



	Autumn Term	Spring Term	Summer Term
Nursery	MARVELLOUS ME! PEOPLE WHO HELP US Ring Games Sticky Kids/Go noodle Exercise Use and remember sequences of movements Squiggle Whilst you wiggle Use large muscle movement	ONCE UPON A TIME Outdoor Fun Develop movement – balancing, riding, ball skills and climbing (Balanceability) The Gruffalo/Beegu Chinese New Year use and remember sequences and patterns of movement Take part in group activities created by themselves	ANIMAL KINGDOM Increasingly use and remember sequences and patterns of movement Take part in group activities created by themselves PE (in the hall) Fundamental skills/team games
Reception	MARVELLOUS ME! Team games/Indoor apparatus Movement skills – refining balancing, jumping, running, hopping, crawling and climbing. PEOPLE WHO HELP US Games/Gymnastics rolling and jumping through gymnastics– developing overall coordination and combining movements with ease and fluency Outdoor learning Area large apparatus developing body strength and coordination. Exercise Time combining movements with ease and fluency and developing coordination and agility	ONCE UPON A TIME Ball skills 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. Outdoor learning Area large apparatus developing body strength and coordination. Ball skills Exercise Time combining movements with ease and fluency and developing coordination and agility	ANIMAL KINGDOM Athletics/Team games Negotiating space and obstacles safely, with consideration of themselves and others. Sports day Activities demonstrate strength, balance and co-ordination when playing Outdoor learning Area large apparatus developing body strength and coordination. Ball skills Exercise Time combining movements with ease and fluency and developing coordination and agility
Year One	PIRATES Fundamental Skills Dance	MAGICAL KINGDOMS Games health, throwing and catching, hitting, passing, travelling, space, attacking and defending, rules	ALL CREATURES GREAT AND SMALL Athletics Running, jumping, throwing Games



	Skills, Compete/Perform, evaluate	Gymnastics rolling, jumping, travel, shape/balance, sequence	health, throwing and catching, hitting, passing, travelling, space, attacking and defending, rules
Year Two	THE GREAT FIRE OF LONDON Gymnastics rolling, jumping, travel, shape/balance, sequence Dance – Great Fire of London Skills, compete/perform, evaluate	A SEED OF CHANGE Games Health, Throwing and catching, hitting, travelling, passing, space, attacking and defending, compete, rules	HOMELY HABITATS Athletics Running, jumping, throwing, compete Swimming