

# St. Charles' VC Academy Curriculum Overview

## **Physical Education**

**Underpinning values to our physical education curriculum:** Our curriculum broadly shares the key principles and aims of the national curriculum whilst also embracing the latest research in physical literacy and development. It serves to give our pupils the very best start in life, by establishing a love for play and physical activity and securing a solid foundation for skilled movement. We aim to inspire all our pupils to be successful, resilient and confident people and empower them to excel in a physically active and healthy life. This curriculum overview outlines our intentions in what is a carefully considered sequence of learning and development for every pupil in the academy trust.

Key Stage	Foundation	Key Stage 1	Key S	Key Stage 2 Key Stage 3		ge 3 Key Sta		age 4	Key Stage 5	
School Yr.	Reception	Years 1 & 2	Year	s 3 to 6	3 to 6 Years 7 to 9		Years 7 to 9 Years 1		0 & 11	Years 12 & 13
PE Phase	Active Start	Fundament	als	Fou	ndation	Deve	lopment		Extension	
School Yr.	Reception	Years 1 to 4			rs 5 to 8		rs 9 to 10	,	Years 11 to 13	
Pupil Age	4-5	5-8			8-13		13-15		15-19	
	Establish a love			secure b	and develop a asis of activity cific skills	Develop successful application of skills in more complex and demanding activities		Extend and maintain performance and participation.		
PE Intentions	for movement, exploration and play		Establish the fundamental movement skills		ı fundamental ment skills					
				Refine and develop competency in a broader range of activity specific skills						



## **Primary Phase Curriculum**

## **Physical Education**

**Underpinning values to our primary phase:** We are committed to ensuring every pupil gets the best start in life by establishing the blueprint for a lifelong love for play and physical activity. We aim to achieve this with a fun, engaging and inclusive curriculum that will initially focus on the fundamentals of skilled movement. Having established a secure foundation of fundamental movement skills, pupils will learn how to apply these into a broad range of activity specific skills and enjoy their success transitioning into healthy, confident and resilient performers.

Key Stage	Foundation	Key Stage 1		tage 2	Key Stage 3		
School Yr.	Reception	Years 1 & 2 Years 3		3 to 6	Years 7 to 8		
PE Phase	Active Start	Fundamentals		Fundamentals		Fou	ndation
School Yr.	Reception	Years 1 to 4		Ye	ars 5 to 8		
Pupil Age	4-5	5-8		8-13			
PE				Establish and develop a secure basis of activity specific skills			
Intentions	Establish a love for movement, exploration and play	Establish the fundamental movement skills		Maintain fundamental movement skills			
					Refine and develop competency in a broader range of activity specific skills		



## **Active Start**

Primary Physical Education

PE Curriculum

Aims: Establish a love for movement, exploration and play

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Key Stage	Year	Ages
Foundation	Reception	4-5

#### Programme of study guidance

Children should be provided with the opportunities to be active and interactive; and to develop their co-ordination, control, and movement. Children must also be helped to understand the importance of physical activity and a healthy diet. They must be able to explore and play with a wide range of media and materials, as well as providing opportunities and encouragement for sharing their thoughts, ideas and feelings through a variety of activities. Children will learn most effectively in this phase if teaching and learning involves:

- playing and exploring children investigate and experience things, and 'have a go'
- active learning children concentrate and keep on trying if they encounter difficulties, and enjoy achievements
- creating and thinking critically children have and develop their own ideas, make links between ideas, and develop strategies for doing things

It is suggested that schools plan their physical education curriculum with the above at the forefront of their curriculum decisions. Schools may decide to plan periods of learning through the seven activity areas outline below. Although this is not essential, it may help schools to shape a broad and balance range of experiences throughout the foundation stage.

			<b>Activity Areas</b>			
Fitness	Individual Games	Team Games	Dance	Athletics	Gymnastics	OAA



## **Active Start**

Primary Physical Education

**PE Curriculum** 

Aims: Establish a love for movement, exploration and play

Key Stages	Year	Ages
Foundation	Reception	4 – 5

### Programme of study for year: 2019/2020

School:	St Charles			
Term	Subject Content	Taught through (Activity Area)	Facility	Essential resources
Half Term 1  Outcomes	Experiment different ways of moving – skipping, jumping and running. Use language to identify the different types of movements.  Students enjoy being active and start to be aware of the benefits of being active.  Students develop confidence being active and are able to take turns and work as a team.  Can demo different ways of moving – showing control. PD 40-60+mths  Can identify and name different types of movement. PD + CL 40-60+ mths  Can show understanding of stop, stat and fast and slow. PD 40-60+ mths	Team games Individual games	Hall KS1 Playground	Cones Bean Bags Hoops Balls Markers
Competitions/Extra Curricular Half Term 2	Fundamental Movement Skills – through games and play.  Sending and receiving – with students pushing, patting, throwing and beginning to understand catching.	Team games Athletics	Hall KS1 Playground	Cones Bean Bags Hoops Balls Markers
	Term  Half Term 1  Outcomes  Competitions/Extra Curricular	Half Term 1  Fundamental Movement Skills – through games and play.  Experiment different ways of moving – skipping, jumping and running. Use language to identify the different types of movements.  Outcomes  Students enjoy being active and start to be aware of the benefits of being active.  Students develop confidence being active and are able to take turns and work as a team.  Can demo different ways of moving – showing control. PD 40-60+mths  Can identify and name different types of movement. PD + CL 40-60+ mths  Can show understanding of stop, stat and fast and slow. PD 40-60+ mths.  Competitions/Extra Curricular  Half Term 2  Fundamental Movement Skills – through games and play.  Sending and receiving – with students pushing, patting, throwing	Term Subject Content Taught through (Activity Area)  Half Term 1 Fundamental Movement Skills – through games and play.  Experiment different ways of moving – skipping, jumping and running. Use language to identify the different types of movements.  Outcomes Students enjoy being active and start to be aware of the benefits of being active.  Students develop confidence being active and are able to take turns and work as a team.  Can demo different ways of moving – showing control. PD 40-60+mths  Can identify and name different types of movement. PD + CL 40-60+ mths  Can show understanding of stop, stat and fast and slow. PD 40-60+mths.  Competitions/Extra Curricular  Half Term 2 Fundamental Movement Skills – through games and play.  Team games Athletics  Sending and receiving – with students pushing, patting, throwing and beginning to understand catching.  Chn develop confidence handling PE equipment and sending and	Term  Subject Content  Fundamental Movement Skills – through games and play.  Experiment different ways of moving – skipping, jumping and running. Use language to identify the different types of movements.  Outcomes  Students enjoy being active and start to be aware of the benefits of being active. Students develop confidence being active and are able to take turns and work as a team. Can demo different ways of moving – showing control. PD 40-60+mths Can identify and name different types of movement. PD + CL 40-60+ mths.  Can show understanding of stop, stat and fast and slow. PD 40-60+ mths.  Competitions/Extra Curricular  Half Term 2  Fundamental Movement Skills – through games and play.  Sending and receiving – with students pushing, patting, throwing and beginning to understand catching. Chn develop confidence handling PE equipment and sending and

	Outcomes	Students enjoy being active and start to be aware of the benefits of being active.  Students develop confidence being active and are able to take turns and work as a team.  Can send and receive a variety of PE equipment – demonstrating fine and gross motor skills. 40-60+ mths			
	Competitions/Extra Curricular				
	Half Term 3	Fundamental Movement Skills – Fitness – focus in strength, agility and coordination. Use of games and challenges.  Children can give simple reasons as to why being active is important.  Negotiate space successfully when racing and playing, adjusting speed and changing direction to avoid obstacles.	Fitness	Hall KS1 Playground	Benches Mats Cones Balls Markers
Spring	Outcomes	Student can enjoy doing physical challenges and fun games and races.  Children can recall why it is important to be active.  Can give simple reasons as to why being active is important PD 40-60+mths  Can give other ways of being healthy including diet etc? PD 40-60+ mths  Can handle PE equipment safely and with increasing control PD 40-60+ mths  Can negotiate space successfully when racing and playing PD 40-60+ mths  Can use talk to sequence activities or actions CL 40-60+ mths			
	Competitions/Extra				
	Curricular Half Term 4	Fundamental Movement Skills – Fitness – focus in endurance, mobility and agility. Use of dance activities. Use imagination to recreate roles and experiences in dance. Negotiate space successfully, adjusting speed and changing direction. Experiment with different ways of moving		Hall KS1 Playground	Music Player Cones Pictures
	Outcomes	Children can reciprocate simple moves and make up their own. Children enjoy being active to music.			

		Can recreate roles and experiences in dance CL 40-60+ mths Travels with confidence and skill using different movements PD 40-60+ mths Negotiate space successfully, adjust speed and change direction with control PD 40-60+ mths			
	Competitions/Extra Curricular				
	Half Term 5	Fundamental Movement Skills — Use of Fitness and Gymnastic Activities  Jumps — different kinds of jumps — including jumping off equipment.  Balances — use of individual feet and incorporate some group/ pair balances.  Movement — rolls , hops, skips and a variety of actions.	Gymnastics Fitness	Hall	Mats Benches Cones
		Travel around and across a variety of equipment.			
Summer	Outcomes	Children show different ways of moving in a gymnastic way. Children jump, hop, run, balance and roll using some control.  Can jump off an object and land appropriately PD 40-60+ mths Can balance on one foot (alternately) and apply this to some PE equipment PD 40-60+mths Can demonstrate different movements with control PD 40-60+ mths Can travel with confidence and skill around, under, over and through balancing and climbing equipment PD 40-60+ mths Can understand the terms under, over, around and through to PE activities CL 40-60+ mths			
	Competitions/Extra Curricular				
	Half Term 6	Fundamental Movement Skills — Use of Athletics and Individual Games Different ways of moving. Jumping and hopping. Kicking and throwing objects using gross motor skills.	Individual games Athletics		Indoor athletic equipment. Cones Balls Markers

	More focus on catching (sending and receiving)			
Outcomes	Children enjoy running, throwing and jumping in a variety of simple athletic games/ exercises. Children develop confidence in movement.  Can demo different ways of moving with control PD 40-60+mths  Jumps off equipment and lands appropriately PD 40-60+ mths  Can kick and throw different equipment showing increased coordination PD 40-60+mths  Can throw and catch a variety of PE equipment PD 40-60+ mths			
Competitions/Extra Curricular	Sports Day	Athletics Team Games	Field	Bean bags Hoops Bibs Track Foam javelins
of stage outcomes	<ul> <li>Children should be regularly active (at least 2 hours in PE per week bodies in a variety of ways.</li> <li>Children should explore different move develop teamwork and cooperation skills.</li> <li>Children should be able</li> </ul>	ements and sport	related action	Foam j 10 g active, using as. • Children



## **Fundamentals**

PF Curriculum

# Primary Physical Education

Aims: Establish the fundamental movement skills

<b>Key Stages</b>	Years	Ages
1 & 2	1 - 4	5 - 8

#### Programme of study guidance

Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations. Pupils should be taught to:

- master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities
- participate in team games, developing simple tactics for attacking and defending
- perform dances using simple movement patterns.

Pupils should continue through the phase to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement. They should enjoy communicating, collaborating and competing with each other. They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success. Pupils should be taught to:

- 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
- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- perform dances using a range of movement patterns
- take part in outdoor and adventurous activity challenges both individually and within a team
- compare their performances with previous ones and demonstrate improvement to achieve their personal best.

Activity Areas						
Fitness	Individual Games	Team Games	Dance	Athletics	Gymnastics	OAA



## **Fundamentals**

Primary Physical Education

Essential

Taught through

**PE Curriculum** 

Aims: Establish the fundamental movement skills

Key Stages	Years	Ages
1 & 2	1-4	5-8

### Programme of study for year: 2019/2020

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	Term	Subject Content	(Activity Area)	Facility	resources
	Half Term 1	Fundamental Movement Skills			
	Outcomes	Master Basic movements including running, jumping, throwing and catching as well is developing balance, agility and co-ordination	Games, relays/ various competitive situations		
	Competitions/Extra				
Autumn	Curricular				
Autumn	Half Term 2	Fundamental Movement Skills			
	Outcomes	Master Basic movements including running, jumping, throwing and catching as well is developing balance, agility and co-ordination	Games, relays/ various competitive situations		
	Competitions/Extra Curricular				
	Half Term 3	Gymnastics			
Spring	Outcomes	Pupils to continue to use basic movements and balance to perform basic balances on their own and in pairs.  Practice and refine a range of movement skills, including travelling, flight, rolling, balancing, transferring weight.	Floor/ Beam/ Benches		
	Competitions/Extra				
	Curricular				
	Half Term 4	Dance			

	Outcomes	Use simple movements and gestures, move in time to music and remember simple dance moves.  • Develop their movements progressively individually  • Develop more effective use of space levels, directions, speed and strength  • Move with control, co-ordination and poise, using a variety of actions and gestures which communicate ideas and feelings.	Floor	
	Competitions/Extra Curricular			
	Half Term 5	Ball Games		
	Outcomes	Use a variety of ball games to demonstrate control, co-ordination, teamwork, dribbling, catching, throwing, passing and striking.	Various balls/small equipment.	
	Competitions/Extra Curricular			
	Half Term 6	Athletics		
Summer	Outcomes	<ul> <li>-participate in activities and physical challenges to learn to develop the core skills of running, jumping and throwing using a variety of equipment</li> <li>progress from simple running, jumping and throwing activities towards becoming involved in more difficult personal challenges and through them, improving performance;</li> <li>practice running over short and long distances;</li> <li>practice jumping for height and distance;</li> <li>practice throwing activities for accuracy and distance from a stationary position to a controlled run-up;</li> </ul>		
	Competitions/Extra Curricular			
End of sta	ge outcomes			



## **Foundation**

#### PF Curriculum

# Primary & Secondary Physical Education

**Aims:** Establish and develop a secure basis of activity specific skills Maintain fundamental movement skills

Refine and develop competency in a broader range of activity specific skills

<b>Key Stages</b>	Years	Ages
2 & 3	5 – 8	8 – 13

#### Programme of study guidance

Pupils should build on and embed the physical development and skills learned in key stages 1 and 2, become more competent, confident and expert in their techniques, and apply them across different sports and physical activities. They should understand what makes a performance effective and how to apply these principles to their own and others' work. They should develop the confidence and interest to get involved in exercise, sports and activities out of school and in later life, and understand and apply the long-term health benefits of physical activity. Pupils should be taught to:

- use a range of tactics and strategies to overcome opponents in direct competition through team and individual games [for example, badminton, basketball, cricket, football, hockey, netball, rounders, rugby and tennis]
- develop their technique and improve their performance in other competitive sports [for example, athletics and gymnastics]
- perform dances using advanced dance techniques within a range of dance styles and forms
- take part in outdoor and adventurous activities which present intellectual and physical challenges and be encouraged to work in a team, building on trust and developing skills to solve problems, either individually or as a group
- analyse their performances compared to previous ones and demonstrate improvement to achieve their personal best
- take part in competitive sports and activities outside school through community links or sports clubs

	Activity Areas						
Fitness	Individual Games	Team Games	Dance	Athletics	Gymnastics	OAA	



## **Foundation**

Primary & Secondary Physical Education

**PE Curriculum** 

**Aims:** Establish and develop a secure basis of activity specific skills. Maintain fundamental movement skills. Refine and develop competency in a broader range of activity specific skills

Key Stages	Years	Ages
2 & 3	5 – 8	8 – 13

### Programme of study for year: 2019/2020

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	Term	Subject Content	Taught through (Activity Area)	Facility	Essential resources
	Half Term 1	Racket and Ball			
	Outcomes	-Demonstrate increased control of basic skills such as a rally.	Tennis		
		-Apply fundamental hand eye coordination skills in basic drills and	Badminton		
		small sided games			
		- Identify and apply how skills can be developed to outwit an			
		opponent			
		- Essential skills- hand feed/ grip/ ball control			
		-Advance skills- maintain a rally/ serve			
	Competitions/Extra	Summer Tennis club/ Equipment out at play and lunchtime?			
	Curricular				
Autumn	Half Term 2	Invasion Games	Rugby/		
			Football/		
			Netball/		
			Basketball		
	Outcomes	Progress from developing individual skills and partner activities			
		and games to suitable small sided, adapted and mini-games			
		through both co-operative and then competitive play;			
		Develop control in running, jumping, changing speed, stopping			
		and starting, with and without small equipment;			
		Improve their skills of handling, hitting and kicking using a variety			
		of equipment and progress from developing individual skills and			

		Competitions/Extra Curricular	partner activities and games to suitable small-sided adapted and mini games through both co-operative and then competitive play;  • Develop an understanding of, and participate in, small-sided, adapted and mini games.  - Essential skills- throwing catching/ striking/ dribbling/ attacking and defensive skills.		
		Half Term 3	Fitness	Training methods	
		Outcomes	-Describe the physical and psychological impact and its importance exercise has on the body - Identify a variety of training methods -Be able to perform at maximum effort to test physical components of fitness -Identify personal fitness strengths and areas for improvement Training methods; HIT, circuit, continuous, exercise to music Components of fitness- Cardiovascular endurance, Muscular endurance, Muscular strength, Speed, Agility, Flexibility,		
		Competitions/Extra Curricular	Fitness club?		
		Half Term 4	Dance		
Sp	ring	Outcomes	<ul> <li>Progress from using simple movements and gestures, towards developing these into a structured, sequenced and co-ordinated set of movements using variables such as space, direction and speed;</li> <li>Develop their movements progressively individually; in pairs; in trios; small groups; and larger groups.</li> <li>Develop more effective use of space levels, directions, speed and strength</li> <li>Move with increased control, co-ordination and poise, using a variety of actions and gestures which communicate ideas and feelings;</li> <li>Create, practice and perform movement sequences, using a variety of stimuli and to an audience;</li> <li>Structure dances with clear beginnings, middles and ends;</li> </ul>		

	Competitions/Extra Curricular	• extend their body management skills and improve the variety and quality of movement; • progress from working individually to working in pairs, trios, small groups and whole groups; • explore, practice and refine a range of movement skills, including travelling, flight, rolling, balancing, transferring weight, including weight on hands, twisting, turning and stretching	Floor and Basic Apparatus
	Half Term 5	Athletics	Track and Field events
Summer	Outcomes	<ul> <li>-participate in activities and physical challenges to learn, understand and continue to develop the core skills of running, jumping and throwing in a co-operative and competitive context using a variety of equipment;</li> <li>progress from simple running, jumping and throwing activities towards becoming involved in more difficult personal challenges and through them, improving performance;</li> <li>practice running over short and long distances;</li> <li>practice jumping for height and distance;</li> <li>practice throwing activities for accuracy and distance from a stationary position to a controlled run-up;</li> <li>record and analyses personal performance in a variety of ways.</li> </ul>	
	Competitions/Extra		
	Curricular Half Term 6	Bat and Ball	Kwik Cricket/ Rounders/ Softball
	Outcomes	-Recall knowledge of striking a ball using a variety of equipment - Develop hand eye coordination to improve accuracy and success -Apply skills to small sided games - Select and identify ways in which skills can be applied for success (essential skills throwing catching/ fielding/ bowling/ striking a ball)	
	Competitions/Extra		

Curricular			
End of stage outcomes			