



NEWTON BLUECOAT CHURCH OF ENGLAND PRIMARY SCHOOL – P.E CURRICULUM OVERVIEW



	<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
<u>Nursery</u>	EYFS - FMS	EYFS – FMS – Roises Walk	EYFS – FMS – Jack and the Bean Stalk	EYFS – FMS – Mini Beasts	EYFS – FMS – Seaside	EYFS – FMS – Transport
<u>Reception</u>	EYFS - FMS	EYFS – FMS – Elmer	EYFS – FMS – Rumble in the Jungle	EYFS – FMS – Space	EYFS – FMS – Hungry Caterpillar	EYFS – FMS – Castles
	EYFS – FMS – Roises Walk	EYFS – FMS – How to Catch a Star	EYFS – FMS – Seaside	EYFS – FMS – Transport	EYFS – FMS – Mini Beasts	EYFS – FMS – Superworm
<u>Year 1</u>	Year 1 FMS – Baseline Unit	FMS – Overarm Throw Character: Resilience	FMS – Rolling a Ball Character: Concentration	FMS and Gym – Jack and the Bean Stalk Character: Creativity	KS1 – Y1 – Athletics Character: Cooperation	KS1 – Y1 – Dance – Robots Character: Imagination
	Dance – Fire Fire Character: Thankfulness	FMS – Underarm Throw Character: Determination	FMS – Catching and Bouncing a Ball Character: Determination	Year 1 – Gymnastics Activities 1 Character: Courage	Year 1 – Gymnastics Activities 2 Character: Courage	KS1 – Y1 – FMS – Tri Throlf Character: Trust
<u>Year 2</u>	Year 2 Games – Piggy in the Middle Character: Cooperation	KS1 – Y2 – Dance - Explorers Character: Curiosity	KS1 – Y2 – Dance - Wind in the Willows Character: Encouragement	Y2 – Games – Striking and Fielding Character: Friendship	KS1 – Y2 Athletics Character: Determination	Y2 – Games – Net and Wall Character: Concentration



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	KS1 – Y2 – FMS – Bounce Ball Character: Resilience	Y2 – Gymnastics Character: Courage	Y2 – FMS – Supertato Character: Compassion	KS1 – Y2 - FMS – Playground Games in the 20 th Century Character: Curiosity	Y2 – OAA – The Great Outdoors Character: Friendship	Y2 – FMS – End of KS1 Assessment
Year 3	Y3 – Gymnastics Activities 1 Character: Trust	Y3 – Gymnastics Activities 2 Character: Resilience	Y3/Y4 – Dance – Ironman Character: Creativity	Y3/Y4 – Dance – Superheroes Character: Communication	Y3/Y4 – Creative Games – Tag and Target Character: Cooperation	Y3/Y4 – Striking and Fielding games – Rounders Character: Cooperation
	Y3 – Invasion Games – Netball Character: Trust	Y3 – Invasion Games – Handball Character: Honesty	Y3/Y4 – Games – Net and Wall Unit Core Task 1 Character: Concentration	Y3/Y4 – Games – Net and Wall Unit Core Task 2 Character: Concentration	Y3/Y4 – Athletic Activities Character: Determination	Y3/Y4 – OAA – Trust and Trails Character: Trust
Year 4	Y3/Y4 – Dance – Sparks Might Fly Character: Encouragement	Y3/Y4 – Target Games – Dodgeball Character: Self-Discipline	Y4 – Gymnastic Activities 1 Character: Self-Motivation	Y3/Y4 – Dance – The Great Plague Character: Responsibility	Y3/Y4 – Athletic Activities Character: Determination	Y4 – Target Games – Boccia Character: Reflection
	Swimming 1	Swimming2	Swimming3	Swimming4	Y3/Y4 – Games – Net and Wall Unit Core Task 2 Character:	Y4 – Invasion Games – Basketball Character:



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	Character: Courage	Character: Self-Motivation	Character: Communication	Character: Cooperation	Concentration	Determination
Year 5	Y5 – Gymnastic Activities 1 Character: Resilience	Y5/Y6 – Dance – Food Glorious Food Character: Cooperation	Y5/Y6 – Dance – Earthlings Character: Respect	Y5/Y6 – Invasion Games – Rugby 1 Character: Decision Making	Y5/Y6 – Striking and Fielding – Rounders Character: Cooperation	Y5/Y6 – Striking and Fielding – Cricket Character: Decision Making
	Y5/Y6 – Invasion Games – Netball Character: Decision Making	Y5/Y6 –Invasion Games – Hockey Character: Friendship	Y5 – Gymnastics Activities 2 Character: Evaluation	Y5/6 Net and Wall Tennis Character: Concentration	Y5/Y6 – Athletics Character: Self-Discipline	Year 5 Orienteering Character: Cooperation
Year 6	Y5/Y6 – Striking and Fielding – Cricket Character: Encouragement	Y6 – Gymnastic Activities 1 Character: Resourcefulness	Y5/Y6 – Dance – Highwayman Character: Self-Discipline	Y5/Y6 – Dance – Heroes and Villains Character: Empathy	Y5/Y6 – Striking and Fielding – Rounders Character: Cooperation	Year 6 – Creative Games Character: Evaluation
	Y5/Y6 - Net and Wall – Tennis Character: Concentration	Y5/Y6 – Badminton Character: Self-Belief	Y6 – Gymnastic Activities 2 Character: Problem Solving	Y5/Y6 – Invasion Games – Rugby 2 Character: Resilience	Y5/Y6 – Athletics Character: Self-Discipline	Y5/Y6 OAA Character: Responsibility