MTP PE	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3						
	Topic title – Dance	Topic title – Control	Topic title – O.A.A	Topic title – Stretch,	Topic title – Travel,	Topic title – Athletics
	(stone age)	and Balance		curl, arch	jumping and landing	
			Key Knowledge –		using large equipment	Key Knowledge –
	Key Knowledge –	Key Knowledge –	Outdoor and	Key Knowledge –		Athletics is the name for
	Know that dance is	Know that gymnastics	adventurous activities	Know that gymnastics	Key Knowledge –	a number of different
	all about moving	is a sport in which we	involve sports and	is a sport in which we	Know that gymnastics is	sports that require
	our bodies to a	do exercises that need	games played in	do exercises that need	a sport in which we do	strength, endurance and
	musical rhythm.	strength, balance,	natural settings	strength, balance,	exercises that need	skill. Athletics includes
	Know there are	flexibility and control	Many activities can be	flexibility and control	strength, balance,	track and field events
	many different	In gymnastics, we may	performed more	In gymnastics, we may	flexibility and controlIn	Track events involve
	types of dance.	know that we use lots	•	know that we use lots	gymnastics, we may	running and sprinting.
	In dance, we	of different skills, for	effectively when	of different skills, for	know that we use lots of	Examples are the 100
		example running,	working with other	example running,	different skills, for	metre sprint and
	explore space, and	jumping, balancing,	people. This may	jumping, balancing,	example running,	hurdles.
	consider how we	stretching, bending	require you to	stretching, bending	jumping, balancing,	Field events often use
	can use our bodies	and tumbling	delegate roles to	and tumbling	stretching, bending and	skills like jumping and
	to show ideas,	Know that strong body	different people and		tumbling	throwing. Examples
	moods, characters	tension will help you to	communicate calmly,	Key Skills –	Keep your chest upright,	include the shotput
	and feelings.	hold balances with	politely and	I can develop	eyes forward. Start with	throw and the long
		more control. Hold	accurately.	suppleness	hands by side, and raise	jump.
	Key Skills –	moves for at least 5	There are a number of	through stretching	them as jumping. Bend	Someone competing in
	I can refine	seconds. Use different	strategies that you can	I can refine	your knees & spring	athletics is known as an
	movements	body parts & levels to	use to read and	movements	upwards to jump high.	athlete. They should
	into sequences	keep balances		into sequences	Land feet together, toes	learn how to perform
	I can change speed	interesting.	communicate the	I can change speed and	first. Try to land without	movements safely, build
	and	Balance in pairs: use	information on a map.	level within a	much noise. Bend your	our confidence and
	level within a	body tension to hold	Use points of	performance	knees	respond to feedback
	performance	one another upWhen	reference (e.g. trees,		Kov Skille	given by others.
	I can develop	taking weight on	buildings, etc.) to help		Key Skills – I can develop suppleness	Key Skills –
	suppleness	hands, tense stomach.	you locate where	Key Vocabulary –	through stretching	I can sprint over a short
	through stretching	Key Skills –	other things are.		l can refine movements	distance up to 60m I can use a range of
		l can refine	You may be	Gymnastics, Balance,		-
	Key Vocabulary –		introduced to a	Flexibility, Control,	into sequences	throwing techniques
		movements		Inverted Movement,	I can change speed and	

Dance, Movement, Theme Balance, Control, Travelling, Choreograph, Routine, Confidence, Coordination, Timing, Feedback, Mirroring <b>Fundamental</b> <b>Movements</b> Balance on 1 foot	into sequences I can change level within a performance Key Vocabulary – Gymnastics, Balance, Flexibility, Control, Inverted Movement, Joint Balancing, Shoulder Stand, Tension, Rotation, Straddle, Roll, Sequence, Perseverance, Feedback. Fundamental Movements Balance on 1 foot Climb Bench Walk	compass to find basic directions (north, east, south, west). <b>Key Skills</b> – I can arrive properly equipped for an OAA I understand the need to manage risks I can support others I can seek support when I need it I can orientate a map I can lead a team I am an effective team member I show resilience when plans do not work I use my initiative to try new ways of working <b>Key Vocabulary</b> – Outdoor, Adventurous, Activities, Hand-Eye Coordination, Orienteering Map, Landscape, Obstacle Route Safety, Environment <b>Fundamental</b> <b>Movements</b> Sprint Run Skip	Joint Balancing, Shoulder Stand, Tension, Rotation, Straddle, Roll, Sequence, Perseverance, Feedback. Fundamental Movements Side Roll	level within a performance Key Vocabulary – Gymnastics, Balance, Flexibility, Control, Inverted Movement, Joint Balancing, Shoulder Stand, Tension, Rotation, Straddle, Roll, Sequence, Perseverance, Feedback. Fundamental Movements Balance on 1 foot Climb Bench Walk	(underarm / overarm) (cricket, athletics) I can compete with others I can improve personal best performances Key Vocabulary – Athletics, Pace, Distance, Endurance, Sprinting, Jump for Distance, Jump for Height, Stamina, Push, Throw, Overhead Throw, Fling, Persevere, Resilience Fundamental Movements Underarm Throw Overarm Throw Overarm Throw Sprint Run Hop Gallop Side Gallop Jump for Height Jump for Distance
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Lesson 1	Hunters and	Floor work - Individual	Working as part of a	Explore movement	Explore different ways to	Sprint
	Gatherers - Duets	balance on different body parts	team. Team building activities.	with the body. Different shapes.	travel using mats and low level equipment.	Relays
	Perform and evaluate	Perform and evaluate	Evaluate	Perform and evaluate	Jumping and landing	Technique and compete
					Perform and evaluate	
Lesson 2	Hunter becomes hunted – small groups Perform and evaluate	Floor and low equipment – individual balance on different body parts Perform and evaluate	Work as a team and solve a problem. Evaluate	Explore movement with the body. Different shapes – working on developing flexibility Perform and evaluate	Explore different ways to travel using mats and low level equipment with partner Jumping and landing Combine movements to create a short sequence	Standing long jump Three spring jump Technique and compete
					Perform and evaluate	
Lesson 3	The wheels keep on turning – Whole class	Floor work – Partner balance on differ body parts	Use a simple map to find a location.	Explore movement with the body. Different shapes –	Explore different ways to travel using mats and large equipment	Throwing Under arm and over arr
	Perform and evaluate	Combine actions to create a short sequence Perform and evaluate	Evaluate	working on developing flexibility - with a partner Perform and evaluate	Jumping and landing Perform and evaluate	Javelin and cricket ball/rounder's ball Technique and compete
Lesson 4	Cave painting and farming – Small groups	Floor and low equipment – Partner balance. On different	Use and orientate a simple map of the school grounds – playground	Explore movement with the body. Different shapes –	Explore different ways to travel using mats and large equipment	Long distance Throwing and jumping
	Perform and evaluate	body parts	Evaluate	working on developing	Jumping and landing	Technique and compet

		Combine actions to		flexibility - with a		
		create a short		partner	Combine movements to	
		sequence.			create a short sequence	
		sequence.		Use low level	cicute a short sequence	
		Perform and evaluate		equipment	Perform and evaluate	
				cquipment		
				Perform and evaluate		
Lesson 5	Dance rehearsal and	Floor and low level	Use and orientate a	Explore movement	Explore different ways to	Relays
	improvement	equipment –	simple map of the school	with the body.	travel using mats and	Sprint
		supporting a partner	grounds – play ground	Different shapes –	large equipment with a	
	Perform and evaluate	(discuss safety)	and garden	working on developing	partner in your group	Technique and compete
				flexibility - with a		
		Combine actions to	Evaluate	partner	Jumping and landing	
		create a short				
		sequence.		Use low level	Combine movements to	
				equipment	create a short sequence	
		Perform and evaluate				
				Combine movement to		
				create a sequence		
				Perform and evaluate		
Lesson 6	Rehearse, evaluate	Floor and low level	Use and orientate a	Explore movement	. Explore different ways	Mixed – children try and
	and perform	equipment – in small	simple map of the school	with the body.	to travel using mats and	bet their personal best
	ASSESS and hand to	groups)	grounds. Playground and	Different shapes –	large equipment work	
	<mark>leader</mark>		garden	working on developing	as a group	Technique and compete
		Combine actions to		flexibility - in a small		ASSESS and hand to
		create a short	Evaluate	group	Jumping and landing	leader
		sequence.				
			ASSESS and hand to	Use low level	Combine movements to	
		Perform and evaluate	leader	equipment (some on	create a short sequence	
				the floor some the		
		ASSESS and hand to		benches – how do you		
		<mark>leader</mark>		use the space)		
					Perform and evaluate	
				Combine movement to	ASSESS and hand to	
				create a sequence	leader	

		Perform and evaluate ASSESS and hand to leader	
Lesson 7			
Lesson 8			