

Holy Cross Catholic Primary School



PE Long Term Plan

Year		PE 1	PE 2	PE 3	PE 4	PE 5	PE 6
Nursery		Physical Development: Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skills. Go up steps and stairs, or climb up apparatus, using alternate feet. Skip, hop, stand on one leg and hold a pose for a game like musical statues. Use large-muscle movements to wave flags and streamers.					
R	a	Gross Motor Skills ELG: Negotiate space and obstacles safely, with consideration for themselves and others. Demonstrate strength, balance and coordination when playing. Move energetically, such as running, jumping, dancing, hopping, skipping, and climbing.					
	b	Forest School (whole class)					
1	a	SAQ Dance – Val Sabin Unit 1/2	Gymnastics	'Games skills' (throwing, catching, kicking) Team based activities	Dance - Val Sabin Unit 3/4	'Games' (Striking and hitting) Team based activities	Athletics
	b	Forest School throughout the year + <u>continuous provision throughout the year.</u>					
2	a	Dance-Val Sabin Unit 1	Gymnastics	Gymnastics	'Games skills' (throwing, catching, kicking) Team based activities	Games-Quik Cricket	Athletics
	b	SAQ/Athletics	Dance - Val Sabin Unit 2	Dance - Val Sabin Unit 3	Gymnastics	Gymnastics	Dance – Val Sabin 4
	b	Forest School (half class alternate weeks)					
3	a	Athletics	Gymnastics	Games- Badminton	Games- Basketball	Games-Cricket	Athletics
	b	OAA Fitness	Dance –Val Sabin Unit 1/2	Dance-Val Sabin Unit 3/4	Gymnastics	Games- Tag Rugby	Games- Rounders
4	a	Dance – Val Sabin Year 4	Gymnastics	Games- Badminton	Games- Basketball	Athletics	Games - Cricket
	b	Swimming					
5	a	Athletics	Gymnastics	Games- Tennis	Games-Netball	Athletics	Games – Football
	b	OAA Fitness	Games-Hockey	Dance- Val Sabin Unit 1/2	Gymnastics	Dance- Val Sabin Unit 3/4	Games – Rounders
6	a	Athletics	Gymnastics	Games-Tennis	Games-Netball	Athletics	Games – Football
	b	OAA Fitness	Games-Hockey	Dance – Val Sabin Unit 1/2	Gymnastics	Dance-Val Sabin Unit 3/4	Games- Rounders

Games:

net/wall

striking and fielding

Invasion