PE Long term plan outline
The following planning has been developed by the Easington School Sport Partnership scheme, which has been quality assured for National Curriculum coverage.



Year	Autumn		Spring		Summer	
EYFS	Disciplinary Knowledge: Children at the expected level of development will negotiate space and obstacles safely, with consideration for themselves and others; demonstrate strength, coordination when playing; move energetically, such as running, jumping, dancing, hopping, skipping and climbing. They will know how and why physical activity is important for good h sport can encourage teamwork and build resilience through gaining, practicing and improving skills.					lemonstrate strength, balance and important for good health, how
2Y/YN Delivered through continuous provision and interventions where appropriate.	coordination when playing; n	nove energetically, such as run	ning, jumping, dancing, hopping,	skipping and climbing. They will k	Looks closely at small items and creatures, and can also see items at a substantial distance.  When holding crayons and chalk makes connections between their movements and the marks they make.  Jumps up into the air with both feet leaving the floor and can jump forward a small distance  Uses wheeled toys with increasing skill such as pedalling, balancing, holding handlebars and sitting astride  Runs with spatial awareness and negotiates space successfully, adjusting speed or direction to avoid obstacles  Focus: recognises their own movements and body parts. Begins to have control in their movements.	Uses gesture and body language to convey needs and interests and to support emerging verbal use.  Shows increasing control in holding, using and manipulating a range of tools and objects such as tambourines, jugs, hammers, and mark making tools  Climbs stairs, steps and moves across climbing equipment using alternate feet. Maintains balance using hands and body to stabilise  Focus: recognises their own movements and body parts. Begins to have control in their movements.
	their movements.	balance and stability  Can grasp and release with two hands to throw and catch a large ball, beanbag or an object  Focus: recognises their own movements and body parts.  Begins to have control in their movements.	parts. Begins to have control in their movements.	by using two hands and their chest to trap it  Focus: recognises their own movements and body parts.  Begins to have control in their movements.		

YR	Gross Motor
	Development focus
	Chooses to move in a

es to move in a range of ways, moving freely and with confidence making changes to body shape, position and pace of movement such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping

# P.E: Fundamental movement and skills Finding a safe space

Listens and responds to commands

Uses and shares equipment

Works individually, with a partner and/ or a group.

Develop fundamental movement skills such as running, jumping, changing direction and skipping.

Focus: developing control, coordination and an awareness of space in their movements.

# Gross Motor **Development focus**

Experiments with different ways of moving, testing out ideas and adapting movements to reduce risk.

# P.E: Dance

Responds to music through movement

Move with appropriate actions and timing in response to music

Develop control as movements such as skip. stretch and twist

Moves forwards, backwards and sideways Copies a teacher/ performer

Performs actions slowly, quickly, smoothly and jerkily

Begins to use own ideas to sequence a dance

Focus: developing control, coordination and an awareness of space in their movements.

# **Gross Motor Development focus**

Jumps off an object and lands appropriately using hands, arms and body to stabilise and balance.

Travels with confidence and skill around, under, over and through balancing and climbing equipment

# P.E: Gymnastics

Using a variety of equipment

Develop basic movements, creating shapes, balances, and jumps and begin to develop rocking and rolling

Develops an awareness of space and how to use it safely and perform basic skills on both floor and apparatus

Copy, create, remember and repeat short sequences Begin to understand using levels and directions when travelling and balancing

Can suggest how to improve a movement or a sequence

Focus: developing control, coordination and an awareness of space in their movements.

# **Gross Motor Development** focus

Shows increasing control over an object in pushing, patting, throwing, catching or kicking it

### P.E: Games

Becomes a competent mover by demonstrating great control over their bodies

Controls balls of various sizes and shapes, such as bounce and catch, throw and catch and roll

Begins to join actions together such as throw then move

Learns how to score and play by the rules

Focus: developing control, coordination and an awareness of space in their movements.

# **Gross Motor Development** focus

Negotiates space successfully when playing racing and chasing games with other children, adjusting speed or changing direction to avoid obstacles

# P.E; Athletics

# Running

Changes dynamics – walk slowly or quickly Moves with control and coordination Combines basic actions with

more spatial awareness Jumping

Explores basic jumps with increasing control Challenges themselves to jump further/ higher

# Throwing

Handles equipment safely Performs basic actions using equipment such as rolling, underarm throwing and throwing to a target

Focus: developing control. coordination and an awareness of space in their movements.

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1	1. Rolla Ball	1. Moving Along	1. Themes & Dreams	1. 10 Point Hoops	1. Bean Bag Throw	1. Honey Pot
	(Games Activity)	Resources:	Resources:	(Games Activity)	(Games Activity)	TOP Athletics
		Dance Ideas	Dance Ideas			
		TOP Dance	TOP Dance	2. Where are we going?		2. Multi - Skills
	2. Multi - Skills	2. Making Shapes	2. Assessment level 1	Resources:	2. Multi – Skills	Throwing – overarm,
	Static Balancing	Resources:	(apparatus)	TOP Outdoors	Vertical Jump, leap,	underam
		TOP Gymnastics	Resources:		hopping	
	NC links:	NC links: master basic	TOP Gymnastics	NC links:		NC links: master basic
	master basic movements	movements including	NO limbras in automos do massa	participate in team	NC links: master basic	movements including
	including running, jumping,	running, jumping, throwing	NC links: perform dances	games, developing simple tactics for attacking and	movements including running,	running, jumping, throwing
	throwing and catching, as well as developing balance,	and catching, as well as developing balance, agility	using simple movement patterns.	defending	jumping, throwing and	and catching, as well as
	agility and co-ordination,	and co-ordination, and begin	patterns.	defending	catching, as well as developing	developing balance, agility
	and begin to apply these in	to apply these in a range of			balance, agility and co-	and co-ordination, and begin
	a range of activities	activities			ordination, and begin to apply	to apply these in a range of
	a range of donvince	donvinos			these in a range of activities	activities
				DANCE		
	V COUNTRY	VEV STERS/OVANIASTICS				
	X-COUNTRY	KEY STEPS/GYMNASTICS				
					O.A.A.	
2	1. Piggy In The Middle	1. Cat Dance	1. How does it feel?	1. Kick Rounders	1. Minis' Tennis 1	1. Colour Match
	(Games Activity)	Resources:	Resources:	(Games Activity)	(Games Activity)	Resources:
		Dance Ideas	Dance Ideas			TOP Athletics
		TOP Dance	TOP Dance			
	2. Multi - Skills	2. Families of Actions	2. Assess level 1-2	2. Shipwrecked	2. Multi - Skills	2. Multi - Skills
	Dynamic Balance –	Resources:	Resources:	Resources: TOP Outdoors	Catching – close/ far	Running
	kicking and punting	TOP Gymnastics	TOP Gymnastics	TOP Outdoors	large/small balls	NC links: master basic
		NC links: perform dances	NC links: perform dances		NC links: participate in team	movements including
	NC links: participate in	using simple movement	using simple movement	NC links: participate in	games, developing simple	running, jumping, throwing
	team games, developing	patterns.	patterns.	team games, developing	tactics for attacking and	and catching, as well as
	simple tactics for attacking	patterno.	patterno.	simple tactics for	defending	developing balance, agility
	and defending	KEY STEPS/GYMNASTICS		attacking and defending	doronanig	and co-ordination, and begin
						to apply these in a range of
					O.A.A.	activities
	X-COUNTRY				U.A.A.	
				DANCE		

3	1. Skittles	1. Round the Clock	1. Dance	1. 3 Touch Ball	2. Arc Rounders	1. Furthest Five
	(Basketball)	Resources:	Resources:	(Football)	(Rounders)	Resources:
	(Invasion Games)	Dance Ideas	Dance Ideas	(Invasion Games)	(Striking and Fielding)	TOP Athletics
		TOP Dance	TOP Dance			
	2. SAQ	2. Balancing Act	2. Assess level 2-3	2. Mini – Tennis	2. Gone Fishing	2. Boundary Line
	Resources:	Resources:	Resources:	(Games Activity)	Resources:	(Cricket)
	Multi-Skills Club Pack	TOP Gymnastics	TOP Gymnastics		TOP Outdoors	(Striking and Fielding)
				NC links: use running,		
	NC links: use running,	NC links: compare their	NC links: perform dances	jumping, throwing and	NC links: take part in outdoor	NC links: compare their
	jumping, throwing and	performances with previous	using a range of movement	catching in isolation and	and adventurous activity	performances with previous
	catching in isolation and in	ones and demonstrate	patterns	in combination	challenges both individually	ones and demonstrate
	combination	improvement to achieve	OWNERSON	play competitive games,	and within a team	improvement to achieve
	play competitive games,	their personal best.	SWIMMING	modified where	MINI TENNIC	their personal best.
	modified where appropriate			appropriate [for example,	MINI-TENNIS	
	[for example, badminton,	KEY STEPS/GYMNASTICS		badminton, basketball, cricket, football, hockey,		ATHLETICS
	basketball, cricket, football,	KET STEPS/GTWINASTICS		netball, rounders and		ATHLETICS
	hockey, netball, rounders			tennis], and apply basic		
	and tennis], and apply basic			principles suitable for		
	principles suitable for			attacking and defending		
	attacking and defending			attacking and acronaing		
				DANCE		
	X-COUNTRY					
4	1. End Zone	1. Machines	1. Dance	1. On The Attack	1. Minis Tennis 2	1. Pass the Baton
	(Hockey)	Resources:	Resources:	(Basketball)	(Tennis)	Resources:
	(Invasion Games)	Dance Ideas	Dance Ideas	(Invasion Games)	(Net and Wall)	TOP Athletics
		TOP Dance	TOP Dance			
	2. SAQ	2. Partner Work	2. Assess level 2-3	2. Zone Cricket	2. Search and Rescue	2. Run The Loop
	Resources:	Resources:	Resources:	(Cricket)	Resources:	(Rounders)
	Multi-Skills Club Pack	TOP Gymnastics	TOP Gymnastics	(Striking and Fielding)	TOP Outdoors	(Striking and Fielding)
	NC links: use running,	NC links: compare their	NC links: perform dances	NC links: use running,	NC links: use running,	NC links: take part in
	jumping, throwing and	performances with previous	using a range of movement	jumping, throwing and	jumping, throwing and catching	outdoor and adventurous
	catching in isolation and in	ones and demonstrate	patterns	catching in isolation and	in isolation and in combination	activity challenges both
	combination	improvement to achieve		in combination	play competitive games,	individually and within a
	play competitive games,	their personal best.		play competitive games,	modified where appropriate	team
	modified where appropriate		SWIMMING	modified where	[for example, badminton,	
	[for example, badminton,	KEY STEPS/GYMNASTICS		appropriate [for example,	basketball, cricket, football,	CRICKET/ATHLETICS
	basketball, cricket, football,			badminton, basketball,	hockey, netball, rounders and	
	hockey, netball, rounders			cricket, football, hockey,	tennis], and apply basic	
	and tennis], and apply basic			netball, rounders and	principles suitable for attacking	
	principles suitable for			tennis], and apply basic	and defending	
	attacking and defending			principles suitable for		
				attacking and defending		
	X-COUNTRY					
				DANCE		
		1		DAITOL	1	

5	1. Grid Rugby (Rugby) (Invasion Games)  2. Fives and Threes (Netball) (Invasion Games)  NC links: use running, jumping, throwing and catching in isolation and in combination	1. Indian Delight Resources: Dance Ideas TOP Dance 2. Acrobatic Gymnastics Resources: TOP Gymnastics  NC links: compare their performances with previous ones and demonstrate improvement to achieve	1. What's so funny? Resources: Dance Ideas TOP Dance 2. Assess level 3-4 Resources: TOP Gymnastics  NC links: perform dances using a range of movement patterns	2. Runners (Cricket) (Striking and Fielding)  NC links: use running, jumping, throwing and catching in isolation and in combination play competitive games,	1. What a racket (Tennis) (Net and Wall)  2. Where am I? Resources: TOP Outdoors  NC links: take part in outdoor and adventurous activity challenges both individually	1. Take Aim Resources: TOP Athletics  2. Zone Rounders (Rounders) (Striking and Fielding)  NC links: compare their performances with previous ones and demonstrate improvement to achieve
	play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending	their personal best.  GIRLS FOOTBALL S'HALL ATHLETICS/KEY STEPS/GYMNASTICS	SWIMMING	modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending	and within a team  CRICKET (ASDA)	their personal best.  CRICKET/ATHLETICS RUGBY LGE
	X-COUNTRY/ NETBALL / TAG RUGBY			BASKETBALL /DANCE		
6	1.Tag Rugby/Netball (Rugby) (Invasion Games)  2. Calling the Shots (Football) (Invasion Games)  NC links: use running, jumping, throwing and catching in isolation and in combination play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending	1. Making the Grade Resources: Dance Ideas TOP Dance 2. Group Dynamics Resources: TOP Gymnastics  NC links: compare their performances with previous ones and demonstrate improvement to achieve their personal best.  GIRLS FOOTBALL S'HALL ATHLETICS/KEY STEPS/GYMNASTICS	1. Masquerade Resources: Dance Ideas TOP Dance 2. Assess level 4-5 Resources: TOP Gymnastics  NC links: perform dances using a range of movement patterns  SWIMMING	2. Calling the Shots (Hockey) (Invasion Games)  NC links: use running, jumping, throwing and catching in isolation and in combination play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending	1. Long and Thin or Short and Fat (Badminton) (Net and Wall)  2. Pairs Cricket (Cricket) (Striking and Fielding)  NC links: use running, jumping, throwing and catching in isolation and in combination play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending	1. Three Jump Challenge Resources: TOP Athletics  2. CrystalStar/Rugby Challenge Lge Resources: TOP outdoors  NC links: take part in outdoor and adventurous activity challenges both individually and within a team  CRICKET/ATHLETICS RUGBY LGE
	X-COUNTRY/ NETBALL / TAG RUGBY			BASKETBALL /DANCE	CRICKET (ASDA)	

As well as the above provision, KS2 also have a statutory entitlement to swimming lessons, which take place weekly over three half terms per class.