



	Autumn Term	Spring Term	Summer Term
Nursery	<p><b>MARVELLOUS ME!</b>  <b>PEOPLE WHO HELP US</b>  <b>Ring Games</b>  <b>Sticky Kids/Go noodle Exercise</b>                      Use and remember sequences of movements  <b>Squiggle Whilst you wiggle</b>                      Use large muscle movement</p>	<p><b>ONCE UPON A TIME</b>  <b>Outdoor Fun</b>                      Develop movement – balancing, riding, ball skills and climbing  <b>(Balanceability)</b>  <b>The Gruffalo/Beegu</b>  <b>Chinese New Year</b>                      use and remember sequences and patterns of movement                      Take part in group activities created by themselves</p>	<p><b>ANIMAL KINGDOM</b>                      Increasingly use and remember sequences and patterns of movement                      Take part in group activities created by themselves  <b>ASM – fundamental skills</b></p>
Reception	<p><b>MARVELLOUS ME!</b>  <b>Team games/Indoor apparatus</b>                      Movement skills – refining balancing, jumping, running, hopping, crawling and climbing.  <b>PEOPLE WHO HELP US</b>  <b>Games/Gymnastics</b>                      rolling and jumping through gymnastics– developing overall coordination and combining movements with ease and fluency  <b>Outdoor learning Area</b>                      large apparatus developing body strength and coordination.  <b>Exercise Time</b>                      combining movements with ease and fluency and developing coordination and agility</p>	<p><b>ONCE UPON A TIME</b>  <b>Ball skills</b>                      throwing and catching in pairs with different equipment.                      Kicking and passing balls with partners                      Aiming balls and bean bags into targets during games. Balance and coordination – rackets and bean bags                      Developing accuracy and precision.  <b>Outdoor learning Area</b>                      large apparatus developing body strength and coordination. Ball skills  <b>Exercise Time</b>                      combining movements with ease and fluency and developing coordination and agility</p>	<p><b>ANIMAL KINGDOM</b>  <b>ASM – fundamental skills</b>  <b>Team games</b>                      Negotiating space and obstacles safely, with consideration of themselves and others.  <b>Sports day Activities</b>                      demonstrate strength, balance and co-ordination when playing  <b>Outdoor learning Area</b>                      large apparatus developing body strength and coordination. Ball skills  <b>Exercise Time</b>                      combining movements with ease and fluency and developing coordination and agility  <b>Chance to Shine (cricket)</b></p>
Year One	<p><b>PIRATES</b>  <b>Gymnastics</b>                      shapes and balances, travelling, jumps and rolls.  <b>Dance</b>                      Skills, Compete/Perform, evaluate</p>	<p><b>MAGICAL KINGDOMS</b>  <b>Games</b>                      health, throwing and catching, hitting, passing, travelling, space, attacking and defending, rules  <b>ASM - Gymnastics</b></p>	<p><b>ALL CREATURES GREAT AND SMALL</b>  <b>Athletics</b>                      Running, jumping, throwing  <b>Games</b>                      health, throwing and catching, hitting, passing, travelling, space, attacking and defending, rules</p>



	<b>Fundamental Skills</b>	rolling, jumping, travel, shape/balance, sequence	<b>Chance to Shine (cricket)</b>
Year Two	<b>THE GREAT FIRE OF LONDON</b>  <b>ASM - Gymnastics</b> rolling, jumping, travel, shape/balance, sequence  <b>Dance – Great Fire of London</b> Skills, compete/perform, evaluate	<b>A SEED OF CHANGE</b>  <b>Games</b> Health, Throwing and catching, hitting, travelling, passing, space, attacking and defending, compete, rules  <b>Swimming</b>	<b>HOMELY HABITATS</b>  <b>Games</b> Health, Throwing and catching, hitting, travelling, passing, space, attacking and defending, compete, rules  <b>Athletics</b> Running, jumping, throwing, compete