<mark>CYCLE A:</mark> Bee Active	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 1	SUMMER 1	SUMMER 2
	Health related	Outdoor	Invasion Games	Sports leaders	Athletics	Team Games
	fitness	Adventure			Field	
NURS/ REC	Throwing and Catching	Den Building	Me and Myself	Playground Games	Movement Development	Fitness
	Throwing and	Communication	Gross motor skills	Communication	Spatial Awareness	Gross motor skills
	Catching	[Building relationships]	[Managing self]	[Building relationships]	[Gross motor skills]	[Gross motor skills]
	[Gross motor skills]					
YEAR 1/2	Systems In Your Body-	Active Travel	Netball	St Chad's Values in PE	Athletics	Team Games
	Breathing	Scooters / Bike Safety/Skills	Throwing and Catching	Communication and teamwork	Jumping for Distance	Compete against others
	techniques	[Develop confidence]	[Develop fundamental movement skills]	Develop character and values]	[Develop fundamental movement skills]	[Develop simple tactics for attack]
	[Knowledge & understanding of health & fitness]					
Year 3 / 4	Fitness	Hiking	Netball	Be the Teacher!	Triple Jump	Intra-Class Tournaments
	Power and Endurance	Orienteering	Creating Space to Receive	Active Listening Skills	Using Video Technology to Improve Performance	Apply specific skills in competitive situations.
	[Develop strength]	[Take part in outdoor and adventurous challenges both individually and in a team]	[Develop a broader range of skills]	[Enjoy communicating with each other]	[Compare and improve performances to achieve their personal best]	[Enjoy competing with each other]
Year 5/6	Self-Care	Bushcraft Skills	Hockey	Mr Bee's Bootcamp	Shot Putt	Intra-Class Tournaments
	Thoughtful exercise and	Communication and planning	Pass, Dribble or Shoot in a Game Situation	Resilience and perseverance	Push Throw	Attacking
	Stretching [Develop flexibility]	[Enjoy collaborating with each other]	.[Apply a broader range of skills]	[Enjoy communicating with each other]	[Compare and improve performances to achieve their personal best]	[Principles of attack]

KeyTheme/sportSkillNational curriculum coverage