Tollerton Primary School

Athletics / KS1 Basic Movements

Big Ideas/ Key Elements of PE					
- Movement	- Competition	 Analysis and evaluation 			
 Development of skills and techniques 	- Games	- Preparation for life and participation			
 Application of skills and techniques 	- Tactics	- Health and fitness			
- Co-operation/teamwork	- Challenge	- Swimming			

Yr	Prior Learning it builds on	Intentions	Vocabulary
R	 used a variety of balls, beanbags, quoits and bats developed simple motor skills, <i>eg running and changing direction, hopping, jumping and stopping</i> Children may have had exposure to varying sports equipment e.g. early external sports clubs. 	Children practice walking, jogging and running. They can change between speeds with control and use agility to avoid obstacles; they observe the differing effects on their bodies; perform basic under and over arm throws, observing the difference in result; perform basic jumps, observing the difference in result. <i>PD – Moving & Handling</i> Children show good control and co-ordination in large and small movements. They move confidently in a range of ways, safely negotiating space.	 walk jog run catch hop skip step sideways, forwards, backwards throw aim drop bounce fast, medium, slow
1/2	 experienced different ways of moving on their feet moved safely between and around objects and other children Understanding of different speeds and distances of running Understanding of different types of throws. Understanding of different types of jumps. used a variety of equipment, eg balls, quoits and beanbags, to throw and send into target areas 	Perform the basic athletic actions with coordination, control and strength; understand and apply basic teaching points; recognise and describe how they feel after exercise; describe what their bodies feel like during the varying athletic activities; describe what they and others have done; watch other athletes and comment on their application of teaching points.	 run catch hop skip step sideways, forwards, backwards throw high, low, far, near, straight aim drop bounce fast, medium, slow safely
3	 experienced different ways of moving on their feet moved safely between and around objects and other children 	run at fast, medium and slow speeds, changing speed and direction; link running and jumping activities with some fluency, control and consistency; make up and repeat a short sequence of linked jumps; take part in a relay activity, remembering when to run and what to do; throw a variety of objects, changing their action for accuracy and distance;	 run catch hop skip step

	 linked running and jumping movements used a variety of games equipment, <i>eg balls, bats, quoits and beanbags</i>, to catch, throw and send into target areas 	recognise when their heart rate, temperature and breathing rate have changed	 sideways, forwards, backwards throw high, low, far, near, straight aim drop bounce fast, medium, slow safely
4	 experienced running fast and running for sustained periods of time, eg two to three minutes taken part in simple tag relay races or shuttle relays thrown a range of objects using different actions, for distance and accuracy, eg into a target used different jumping actions, eg hop, step, two feet to two feet, singly and in combination 	understand and demonstrate the difference between sprinting and running for sustained periods; know and demonstrate a range of throwing techniques; throw with some accuracy and power into a target area; perform a range of jumps, showing consistent technique and sometimes using a short run-up; play different roles in small groups; relate different types of activity to different heart rates and body temperatures, and use some of these activities when warming up; compare and contrast performances using appropriate language	 sprint, jog pace, eg steady, fast, medium, slow throwing action, eg sling, push, pull power stamina speed safety relay time measure record
5/6	 been timed in sprinting and longer distance running activities taken part in a range of relay events made up and measured a range of throwing and jumping events, and understood the need for safety procedures in these activities identified when their body is warm and ready for exercise, and how the intensity of activity affects the heart rate, temperature and breathing rate 	choose the best pace for a running event, so that they can sustain their running and improve on a personal target; show control at take-off in jumping activities; show accuracy and good technique when throwing for distance; organise and manage an athletic event well; understand how stamina and power help people to perform well in different athletic activities; identify good athletic performance and explain why it is good, using agreed criteria	 race run-up position of feet on last stride pacing, stamina strength and speed = power suppleness safety and rules relay take-over area time, measure record set targets