



Key Stage 1		
Term	Year A	Year B
Autumn	FMS Baseline Dance Activities - Three Little Pigs FMS - Rolling a Ball	FMS Baseline Athletics - Colour Match Games - Piggy in the Middle
Spring	Dance Activities - Toy Story FMS - Underarm Throw FMS - Overarm Throw Gymnastic Activities 1	Dance Activities - Seaside Games - Net/Wall Games - Striking and Fielding Gymnastic Activities
Summer	Athletics - Honey Pot FMS - Catching and Bouncing a Ball Gymnastic Activities 2 Year 2 - FMS End of KS1 Assessment	Dance activities - Once Upon a Giant OAA - The Great Outdoors Dance Activities - Moving Along Year 2 - FMS End of KS1 Assessment

- From the FMS Baseline teachers will adapt the PE curriculum, so there is a focus on the FMS the children are less proficient in.

Lower Key Stage 2		
Term	A	B
Autumn	Gymnastics Activities 1 Invasion Games - Handball Dance - Myths and Legends Invasion Games - Netball	Dance - Sparks Might Fly Swimming Invasion Games - Basketball Swimming
Spring	Creative Games - Tag and Target Dance - Rock and Roll Athletic Activities Gymnastics Activities 2	Gymnastic Activities 1 Swimming Target Games - Dodgeball Swimming
Summer	Striking and Fielding Games - Rounders Dance - Ironman Invasion Games - Rugby OAA - Trust and Trails	OAA - Team Work & Problem Solving Swimming Striking and Fielding - Cricket Swimming

***All Year 4 pupils will be swimming**



Upper Key Stage 2		
Term	Year A	Year B
Autumn	Dance - Earthlings Gymnastic Activities 1 Gymnastic Activities 2 Invasion Games - Netball	Dance - Heroes and Villains Invasion Games - Rugby 1 Gymnastic Activities 1 Invasion Games - Netball
Spring	Striking and Fielding - Cricket Athletics Invasion Games - Hockey OAA - Orienteering	Gymnastic Activities 2 Creative Games Athletics Dance - Seaside
Summer	Dance - Food, Glorious Food Invasion Games - Rugby 1 Striking and Fielding Games - Rounders Invasion Games - Rugby 2	Striking and Fielding Games - Rounders Invasion Games - Rugby 2 Striking and Fielding Games - Cricket Invasion Games - Hockey

The PE Curriculum at Chaucer is designed and delivered in a way that allows pupils to transfer key knowledge to long-term-memory. It is sequenced so that new knowledge and skills build on what has been taught before and pupils work towards clearly defined end-points.

Early years – The intent in the Foundation Stage is to focus on developing gross and fine motor skills. Lancashire has developed a 5 Fundamental Movement Skills resource to support Foundation teachers in understanding 5 key skills that they will give children, along with other skills, opportunities to develop.

Key Stage 1 – (Year 1 Baseline)

The intent in year 1 is to carry out a baseline of 10 Fundamental Movement Skills as the children enter year 1. From this baseline teachers will adapt the PE curriculum and have a focus on the FMS the children are less proficient in.

During Key Stage 1

The intent during KS1 is to continue to develop the children’s FMS especially their weaker ones and also to teach children how to apply these skills in a context. The children develop their knowledge in using simple tactics in game type activities and creating sequences of movement in gymnastic and dance type activities.

End of Key Stage 1 – The intent at the end of KS1 is to test the children’s 10 Fundamental Movement Skills again. This will show the impact on their performance of their FMS and which skills they have mastered.



Lower Key Stage 2

The intent at year 3 and 4 in games is to develop children's attacking skills through a range of different sports and activities. However, this will be delivered through uneven sides, i.e. 3V1, 4V2. They will also develop their knowledge of simple attacking tactics, which are transferable across similar categories of games (invasion, net/wall, target and striking and fielding.)

Upper Key Stage 2

The intent at year 5 and 6 in games is to continue to develop children's attacking skills when they are working as a team and to develop their knowledge of defending strategies. These will be delivered through modified mini-versions from uneven sides to even sides, i.e. 5V3, 5V4, 4V4, 5V5 etc.

The learning the children receive through the different categories of games leads to playing a school games level 1 competition.