



## Laneshaw Bridge Primary School – PE Curriculum

	<b>Autumn 1</b>					
<b>EYFS</b> <b>ELG – Personal Development (PD)</b>	<b>Fundamental Movement Skills (FMS)</b> To jump for distance To land appropriately To hop on both feet Use underarm throw for distance Use overarm throw for distance Catch with increasing accuracy Climb with confidence up and over climbing equipment	<b>FMS – How to Catch a Star</b> To balance on small and large body parts in the shape of a star To send a ball/ throwing equipment with increasing accuracy To jump and land appropriately To climb up, over and through climbing equipment To practise throwing overarm To revise FMS covered	<b>FMS – Rumble in the Jungle</b> To travel on hands and feet To roll in a variety of ways To use an underarm and overarm throw with increasing accuracy To revise FMS covered	<b>FMS – Jack in the Beanstalk</b> To experiment with different ways of moving. To use increasing control over an object by touching, pushing, patting, throwing, or catching. To move with control and co-ordination To use a range of small and large equipment To jump and land appropriately To roll in a variety of ways To roll a ball accurately To climb up and down apparatus using alternate feet	<b>FMS - Transport</b> To travel in a variety of ways. To adjust speed and direction to avoid obstacles To show increasing control over an object pushing it To perform a variety of gymnastic roll - Egg roll, Pencil roll, Teddy bear roll, Forwards roll, Rock and roll To over arm throw for distance To revise fundamental movement skills covered	<b>FMS - Seaside</b> To balance on small body parts. To travel on hands and feet. To show increasing control over an object pushing and patting it To perform a variety of gymnastic rolls To show increasing control over an object pushing and patting it To show increasing control over an object pushing and patting it. To underarm throw with some accuracy To revise fundamental movement skills covered
<b>Year 1</b>	<b>FMS – Catching and Bouncing (T)</b> <i>National Curriculum objectives: Master basic movements including running, jumping, throwing and catching and begin to apply these in a range of activities ☐ Participate in team games</i>  To demonstrate catching a ball with some accuracy. To demonstrate catching and bouncing a ball with some accuracy. To demonstrate catching and bouncing a ball with some accuracy. To demonstrate catching and bouncing a ball with some accuracy.	<b>Gymnastics (I)</b> <i>National Curriculum objectives: Master developing balance, agility and co-ordination, and begin to apply these in a range of activities</i>  To demonstrate a travel and pencil roll To show a jump 2 feet to 2 feet with a straight shape To demonstrate travelling actions i.e. frog & bunny hop. To show an egg roll To show a jump 2 feet to 2 feet with a tuck shape. To demonstrate travelling actions To show a travel and roll with a shape	<b>Dance – Toy Story (T)</b> <i>National Curriculum objectives: ☐ Participate in a team ☐ Perform dances using simple movement patterns</i>  To link movements to show different character of a variety of different toys To convey the different emotions within a relationship To link travel, turn and stillness within a sequence depicting a different mood To travel from one space to another using different pathways and levels To work in a group to create a sequence	<b>FMS – Zog (I)</b> <i>National Curriculum objectives: 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</i>  To perform the skill of running and changing direction quickly. To demonstrate how to jump as far as possible, landing safely with control. Demonstrate an overarm throw and hopping To demonstrate travelling on feet and hands and feet on apparatus Demonstrate an overarm throw and hopping	<b>FMS - Kicking (T)</b> <i>National Curriculum objectives: Master basic movements including running, jumping, throwing and catching, and begin to apply these in a range of activities ☐ Participate in team games, developing simple tactics for attacking and defending</i>  To explore different ways of kicking objects To explore different ways of kicking objects with increasing accuracy and control. That being active is good for them and fun To kick objects with increased accuracy. To receive a kick with control To intercept a ball	<b>Athletics (I)</b> <i>National Curriculum objectives: Master basic movements including running, jumping, throwing and catching.</i>  To show a hopping skill with rhythm. To demonstrate rolling a ball with some accuracy. To show running and changing direction quickly. To demonstrate throwing underarm with some accuracy. To demonstrate jumping as far as possible and landing safely with control To show good posture when running fast.



## Laneshaw Bridge Primary School – PE Curriculum

	<p>To show a simple defending and attacking tactic in a game</p> <p>To apply a simple tactic in a game</p>	<p>To jump 2 feet to 2 feet with a wide shape</p> <p>To apply the skills of travelling, rolling, jumping into a sequence</p> <p>To apply the skills of travelling, rolling, and jumping into a sequence with two different shapes</p> <p>To show the skills of travelling, rolling, and jumping into a sequence with two different shapes using apparatus</p>	<p>To combine all the dance sequences in order to retell aspects of the story.</p>		<p>To explore kicking with a variety of equipment.</p> <p>To choose skills effectively for a game.</p>	<p>To demonstrate rolling a ball with some accuracy and control.</p> <p>To complete a running and jumping course</p> <p>To demonstrate the skills of running and changing direction</p>
<b>Year 2</b>	<p><b>FMS – Playground games (T)</b></p> <p><i>National Curriculum objectives: 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</i></p> <p>☑ Participate in team games, developing simple tactics for attacking and defending</p> <p>To develop the skill of dodging/changing direction when playing a tig game</p> <p>To develop the skill of hopping when playing a game</p> <p>To demonstrate catching a ball with some control. To throw underarm with some accuracy</p> <p>To throw a ball underarm to a partner with some accuracy.</p> <p>To demonstrate a side gallop.</p>	<p><b>Gymnastics (I)</b></p> <p><i>National Curriculum objectives: Master basic movements including balance, agility and co-ordination, and begin to apply these in a range of activities</i></p> <p>To demonstrate jumping actions with different shapes in the air</p> <p>To show travelling actions using hands and feet.</p> <p>To demonstrate balancing on large body parts.</p> <p>To show an egg roll, pencil and teddy bear roll.</p> <p>To create and demonstrate a sequence using rolling, jumping and travelling.</p> <p>To perform jumping and rolling actions.</p> <p>To create a sequence using rolling, jumping and travelling.</p>	<p><b>Dance - Explorers (T)</b></p> <p><i>National Curriculum objectives: ☑ Perform dances using simple movement patterns</i></p> <p>To become their own explorer, being able to seek and find objects</p> <p>To learn basic dance movements and develop key travelling skills</p> <p>To demonstrate imagination in the environments task and try to move in new and interesting ways.</p> <p>To develop movement memory in the Backpack Dance.</p> <p>To learn about and replicate animals from the rainforest through movement</p> <p>To create a short dance in a group using ideas from their chosen animal</p> <p>To experiment with movement ideas and</p>	<p><b>Games – Net and Wall (T)</b></p> <p><i>National Curriculum objectives: Master basic movements including running, jumping, throwing and catching and begin to apply these in a range of activities</i></p> <p>☑ Participate in team games, developing simple tactics for attacking and defending</p> <p>To demonstrate how to catch a ball.</p> <p>To show a side gallop with some rhythm.</p> <p>To show the ready position</p> <p>To show how to hold a bat</p> <p>To demonstrating catching a ball from the ready position.</p> <p>To strike a ball to a partner</p> <p>To strike a ball with some accuracy.</p> <p>To show a simple tactic in competitive fours.</p> <p>To strike a ball with some accuracy.</p>	<p><b>Games – Striking and Fielding (T)</b></p> <p><i>National Curriculum objectives: 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</i></p> <p>☑ Participate in team games, developing simple tactics for attacking and defending</p> <p>To demonstrate and overarm throw for distance</p> <p>To strike a ball for distance.</p> <p>To play a simple striking and fielding game</p> <p>To strike a ball with accuracy for distance.</p> <p>To play a simple striking and fielding game and use a simple tactic.</p>	<p><b>Athletics (I)</b></p> <p><i>National Curriculum objectives: 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</i></p> <p>To throw underarm accurately into a target.</p> <p>To throw as far as possible.</p> <p>To throw overarm accurately.</p> <p>To throw overarm for distance</p> <p>To throw using a push and two-handed throw for distance.</p> <p>To jump for distance with control</p> <p>To throw using an underarm and overarm throw for distance and accuracy</p> <p>To complete an obstacle course with speed and agility</p>



## Laneshaw Bridge Primary School – PE Curriculum

	<p>To show the ready position</p> <p>To perform a side gallop</p> <p>To catch a ball from the ready position.</p> <p>To strike a ball to a partner</p> <p>To strike a ball with some accuracy.</p> <p>To apply a simple defending and attacking tactic in a net/wall game</p>		<p>create a duet using contact</p> <p>To guide others in movement through given environments</p> <p>To work in pairs to create interesting shapes with your bodies</p> <p>To develop increased awareness of relating movement to images/locations</p>	<p>To show a simple tactic in competitive fours.</p> <p>To demonstrate a simple defending and attacking tactic in a net/wall game to outwit an opponent</p>		
<b>Year 3</b>	<p><b>Invasion Games – Handball (T)</b></p> <p><i>National Curriculum objectives</i> ☒ use running, jumping, throwing and catching in isolation and in combination ☒ play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending</p> <p>To demonstrate passing a ball using a handball pass.</p> <p>To move into space after using a handball pass in a game.</p> <p>To demonstrate passing a ball using a bounce pass.</p> <p>To move into space after passing in a game</p> <p>To perform a one handed pass and bounce pass in a game</p> <p>To apply a feint when passing to outwit a defender</p> <p>To apply a simple attacking tactic to outwit a defender</p> <p>To perform a one-handed pass or bounce pass in an invasion game</p>	<p><b>Gymnastics (I/T)</b></p> <p><i>National Curriculum objectives</i> ☒ develop flexibility, strength, technique, control and balance ☒ compare their performances with previous ones and demonstrate improvement to achieve their personal best</p> <p>To demonstrate travelling with control on 4 points.</p> <p>To show balances on 2 and 3 points of the body.</p> <p>To show balances with stillness on 1,2,3 and 4 points of the body.</p> <p>To combine actions of travelling and balance</p> <p>To demonstrate basic rolls with accuracy and control.</p> <p>To move from one action to another smoothly</p> <p>To demonstrate jumping and landing safely.</p> <p>To create and demonstrate a sequence to a partner</p> <p>To create and demonstrate a gymnastic sequence of at least six actions using travelling, rolling, jumping and</p>	<p><b>Dance – Rock and Roll (T)</b></p> <p><i>National Curriculum objectives</i> ☒ perform dances using a range of movement patterns ☒ compare their performances with previous ones and demonstrate improvement to achieve their personal best</p> <p>To name different forms of rock and where they may be found in real-life.</p> <p>To demonstrate shapes as a team using their bodies in interesting ways</p> <p>To name layers of the earth and describe their layers through movement</p> <p>Demonstrate unique movement ideas</p> <p>Sequence movement together into a structure.</p> <p>Create effective travelling movements.</p> <p>Create a travelling solo, following a defined pathway. Effectively use stillness in a performance</p> <p>Create a rhythmic circle dance performed in unison</p>	<p><b>Games – Net and Wall (T)</b></p> <p><i>National Curriculum objectives</i> ☒ use running, jumping, throwing and catching in isolation and in combination ☒ play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending</p> <p>Explore different throwing actions</p> <p>To consolidate throwing actions and practise catching</p> <p>Explore different ways of throwing.</p> <p>Consolidate catching skills.</p> <p>To suggest ideas and practices to improve their play</p> <p>Strike the ball using their hand or small bat</p> <p>Improve movement skills and body positions.</p> <p>Familiarise them with a racquet and practise striking skills using a racquet.</p> <p>To devise own game.</p>	<p><b>Striking and Fielding - Rounders (T)</b></p> <p><i>National Curriculum objectives</i> ☒ use running, jumping, throwing and catching in isolation and in combination ☒ play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending</p> <p>To demonstrate an underarm throw with accuracy</p> <p>To demonstrate how to throw a ball underarm with some accuracy</p> <p>To catch a ball in a striking and fielding game</p> <p>To strike a ball from a tee or a drop feed. To catch a ball in striking and fielding game</p> <p>To strike a ball from a tee or a drop feed. To apply a simple tactic in a striking and fielding game.</p> <p>To demonstrate bowling a ball underarm with accuracy. To apply simple tactics in a modified striking and fielding game</p>	<p><b>Athletics (I)</b></p> <p><i>National Curriculum objectives</i> ☒ use running, jumping, throwing and catching in isolation and in combination ☒ develop flexibility, strength, technique, control and balance</p> <p>To throw using a pull action</p> <p>To explore different running techniques</p> <p>To perform the sling throwing action</p> <p>To develop jumping action (two feet to two feet)</p> <p>To throw using a push action</p> <p>To throw for distance using a push, pull and sling throw</p> <p>To pass a quoit/baton to a teammate</p> <p>To perform a hop, step and jump</p> <p>To perform pull, push and sling throw.</p> <p>To perform a combination of 5 jumps.</p>



## Laneshaw Bridge Primary School – PE Curriculum

		<p>balancing on small body parts To adapt and demonstrate a gymnastic sequence of at least six actions using travelling, rolling, jumping and balancing on small body parts with a change of direction and speed To show different travelling and balancing actions using the apparatus To use the apparatus to perform jumping actions. To evaluate successful transitions between actions To use the apparatus to perform rolling actions. To demonstrate successful transitions between travelling, balancing on small body parts, jumping and rolling To evaluate successful transitions between travelling, balancing on small body parts, jumping and rolling</p>	<p>Demonstrate increased movement ideas in the Don't Wake the Volcano game and perform with increased confidence and timing in the class circle</p>	<p>Consolidate striking and ball control skills.</p> <p><i>*Visit – Outdoor Adventure Activity – High Adventure, Cowling (Activity Weekend</i> Bouldering Zip line Team building Canoeing Archery</p>		
<b>Year 4</b>	<p><b>Invasion Games - Basketball (T)</b> <i>National Curriculum objectives</i> ☑ use running, jumping, throwing and catching in isolation and in combination ☑ play competitive games, modified where appropriate [and apply basic principles suitable for attacking and defending</p>	<p><b>Gymnastics (I)</b> <i>National Curriculum objectives</i> ☑ develop flexibility, strength, technique, control and balance ☑ Compare their performances with previous ones and demonstrate improvement to achieve their personal best</p> <p>To demonstrate travelling actions on feet and hands and feet.</p>	<p><b>Dance – Superheros (I)</b> <i>National Curriculum objectives</i> ☑ perform dances using a range of movement patterns ☑ compare their performances with previous ones and demonstrate improvement to achieve their personal best</p> <p>To explore movement, communicating character</p>	<p><b>Swimming (I)</b> <i>National Curriculum objectives</i> ☑swim competently, confidently and proficiently over a distance of at least 25 metres ☑ use a range of strokes effectively ☑ perform safe self-rescue in different water-based situations.</p>	<p><b>Striking and Fielding – Cricket (T)</b> <i>National Curriculum objectives</i> ☑ use running, jumping, throwing and catching in isolation and in combination ☑ play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending To demonstrate an underarm throw with accuracy.</p>	<p><b>Outdoor Adventurous Activity – Teamwork and Problem Solving (T)</b> <i>National Curriculum objectives</i> ☑ take part in outdoor and adventurous activity challenges both individually and within a team</p>



## Laneshaw Bridge Primary School – PE Curriculum

	<p>Demonstrate passing a ball using a chest pass and bounce pass accurately. To move into space after using a chest pass and/or bounce pass in a game. To demonstrate dribbling a basketball with some control. To pass a ball accurately to a teammate using a chest and bounce pass To demonstrate dribbling a basketball with some control. To find space to receive a chest or bounce pass To use tactics to outwit an opponent To evaluate what worked well in a game/ team</p>	<p>To show balances in front and back support positions. To demonstrate the dish and arch shape. To combine travelling, jumping and balancing actions To demonstrate basic rolling actions. To demonstrate balance on one foot and arabesque To create and demonstrate a gymnastics sequence of 6 actions. To teach a sequence to a partner and make simple assessments of quality of their performance. To show a sequence of six moves that meets Level 1 competition criteria</p>	<p>To use simple choreographic principles and perform a more complex dance phrases to communicate narrative with a partner. To describe interpret and evaluate their own and others dance. Create a sequence conveying more than one character. Convey a narrative involving two characters.  Work as a group to combine movements to create a sequence. To combine sequences to create a final performance.</p>		<p>To demonstrate how to throw a ball underarm with some accuracy. To catch a ball in a striking and fielding game. To demonstrate how to strike a ball from a batting tee or drop feed. To catch a ball in a striking and fielding game. To demonstrate bowling a ball underarm. To strike a ball from a bowler, tee or drop feed. To apply simple attacking and defending tactics in a modified competitive game.</p>	<p>To demonstrate working as part of a team to solve challenges To demonstrate cooperating and working together as a team to complete challenges To cooperate and work together as a team to complete challenges To show encouragement and support to team members. To demonstrate concise instructions To explain how they worked as a team to solve challenges To demonstrate how to work as a team using individual strengths. To explain how they chose their team roles.</p>
<b>Year 5</b>	<p><b>Invasion Games – Netball (T)</b> <i>National Curriculum objectives</i> ☑ use running, jumping, throwing and catching in isolation and in combination ☑ play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending To demonstrate passing and catching a netball with consistency, accuracy and control. To demonstrate a shoulder pass. To shoot a netball with some accuracy.</p>	<p><b>Gymnastics (T)</b> <i>National Curriculum objectives</i> - Develop flexibility, strength, technique, control and balance ☑ compare their performances with previous ones and demonstrate improvement to achieve their personal best To perform partner balances. To create a simple sequence of matched and mirrored partner balances. To perform a range of counter-balance actions with a partner To know the difference between counter balance and counter tension.</p>	<p><b>Dance - Highwayman (T)</b> <i>National Curriculum objectives</i> ☑ perform dances using a range of movement patterns ☑ compare their performances with previous ones and demonstrate improvement to achieve their personal best To the set the scene, investigating words and actions which create an atmosphere To convey a character through movement Combine travel, turn, jump, gesture and stillness to convey events and emotions</p>	<p><b>Outdoor Adventurous Activities - OAA (T)</b> <i>National Curriculum objectives</i> ☑ take part in outdoor and adventurous activity challenges both individually and within a team Communicate effectively when working as a team Trust and work with others to solve problems Take responsibility for others Listen attentively, record information accurately and apply strategies for remembering important information</p>	<p><b>Striking and Fielding - Rounders (T)</b> <i>National Curriculum objectives</i> ☑ use running, jumping, throwing and catching in isolation and in combination ☑ play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending To demonstrate bowling underarm with accuracy. To catch a ball when fielding. To strike a ball with a bat. To throw a ball overarm when fielding To strike a ball with a bat off a tee.</p>	<p><b>Athletics (I)</b> <i>National Curriculum objectives</i> ☑ use running, jumping, throwing and catching in isolation and in combination ☑ develop flexibility, strength, technique, control and balance To perform running techniques for short and long distances. To perform a pull and push throw. To take off and land one foot to one foot (same and other). To develop running for a distance. To take off and land one foot to two.</p>



## Laneshaw Bridge Primary School – PE Curriculum

	<p>To apply simple tactics when playing a netball type game</p> <p>To apply simple tactics with and without the ball when playing a netball-type game</p> <p>To apply simple tactics when playing a netball-type game, including defending</p> <p>To apply simple attacking and defending tactics when playing a netball-type game</p>	<p>To perform a range of counter-tension actions with a partner.</p> <p>To create a gymnastic sequence with counter balances and counter tension with a partner.</p> <p>To evaluate and recognise their own success</p>	<p>Use movement to convey the emotions of a character.</p> <p>Explore contrasting actions</p> <p>To explore contrasting actions to depict different characters</p> <p>To create a sequence using travel, jump, turn gesture and stillness</p> <p>To retell the poem through movement linking travel, jump, turn, gesture and stillness</p>	<p>Follow instructions and work with others to complete a complex task</p> <p>Work effectively as part of a team to solve problems</p> <p>Generate and share ideas</p> <p>Review performance and apply learning</p> <p>Share ideas confidently, when working as part of a team</p> <p>Review a performance and apply the learning to complete a task successfully.</p> <p>Recognise the important role played by all team members</p> <p>Organise time and resources within a team</p> <p>Encourage others to improve performance</p>	<p>To demonstrate a bowl underarm with accuracy.</p> <p>To demonstrate an overarm throw when fielding a ball.</p> <p>To explain where to strike a ball in a game</p> <p>Demonstrate bowling with accuracy in a game.</p> <p>To strike a ball with a bat.</p> <p>To use tactics in a rounders type game.</p> <p>Demonstrate bowling underarm with accuracy in a game.</p> <p>To use tactics in a rounders game.</p>	<p>To develop running for speed.</p> <p>To take off and land using a combination of jumps.</p> <p>To perform a sling throw.</p> <p>To develop running techniques at different speeds</p> <p>To take off and land using a hop, step and jump.</p> <p>To perform a heave throw</p>
<b>Year 6</b>	<p><b>Invasion Games - Hockey (T)</b></p> <p><i>National Curriculum objectives</i> ☐ play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending</p> <p>To show passing a ball to a teammate using a hockey stick</p> <p>To demonstrate dribbling and passing a ball using a hockey stick</p> <p>To demonstrate shooting a ball at a goal.</p> <p>To select attacking tactics when playing a hockey type game.</p>	<p><b>Gymnastics (I)</b></p> <p><i>National Curriculum objectives</i> ☐ develop flexibility, strength, technique, control and balance ☐ compare their performances with previous ones and demonstrate improvement to achieve their personal best</p> <p>To perform shapes and balances with a partner</p> <p>Demonstrate counter balance and counter tension paired balances using apparatus</p> <p>To demonstrate a group counter balance.</p> <p>To create a gymnastic sequence with counter balances and counter tension in a group.</p>	<p><b>Dance – Robin Hood (T)</b></p> <p><i>National Curriculum objectives</i> ☐ perform dances using a range of movement patterns ☐ compare their performances with previous ones and demonstrate improvement to achieve their personal best</p> <p>To explore the qualities of different characters</p> <p>To convey the emotions, mood and feelings of the characters in the story</p> <p>To explore movements showing a conflict using props</p> <p>To create sequence using props showing a conflict</p>	<p><b>Games – Net and Wall - Badminton (I)</b></p> <p><i>National Curriculum objectives</i> ☐ use running, jumping, throwing and catching in isolation and in combination ☐ play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending</p> <p>To demonstrate a forehand shot with some consistency</p> <p>To demonstrate a forehand and backhand shot with some consistency</p> <p>To direct the shuttlecock reasonably well to their partner to continue a rally</p>	<p><b>Striking and Fielding – Cricket (T)</b></p> <p><i>National Curriculum objectives</i> ☐ use running, jumping, throwing and catching in isolation and in combination ☐ play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending</p> <p>To demonstrate bowling underarm with accuracy.</p> <p>To catch a ball when fielding</p> <p>To strike a ball with a cricket bat off a tee.</p> <p>To demonstrate a bowl overarm with accuracy.</p>	<p><b>OAA - Teambuilding (T)</b></p> <p><i>National Curriculum objectives</i> ☐ take part in outdoor and adventurous activity challenges both individually and within a team</p> <p>Communicate and work effectively as part of a team to solve problems</p> <p>Trust and work with others to solve problems</p> <p>Take responsibility for others</p> <p>Listen attentively, record information accurately and apply strategies for remembering important information</p>



## Laneshaw Bridge Primary School - PE Curriculum

	<p>To demonstrate dribbling and shooting a ball using a hockey stick</p> <p>To apply simple attacking and defending tactics when playing a hockey type game</p> <p>To play a role in a competitive modified game</p>	<p>Create a gymnastic sequence with counter balances and counter tension with a partner</p> <p>Demonstrate paired and group counter balances in unison.</p> <p>To create a sequence of gymnastic actions, paired and group balances</p>	<p>between contrasting characters</p> <p>To use own ideas from written work to create an ending to the story sequence</p> <p>To link all sequences to produce a complete story dance.</p>	<p>To demonstrate a simple tactic in a net type game (i.e. To be able to hit a shuttlecock away from their partner).</p> <p>To play the game for the core task and incorporate tactics to score points</p>	<p>To strike a ball with a cricket bat off a tee with consistency.</p> <p>To apply a tactic in a cricket type game</p> <p>To demonstrate bowling overarm with accuracy in a game.</p> <p>To strike a ball with a cricket bat in a game.</p> <p>To use tactics in a cricket type game</p> <p>Demonstrate bowling overarm with accuracy and consistency in a game.</p> <p>To apply tactics in a modified competitive cricket game</p>	<p>Follow instructions and work with others to complete a complex task</p> <p>Share ideas confidently, when working as part of a team</p> <p>Review a performance and apply the learning to complete a task successfully.</p> <p>Work effectively as part of a team.</p>
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