Physical Education (PE) Year Planner

Year 6

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
REAL PE Unit	Real PE Unit 3 Cognitive	Real PE Unit 4 Creative	Real PE Unit 2 Social	Real PE Unit 5 Physical	REAL PE Unit 5 Health and Fitness	Real PE Unit 6 Personal
REAL PE Warm Up x 2 (Mon) See REAL PE planning	Hi Baby	Like Clockwork	Shape Up	All Change	Continuous relay	Inside Out
Fundamental Skills (Mon – Weds) See REAL PE planning	Agility: Reaction/ Response (FUNS 12) Coordination: Ball skills (FUNS 9)	Static Balance: Seated (FUNS 2) Static Balance: Floor Work (Funs 3)	SkilL: On a line Skill: With a partner	Dynamic Balance to Agility: Jumping and Landing Static Balance: One Leg	Static Balance: Stance (FUNS 4) Coordination: Footwork (FUNS 10)	Coordination: Sending and receiving Agility: Ball Changing
REAL PE Cog Learning Focus	I can develop ways to outwit opponents. I can recognise and suggest patterns of play which will increase changes of success. EXC I can use my awarenss of	I can adapt and adjust my skills, movements or tactics so they are different to others. I can respond imaginatively to different situations. EXC I can change tactics, rules or	I can negotiate and collaborate apporopriately. I can give and receive sensitive feedback to improve myself and others. EXC I can help organise roles and responsibilities and guide a	I can perform a range of skills fluently and accurately. I can use combinations of skills confidently in specific contexts. EXC I can link actions together so they flow. I can perform a variety of	I can select and perform appropriate warm up and cool down activities I can identify possible dangers when planning an activity. EXC I can record and monitor how hard I am working I can explain how long and how	I recognise my strength and weaknesses and can set myself appropriate targets. I see all challenges as opportunities to learn and develop. EXC I can persevere with a task and improve my performance through regular practice.

	space and others to make good decisions. I can understand ways (criteria) to judge performance. EXP I have begun to identify areas for improvement. I can understand the simple tactics of attacking and defending. WT	tasks to make activities more fun or challenging. I can develop sequences that express my own ideas. EXP I can recognise similarities and differences in movement and expression. I can make up my own versions and rules of activities. WT	small group through a task. EXP I am happy to show and tell others about my ideas. I show patience and support others. WT	movements and skills with good body tension. EXP I can select and apply a range of skills with good control and consistency. I can perform and repeat sequences with clear shapes on controlled movement. WT	often I should exercise to be healthy I can describe the basic fitness components EXP I can explain why we need to warm up and cool down I can explain how and why my body changes before and after exercise. WT	I cope well and react positively when things become difficult. EXP I know where I am with my learning and I have begun to challenge myself. WT
Traditional PE (Thursday)	Tag Rugby	Basketball	Real Dance (Social)	Real Gym (Health and Fitness)	Tennis	Athletics
Sequence of Lessons	 To travel at speed with the ball. To dodge and fake passes when running with the ball. To catch the ball while under pressure. To watch and evaluate the professional game. 	 To pass the ball in a variety of different ways with confidence and control. To move with the ball at speed. To mark, track and cover when defending, To keep possession of the ball when faced with opponents. 	 Shapes solo Circles solo Artistry abstraction Artistry musicality Partnering(lifts) Artistry (making) 	 Hand apparatus (Ball tricks) Hand apparatus (Rhythmic sequences) Hand apparatus (Rhythmic sequences) Hand apparatus (Rhythmic sequences) Low apparatus (Apparatus circuit) Low apparatus (Bench sequences) (Bench sequences) 	 To know and describe the correct grip and stance when holding a racket. To adopt a good ready position. To play shots on the forehand and backhand side of the body. 	 To use the correct combination of jumps to complete the triple jump. To compete in long distance running. To compete in short distance races. To use a run up when throwing. To practise to improve throwing distance. To use a run up when jumping.

	 5.To decide on ways to attack when playing games. 6. To decide on the best way to defend in games. 	 5.To work together as a team, showing good awareness of others. 6. Apply basic principles for attacking and defending in some situations. 			 4. To use a variety of different shots and serves, hitting with increasing consistency. 5. To employ tactics in games. 6. To participate in games, following the rules and scoring correctly. 	
Fitness Friday Links to 5 ways to well-being.	W1: Circuit training W2 Dance sequence W3: Freeze frame games W4 Scavenger hunt W5 Make the letter and other cooperation games W6: Team games	W1: Timed challenges W2: Circuit training W3: Relay races W4: Hockey W5: Joe Wicks W6: Walk around Roche Rock	W1: Skip to be fit W2: Hockey W3: Team games W4: Parachute games W5: Circuit training W6 : Tennis	W1:Team Games – get into, steal from the nest W2: Bird walk W3: Parachute games W4: Circuit training – challenge yourself W5 Dodgeball W6 Gym equipment	Wk1-Team games and relay races Wk 2 – Skip to be fit Wk 3 – Walk on Goss Moor Wk 4 - Joe Wicks Wk 5 – Circuit training Wk 6 – Scavenger hunt	Wk 1 –London walking Wk 2 – Circuit training Wk 3 – Team games Wk 4 – Tennis Wk 5 – Rounders Wk 6 – Parachute games
Vocabulary	REAL PE + Traditional balance, coordination, agility, fluency, control, praise, patience, encourage, cooperate,	REAL PE + Traditional balance, coordination, agility, fluency, control, praise, patience, encourage, cooperate, persevere, challenge,	REAL PE + Traditional: balance, coordination, agility, fluency, control, praise, patience, encourage, cooperate, feedback,	REAL PE + Traditional: balance, coordination, agility, fluency, control, praise, patience, encourage, cooperate,	REAL PE + Traditional: balance, coordination, agility, fluency, control, praise, patience, encourage, cooperate, feedback	REAL PE + Traditional: balance, coordination, agility, fluency, control, praise, patience, encourage, cooperate, fitness, exercise, healthy, monitor, warm up, cool down,

persevere, challenge, practice, success Tag Rugby: Rugby, tag, attack, defend, pass, mark, share, dummy, opponents	practice, success Basketball: Basketball, chest pass, dribbling, space, passing, possession, shoot, score, net, attack, defend, opponents, accuarcy, control, direction	listening, support, responsibilities, Dance: floor work, shapes, solo, partner, abstraction, artistry, fluency, Skills, circles,	Gym ravel, floor work, rotation, core, apparatus, balance, tension, fluency	Tennis: Swing, co- operative play, aim, movement, direction, partner, cop-operative send, cop- operative rally, catch, court	Athletics: Jumping Throwing Running CO-ordination Measurements Timing Movement Technique Consistency Pace combination
	opponents, accuarcy, control,			aim, movement, direction, partner, cop-operative send, cop- operative rally,	