HIGH LITTLETON CHURCH OF ENGLAND PRIMARY SCHOOL
PE Medium Term Plan Term 4

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Owl Class (EYFS) Ball Skills Outdoor Adventurous Activity (Forest Friday)	Theme: beetles To develop rolling a ball to a target.	Theme: busy bees To develop stopping a rolling ball.	Theme: ladybirds and butterflies To develop accuracy when throwing to a target.	Theme: grasshoppers To develop bouncing and catching a ball.	Theme: caterpillars To develop dribbling a ball with your feet.	Theme: spiders To develop kicking a ball.
Hedgehog Class (Y1) Target Games Dance Umbrella	To develop underarm throwing towards a target.	To develop throwing for accuracy.	To develop underarm and overarm throwing at a target.	To develop throwing for accuracy and distance using underarm and overarm.	To select the correct throw for the target.	To develop throwing for accuracy and distance.
Fox Class (Y2) Target Games Team Building	To consider how much power to apply when aiming at a target. To follow instructions and work with others.	To understand how to score using overarm and underarm throwing. To co-operate and communicate in a small group to solve challenges.	To develop striking to a target. To create a plan with a group to solve the challenges.	To develop hitting a moving target. To communicate effectively and develop trust.	To select and apply the appropriate skill to the target game. To use teamwork skills to work as a group to solve problems.	To show an improvement in my personal best. To work with a group to copy and create a basic map.
Badger Class (Y3) Y3 Gymnastics OAA	To create interesting point and patch balances. To develop co-operation and teamwork skills.	To develop point and patch balances on apparatus. To develop trust and teamwork.	To develop stepping into shape jumps with control. To involve all team members to work towards a shared goal.	To develop stepping into shape jumps using apparatus. To develop trust whilst listening to others and following instructions.	To develop the straight, barrel, and forward roll. To be able to identify objects, draw and follow a simple map.	To include rolls in sequence work using apparatus. To draw a route using directions, orientate a map and navigate around a grid.
Otter Class (Y4) Y4 Gymnastics Dodgeball	To link actions that flow using the rolls I have learnt.	To link actions that flow in a partner sequence	To develop strength in inverted movements.	To develop strength in inverted movements.	To create a 'great' partner sequence to	To create a 'great' partner sequence to

	To develop throwing and apply this to a target game.	using the rolls I have learnt. To develop dodging skills to avoid being hit.	To develop catching and learn the rules of the skill within this game. Dodgeball	To further develop catching and use the rules of the skill within this game.	include the skills I have learnt and apparatus. To begin to think tactically and apply this to a game.	include the skills I have learnt and apparatus. To apply skills and knowledge to compete in a tournament.
Robin Class (Y5) Volleyball OAA Dance Umbrella	To use the serve with consideration of attacking principles. To develop communication and negotiation skills.	To develop the fast catch volley with consideration of attacking principles. To develop strong communication and negotiation skills to solve challenges.	To develop the set shot and use it to pass to a teammate. To develop planning and problem solving skills.	To recap the set shot and develop the dig, identifying when to use each. To share ideas and work as a team to solve problems.	To use a variety of shots to keep a continuous rally going. To develop navigation skills and map reading.	To apply rules, skills and principles to play against an opponent. To create and follow a key and route on a map.
Deer Class (Y6) Hockey OAA - School Residential	To develop dribbling to beat a defender.	To send and receive the ball with control under pressure.	To select the appropriate skill, choosing when to pass and when to dribble.	To move into and create space to support a teammate.	To use the appropriate defensive technique for the situation.	To apply rules, skills and principles to play in a tournament. Residential