

2021-2022	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Foundation Stage	Real PE: Personal  Real PE: Real Gymnastics (12 Weeks)	Real PE: Social  Real PE: Real Gymnastics (12 Weeks)	Real PE: Cognitive  OAA - New Scheme	Real PE: Creative  Multi-skills/ Invasion Games - Simple ball skills	Real PE: Applying Physical  Striking and Fielding: Rounders	Real PE: Health and Fitness  Athletics Fielding and Track events.
Year 1	Real PE: Personal  Real PE: Real Gymnastics (12 Weeks)	Real PE: Social  Real PE: Real Gymnastics (12 Weeks)	Real PE: Cognitive  OAA - New scheme	Real PE: Creative  Multi skills/ Invasion Games - Simple ball skills	Real PE: Applying Physical  Striking and Fielding: Rounders	Real PE: Health and Fitness  Athletics Fielding and Track events.
Year 2	Real PE: Personal  Real PE: Real Gymnastics (12 Weeks)	Real PE: Social  Real PE: Real Gymnastics (12 Weeks)	Real PE: Cognitive  Dance - Dance Festival (Spring 2) Date 22.03.2022	Real PE: Creative  OAA - New scheme	Real PE: Applying Physical  Striking and Fielding: Rounders	Real PE: Health and Fitness  Athletics Fielding and Track events.
Year 3 (EG)	Real PE: Personal  Team building/ OAA New Scheme	Real PE: Social  Real PE: Real Gymnastics (12 Weeks)	Real PE: Cognitive  Dance - Dance Festival (Spring 2) Date: 22.03.2022	Real PE: Creative  Multi Skills - Invasion games - Basketball	Real PE: Applying Physical  Striking and Fielding: Rounders	Real PE: Health and Fitness  Athletics Fielding and Track events.

<p>Year 4 (AM)</p>	<p>Real PE: Personal</p> <p>Multi Skills - Invasion games - Hockey</p>	<p>Real PE: Social</p> <p>Real PE: Real Gymnastics (12 Weeks)</p> <p>Swimming (Year 4 - EG &amp; AM) Second half</p>	<p>Real PE: Cognitive</p> <p>Real PE: Real Gymnastics (12 Weeks)</p> <p>Swimming (Year 4 - EG &amp; AM)</p>	<p>Real PE: Creative</p> <p>OAA - New Scheme</p> <p>Swimming (Year 4 - EG &amp; AM) First half</p>	<p>Real PE: Applying Physical</p> <p>Striking and Fielding: Rounders</p>	<p>Real PE: Health and Fitness</p> <p>Athletics Fielding and Track events.</p>
<p>Year 5 (LK/Ica)</p>	<p>Real PE: Social</p> <p>Multi Skills - Invasion games - Netball</p>	<p>Real PE: Cognitive</p> <p>Real PE: Real Gymnastics (12 Weeks)</p>	<p>Real PE: Creative</p> <p>Real PE: Real Gymnastics (12 Weeks)</p>	<p>Real PE Apply Physical</p> <p>Real Dance</p> <p>Swimming Year 5</p> <p>Swimming Year 4/5LK Second half</p>	<p>Real PE: Health and Fitness</p> <p>Additional: Striking and Fielding: Rounders</p> <p>Swimming Year 5</p> <p>Swimming Year 4/5LK</p>	<p>Real PE: Personal</p> <p>Additional: Athletics Fielding and Track events.</p> <p>Swimming Year 5</p> <p>Swimming Year 4/5LK</p>
<p>Year 6</p> <p>** Swimming is additional to year 6 due to no swimming previously.</p>	<p>Real PE: Social</p> <p>Swimming</p>	<p>Real PE: Cognitive</p> <p>Swimming first half term</p> <p>Part of Real Gymnastics <math>\frac{1}{2}</math></p>	<p>Real PE: Creative</p> <p>OAA - New Scheme</p>	<p>Real PE Apply Physical</p> <p>Multi Skills - Invasion games - Football</p>	<p>Real PE: Health and Fitness</p> <p>Striking and Fielding: Rounders</p>	<p>Real PE: Personal</p> <p>Athletics Fielding and Track events.</p>

<p>Intra Competition:</p>	<p>KS1 - Gymnastics competition Chn in groups of their team to come up with a sequence Then judge.</p> <p>Year 4 &amp; 5: Within your class. put Teams related to colours and have a mini tournament of <b>bench ball/netball</b> <b>Year 4 - Year 6</b></p>				<p>Rounders Tournament for each Key Stage. FS vs FS Year 1 Vs Year 2 Year 3 Vs Year 4 Year 5 Vs Year 6</p>	<p>Sports Day</p>
---------------------------	--	--	--	--	--	-------------------

**Bench Ball Rules** - Devise two teams, two benches, a ball and some bibs.

You need to nominate one person to stand on the bench, in their half (the goalkeeper). The rest of the player arranges themselves anywhere in THEIR half. Choose another person to stand centre of the court, the teacher throws up the ball to gain possession for their team.

The aim of the game is to score goals by passing the ball around your team in order to pass it back to your goalkeeper on the bench.

For KS2 – you have to do FIVE PASSES before getting it to the person on the bench. If the ball is dropped, you need to start again at the centre! The ball cannot bounce when throwing it to the person on the bench.

For KS1 – your aim is to get the ball to the person on the bench without any bounces (a clean catch). You need to get 5 people on your bench to win!

If the ball goes outside of the court/behind the bench, the opposite team gets the throw in.

Pupils start to think about working as a team, choosing when and how to pass, and thinking about their position on the court.

Enjoy the game