

Skill Fitness

P.E Curriculum 23-24

Term	Nursery	Reception	Year 1	Year 2
Autumn 1	Introduction to PE - To move safely and sensibly in a space with consideration of others.	Fundamental skills -To develop balancing -To develop running and stopping -To develop changing direction -To develop jumping and landing -To develop hopping and landing with control. -To explore different ways to travel using equipment.	1.3 Groovy Gymnastics	2.1 Multi-skills
	 To develop moving safely and stopping with control. To use equipment safely and responsibly. To work with others co-operatively and play as a group. 		1.3 Step to the Beat	2.1 Boot Camp
Autumn 2	Introduction to PE	Dance -To use counting to stay in time with music -To move safely with confidence -To explore movement using a prop -To move with control and coordination -To remember and repeat actions	1.1 Multi Skills	2.2 Ugly Bug Ball Dance
	 To move safely and sensibly in a space with consideration of others. To develop moving safely and stopping with control. -To use equipment safely and responsibly. -To follow a path and take turns. -To work co-operatively with a partner. 		1.1 Boot Camp	2.2 Mighty Movers (Running)
Spring 1	Introduction to PE - To move safely and sensibly in a space with	Ball skills -To develop rolling a ball to a target - To develop stopping a rolling ball - To develop accuracy when throwing to a target. - To develop bouncing and catching a ball. - To develop kicking a ball.	1.5 Throwing and Catching	2.5 Throwing and Catching
	consideration of others. - To develop moving safely and stopping with control. -To use equipment safely and responsibly. -To work with others co-operatively and play as a group.		1.5 Cool Core (Strength)	2.5 Cool Core (Strength)
Spring 2	Introduction to PE - To move safely and sensibly in a space with consideration of others.	Fundamental skills -To develop balancing -To develop running and stopping -To develop changing direction -To develop jumping and landing -To develop hopping and landing with control. -To explore different ways to travel using equipment.	1.4 Brilliant Ball Skills	2.4 Brilliant Ball Skills
	 To develop moving safely and stopping with control. To use equipment safely and responsibly. To follow a path and take turns. To work co-operatively with a partner. 		1.4 Gymfit Circuits	2.4 Gymfit Circuits
Summer 1	Dance -To use counting to music. -To move safely -To explore movement	Games -To develop running and stopping - To develop throwing and learn how to keep score. -To follow the rules of a game - To follow instructions and move safely when playing tagging games - To work co-operatively and take turns - To work with others to play team games	1.2 Story Time Dance	2.3 Groovy Gymnastics
	-To move with control and coordination -To remember and repeat actions		1.2 Mighty Movers (Running)	2.3 Skip to the Beat
Summer 2	Fundamental skills -To develop balancing -To develop running and stopping -To develop changing direction	Gymnastics -To copy and create shapes with your body -To create shapes on apparatus -To develop balancing -To develop jumping and landing safely -To develop rocking and rolling - To copy and create short sequences linking actions together	1.6 Active Athletics	2.6 Active Athletics
	- To develop changing direction - To develop jumping and landing - To develop hopping and landing with control. - To explore different ways to travel using equipment		1.6 Fitness Frenzy	2.6 Fitness Frenzy



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Skill	
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Year 3	Year 4	
	(Cycle A)	
3.1 Multi Skills	3.1 Multi Skills	
3.1 Boot Camp	3.1 Boot Camp	
3.5 Throwing and Catching	4.1 Invaders	
3.5 Cool Core (Strength)	4.1 Boot Camp	
3.3 Groovy Gymnastics	3.5 Throwing and Catching	
3.3 Step to the Beat	3.5 Cool Core (Strength)	
3.4 Brilliant Ball Skills	3.3 Groovy Gymnastics	
3.4 Gymfit Circuits	3.3 Step to the Beat	
3.2 African Dance	Swimming – Lion	
	4.5 Nimble Nets -Shark	
3.2 Mighty Movers (Running)	4.3 Step to the beat	
3.6 Active Athletics	Swimming – Shark	
	4.5 Nimble Nets -Lion	
3.6 Fitness Frenzy	4.5 Cool Core (Pilates)	

UKS2 Cycle A	UKS2 Cycle B
6.1 Invaders	5.4 Striking and Fielding
5.1 Boot Camp	5.4 Gymfit Circuits
Gymnastics (Wolf and Cheetah) 6.3 Gym Sequences (Koala)	5.2 Dynamic Dance
5.3 Step to the Beat	5.2 Mighty Movers (Boxercise)
5.5 Nimble Nets	5.6 Young Olympians
5.5 Cool Core (Pilates	5.6 Fitness Frenzy
5.1 Invaders (Wolf and Cheetah) Swimming (Koala)	6.4 Striking and Fielding
6.1 Boot Camp	6.4 Gym Fit Circuits
6.5 Nimble Nets (Koala and Year 6) Swimming (Wolf Year 5)	6.2 Dynamic Dance
6.5 Cool Core (Pilates) (Year 6)5.1 Invaders (Koala)6.5 Nimble Nets (Wolf Year 5)	6.2 Mighty Movers (Boxercise)
6.3 Gym Sequences (Wolf and Cheetah) Gymnastics (Koala)	6.6 Young Olympians



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4.3 Step to the beat

6.6 Fitness Frenzy

