develop my understanding of how exercise helps my brain. | To develop throwing and catching over a longer distance.<br>To develop my understanding of how exercise helps my muscles. | To apply sending and receiving skills to small games.<br>To begin to understand the importance of daily exercise. |
| **Fox Class (Y2)**<br>Sending & Receiving<br>Gymnastics | To roll a ball towards a target.<br>To perform gymnastic shapes and link them together. | To track and receive a rolling ball.<br>To perform gymnastics shapes with control and link them together. | To send and receive a ball with your feet.<br>To use shapes to create balances. | To develop catching skills.<br>To use shapes to create balances. | To develop throwing and catching skills.<br>To link travelling actions and balances using apparatus. | To send and receive a ball using a racket.<br>To develop travelling actions and balances using apparatus. |
| **Badger Class (Y3)**<br>Swimming | Developing Water Confidence | Improving Kicking Techniques | Introduction to Arm Strokes | Mastering Floating Skills | Building Breathing Skills | Water Safety Awareness |
| **Otter Class (Y4)**<br>Netball<br>Gymnastics | To develop passing and moving and play within the footwork rule.<br>To develop individual and partner balances. | To use a variety of passes to move towards a goal.<br>To develop individual and partner balances using apparatus. | To develop movement skills to lose a defender.<br>To develop control in performing and landing rotation jumps. | To defend an opponent and try to win the ball.<br>To develop rotation jumps and sequence building using apparatus . | To develop the shooting action.<br>To develop the straight, barrel, forward and straddle roll. | To apply skills and knowledge to play games using netball rules.<br>To assess my straight, barrel, forward and straddle roll. |

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| **Robin Class (Y5)**<br>Dodgeball<br>Gymnastics | To throw under pressure and apply this to a target game.<br>To perform symmetrical and asymmetrical balances. | To select the appropriate dodging skill for the situation.<br>To perform interesting symmetrical and asymmetrical balances using apparatus. | To develop catching with increasing consistency under pressure.<br>To develop the straight, forward, straddle and backward roll. | To develop defensive techniques and select the appropriate action for the situation.<br>To develop the straight, forward, straddle and backwards roll into a sequence. | To understand and apply tactics in a game.<br>To explore different travelling actions using both canon and synchronisation. | To develop officiating skills and referee a game.<br>To explore different methods of travelling, linking actions in both canon and synchronisation. |
| **Deer Class (Y6)**<br>Netball<br>Gymnastics | To develop passing and moving to maintain possession.<br>To develop the straddle, forward and backward roll. | To use a variety of attacking skills to lose a defender.<br>To develop rolling into sequence work and on apparatus. | To move into and create space to support a teammate.<br>To develop counter balance and counter tension. | To use defending skills to gain possession.<br>To develop counter balance and counter tension into sequence work with apparatus. | To develop accuracy in the shooting action under pressure.<br>To develop jumps and explore the effect of height. | To use and apply skills, principles and tactics to a game situation.<br>To explore jump sequence work with consideration of performance tools. |