PE Curriculum Map 2022-2023

	Nursery	Reception	Year 1	Year 2
Autumn	Nursery Rhymes /	Three Little Pigs	Ourselves and Our Senses /	Healthy Me / An Island Home
	Celebrations	Moving and Handling:	The Natural World	Team building
	Ring games (ring a ring a roses,	· Gross and fine motor skill activities		Follow instructions and work with
	farmers in his den etc)	· Brain Gym	Yoga	others.
	Parachute and team games	· Cutting activities	Explore yoga and mindfulness.	Co-operate and communicate in a
	Making large spider webs using	· Handling tools effectively and safely	Be able to copy and remember	small group to solve challenges.
	wool.	· Developing control and	poses.	Create a plan with a group to solve the
	Spider game 'Catch the fly'	coordination in large and fine	Develop flexibility when holding	challenges.
	Jumping rockets	movements	poses.	Communicate effectively and develop
	Playdough ladybirds		Develop balance whilst holding	trust.
	Using bats and balls – Throwing,	An introduction to PE:	poses.	Work as a group to solve problems. Work with a group to copy and create
	catching, rolling balls and	Move safely and sensibly in a space	Create yoga poses using a hoop.	a basic map.
	beanbags with small and large	with consideration of others.	Create a yoga flow with a partner.	a basic map.
	apparatus. Using scarves and ribbons to be	Develop moving safely and stopping	Games: Fundamentals	Games: Fundamentals
	ladybirds.	with control.	Explore balance, stability and landing	Develop balance, stability and landing
	Jumping along number tiles –	Use equipment safely and	safely.	safely.
	like fireworks	responsibly.	Explore how the body moves	Explore how the body moves
	Different ways to moving	Use different travelling actions whilst	differently when running at different	differently when running at different
	around the garden (jumping,	following a path.	speeds.	speeds.
	hopping etc using small and	Work with others co-operatively and	Explore changing direction and	Develop changing direction and
	large apparatus)	play as a group.	dodging.	dodging.
	Wrapping different sized	Follow, copy and lead a partner.	Explore jumping, hopping, and	Develop and explore jumping, hopping
	Christmas presents.		skipping actions.	and skipping actions.
		Fundamental Unit 1	Explore co-ordination and combining	Develop co-ordination and combining
	Daily exercises to promote fine	Developing balancing whilst	jumps.	jumps.
	and gross motor skills.	stationary and on the move.	Explore combination jumping and	Develop combination jumping and
		Develop running and stopping. Develop change direction.	skipping in an individual rope.	skipping in an individual rope.
		Develop jumping and landing.		Gymnastics
		Develop hopping and landing with	Games: Ball Skills	Perform gymnastic shapes and link
		control.	Develop control and co-ordination	them together.
		Explore different ways to travel.	when dribbling a ball with your hands.	Be able to use shapes to create
		F 1 2 2 2. 2 1.2. 7.2 2 2	Explore accuracy when rolling a ball.	balances.
		Games: Introduction to PE Unit 2	Explore accuracy when rolling a ball. Explore throwing with accuracy	Be able to link travelling actions and
		Move around safely in space.	towards a target.	balances using apparatus.
		Follow instructions and stop safely.	Explore catching with two hands.	

Stop safely and develop control when using equipment. Follow instructions and play safely as a group. Follow a path and take turns. Work co-operatively with a partner. Fundamental Unit 2 Develop balancing. Develop running and stopping. Develop changing direction. Develop jumping and landing. Develop hopping Explore different ways to travel using equipment. Jungle Animals / Growing The Gingerbread Man Spring Jungle animal moves Moving together like a dragon

Explore control and co-ordination when dribbling a ball with your feet. Explore tracking a ball that is coming towards me.

Games: Target Games

Develop underarm throwing towards a target.

Develop throwing for accuracy. Develop underarm and overarm throwing for accuracy.

Develop throwing for accuracy and distance using underarm and overarm.

Select the correct technique for the situation.

Develop throwing for accuracy and distance.

Demonstrate different shapes, take off and landings when performing jumps.

Develop rolling and sequence building. Develop sequence work on apparatus.

Games: Ball skills

Be able to roll a ball to hit a target. Develop co-ordination and be able to stop a rolling ball.

Develop technique and control when dribbling a ball with your feet. Develop control and technique when kicking a ball.

Develop co-ordination and technique when throwing and catching. Develop control and co-ordination when dribbling a ball with your hands.

Parachute games

Ball skills

Ring games

Dancing to African music

Daily exercises to promote fine

motor skills

Outdoor activities to promote fine and gross motor skills. Looking at effect exercise has on your body.

Moving and Handling:

Brain Gym: Developing control and coordination in large and fine movements.

② Daily Mile

Outdoor activities to promote fine and gross motor skills Chinese new year dance

Gymnastics: 1

Copy and create shapes with your body.

Create shapes whilst on apparatus. Develop balancing and taking weight on different body parts.

Develop jumping and landing safely. Develop rocking and rolling.

Houses and Homes / People Who Help Us

Team Building

Co-operate and communicate with a partner to solve challenges. Explore and develop teamwork skills.

Develop communication skills.

Use communication skills to lead a partner.

Plan with a partner and small group to solve problems.

Communicate with a group to solve challenges.

Games: Invasion Games

Develop dribbling towards a goal. Understand what being 'in possession' means

A Land Far, Far Away (Antarctica and Native Americans)

Dance - The land of ice and snow

Create and perform a dance motif inspired by a stimulus.

Use different movements and body shapes to represent ice melting and freezing.

Work with others to dance in different formations to communicate different ideas.

Use different movements and body shapes to represent penguins Change levels, rhythm, speed and direction of movement to communicate different ideas.

Copy and create short sequences linking actions together.

Games: Ball Skills 1

Develop rolling a ball to a target. Develop stopping a rolling ball. Develop accuracy when throwing to a target.

Develop bouncing and catching a ball.

Develop dribbling a ball with your feet.

Develop kicking a ball.

Gymnastics: 1

Create short sequences using balances, shapes and travelling actions.

Develop balancing using apparatus safely.

Develop jumping and landing safely from a height.

Develop rocking and rolling. Explore travelling around, over and through apparatus.

Games: Ball Skills 2

Work safely and develop running and stopping.

Develop throwing and learn how to keep score.

Be able to play games showing an understanding of the different roles within it.

Follow instructions and move safely when playing tagging games.

Work co-operatively and learn to take turns.

Work with others to play team games.

Develop passing to a teammate with your feet.

Understand who to pass to and why when playing against a defender.
Develop dribbling a ball with hands.
Move towards a goal with the ball.
Develop throwing to a teammate.
Support a teammate when in possession.

Move into space showing an awareness of defenders. Be able to stay with a player when defending.

Gymnastics

Explore travelling movements using the space around you.

Develop quality when performing gymnastic shapes.

Develop stability and control when performing balances.

Develop technique and control when performing shape jumps.

Develop technique in the barrel, straight and forward roll.

Link gymnastic actions to create a sequence.

Games: Net and Wall games

To defend space, using the ready position.

To play against an opponent and keep the score.

To develop control when handling a racket.

To develop racket and ball skills. To develop sending a ball using a racket.

To develop hitting over a net.

Create and perform a dance motif inspired by a stimulus.

Games: Invasion Games

Understand what being in possession means and support a teammate to do this.

Use a variety of skills to score goals. Develop stopping goals.

Learn how to gain possession of the hall

Develop an understanding of marking an opponent.

Learn to apply simple tactics for attacking and defending

Yoga -Salute to the Sun

Stretch their body up;

Follow a sequence of movements; Move between poses;

Follow instructions to keep safe; Arch their back up and dip their back down;

Adapt yoga poses, with guidance; Flow from one yoga pose to another; Balance, using support;

Use and link yoga poses together; Demonstrate the correct form for a yoga pose;

Breathe smoothly while standing still.

Dance

Native American dance workshop

Games: Target Games

Develop an understanding of target games and consider how much power to apply when aiming at a target. Understand how to score in different target games using overarm throwing. Develop understanding of different target games using the skill of kicking.

				Develop striking to a target. Develop hitting a moving target. Select an appropriate skill to play a game.
Summer	Sand / Water Activities leading to Games ② Making waves ② Flapping fish ② Walking the plank ② Throwing and catching (Splash)—tasks with beanbags and balls throwing them into water. Daily exercises to promote fine motor skills Outdoor activities to promote fine and gross motor skills	Moving and Handling: Rolling and kneading. Threading pasta/Cheerios. Picking up pasta and beans with tweezers. Tray of flour - finding letter/number pebbles. Outdoor activities to promote fine and gross motor skills. Games 1 Work safely and develop running and stopping. Develop throwing and learn how to keep score. Be able to play games showing an understanding of the different roles within it. Follow instructions and move safely when playing tagging games. Work co-operatively and learn to take turns. Work with others to play team games. Dance 1 Use counts of 8 to know when to change action. Explore different body parts and how they move. Explore different body parts and how they move and remember and repeat actions.	Growing and Lifecycles / At the Seaside Dance: Explore travelling actions and use counts of 8 to move in time with the music. Remember and repeat actions and respond imaginatively to a stimulus. Copy, remember and repeat actions that represent the theme. Copy, repeat, create and perform actions that represent the theme. Use expression and create actions that relate to the story. Use a pathway when travelling. Copy, repeat and choose actions that represent the theme. Show changes in expression, level	Nature Detectives (Habitats and Lifecycles) Dance: Repeat, link and choose actions. Create actions and accurately copy other's actions. Copy, remember and repeat actions using facial expressions to show different characters. Perform in unison creating shapes with a partner. Be able to mirror a partner and create ideas. Copy, repeat and create actions in response to a stimulus. Copy, create and perform actions considering dynamics. Create a short dance phrase with a
			and shape. Games: Striking and Fielding Develop underarm throwing and catching and put this into small sided games. Develop overarm throwing. Develop striking a ball with my hand and equipment. Retrieve a ball when fielding. Understand how to get a batter out. Develop decision making and understand how to score points. Fitness Develop knowledge about how exercise can make you feel.	partner showing clear changes of speed. Games: Striking and Fielding Be able to track a rolling ball and collect it. Develop accuracy in underarm throwing and consistency in catching when fielding a ball. Develop accuracy with overarm throwing to send a ball over a greater distance and limit a batter's score. Develop striking for distance and accuracy. Develop decision making to get a batter out.

Express and communicate ideas through movement exploring directions and levels.

Copy and repeat actions showing confidence and imagination.

Move with control and coordination, linking, copying and repeating actions.

Games 2

Aim when throwing and practice keeping score.

Follow instructions and move safely when playing tag games.
Learn to play against a partner.
Develop coordination and play by the rules.

Explore striking a ball and keeping score.

Work cooperatively as a team.

Dance 1

Copy, repeat and explore actions in response to a theme.
Explore and remember actions considering level, shape and direction.

Explore movement using a prop with control and coordination. Move with control and coordination, expressing ideas with movement.

Remember and repeat actions moving in time with the music. Explore actions in response to a theme and begin to count.

Practising for sports day.

Develop knowledge about how exercise can make you strong and healthy.

Develop knowledge about how exercise relates to breathing.

Develop my understanding of how exercise helps my brain.

Develop my understanding of how

exercise helps my muscles. Begin to understand the importance of daily exercise.

Games: Athletics

Learn to move at different speeds for varying distances.

Develop a foundation for balance and stability.

Develop agility and co-ordination. Explore hopping, jumping and leaping for distance.

Develop throwing for distance.

Develop throwing for accuracy.

Different rolls – Teddy bear, log, egg and forward roll

Balance in a shape with a partner Copy and create movement sequences with a clear start and finish.

Evaluate their own and others work to improve.

Move with agility, balance and coordination.

Do a support handstand.

Games: Athletics

Develop the sprinting action Develop jumping for distance. Develop technique when jumping for height.

Develop throwing for distance.

Develop throwing for accuracy.

Develop technique when taking part in an athletics carousel.