

Links to the PE National Curriculum

- Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others.
- They should be able to engage in competitive (both against self and against others) physical activities.
- Pupils should be taught to master basic movements including running, jumping, throwing as well as developing balance, agility and coordination.

Key Skills: S.E.T **Key Skills: Physical**

- Running at different speeds
 Social: Working safely
- Combining running and jumping
- · Agility and coordination
- · Jumping for distance
- Jumping for height
- Throwing for distance



- Social: Collaborating with others
- Emotional: Working independently
- Emotional: Determination
- Thinking: Observing and providing feedback
- Thinking: Exploring ideas

Official Athletic Events

Running

Sprinting

100m, 200m, 400m Hurdles Relay

Middle distance 800m, 1500m

Long distance 5,000, 10,000

Steeplechase

Jumping

Long jump Jump for distance

Triple jump

Jump for distance High jump

Jump for height Pole vault

Jump for height

Throwing

Discus

Fling throw Shot

Push throw Hammer

Fling throw

Javelin Pull throw

Key Vocabulary:

Encourage pupils to use this language in your lessons.

Fast

Jump

Aim

Direction • Far

Bend

Improve

Hop Safely o Travel **Balance**

Teacher Glossary

Jump: take off and land on two feet

Hop: take off on one foot and land on the same foot

Leap: take off on one foot and land on the other



Where this unit sits

Assessment Criteria

EYFS Early Learning Goals

- · Physical: I can handle equipment effectively.
- · Physical: I can move confidently in a range of ways.
- · Physical: I can safely negotiate space.
- Physical: I can show good control and co-ordination
- · in small and large movements.
- · Physical: I can talk about ways to keep healthy and safe.
- Physical: I know the importance for good health and physical exercise.
- · Social: I am sensitive to others' feelings.
- · Social: I play co-operatively, taking turns.
- · Emotional: I am confident to try new activities.
- · Emotional: I ask for help if needed.
- . Thinking: I can talk about my own ideas and use
- · them in response to a task.
- · Thinking: I understand and follow rules.

Year 1

- · I am able to throw towards a target.
- · I am beginning to link running and jumping movements.
- I am beginning to show balance and co-ordination
- · when changing direction.
- · I am developing over arm throwing.
- I can recognise changes in my body when I do exercise.
- · I can run at different speeds.
- · I can work with others and make safe choices.
- I try my best.
- I understand the difference between a jump, a leap and a hop and can choose which allows me to jump the furthest.

• I can describe how my body feels during exercise.

Year 2

- I can identify good technique.
- I can jump and land with control.
- I can link running and jumping movements with
- some control and balance.
- I can use an overarm throw to help me
- to throw for distance.
- I can work with others, taking turns and sharing ideas.
- I show balance and co-ordination when running at different speeds and in different directions.
- I try my best.

Progression of Skills Ladder

Other units that progress into this activity are:

Ball Skills

Fundamentals

Games

Running	Jumping
Develop the sprinting	Develop jumping,
action.	hopping and
Explore rhythm	skipping actions.
when running over	
obstacles.	

Running	Jumping
xplore running at	Develop balance
different speeds.	whilst jumping an
Explore running	landing.
over obstacles.	

Kunning	
Explore running and	
stopping.	
Explore running on the balls	
of their feet.	

Year 2

Year 1

EYFS

Jumping Explore safely jumping for distance and height.

Throwing
Develop overarm
throwing for
distance.

Jumping	Throwing
Explore hopping,	Explore throwing for
jumping and	distance and
leaping for	accuracy.
distance.	

JumpingExplore jumping and hopping safely.

Throwing
Explore throwing
to a target.