Yearly coverage — Y1/2

Movement Skills

FUNDAMENTAL SKILLS TO DEVELOP:

Static Balance
Dynamic Balance
Hopping & Jumping
Running & Dodging

Ball Skills

FUNDAMENTAL SKILLS TO DEVELOP:

Catching (Medium Size Balls)	
Kick from the Floor for Accuracy	
Kick from the Floor for Power	
Foot Dribble	
Chest Push for Accuracy	

Bat/Racquet Skills

FUNDAMENTAL SKILLS TO DEVELOP:

One/Two Hand Strike for Power
One/Two Hand Strike for Accuracy
Underarm Throw
Overarm Throw for Accuracy
Catching (Small Size Balls)

Gymnastics

FUNDAMENTAL SKILLS TO DEVELOP:

FLOOR SHAPES	FLOOR MOVEMENT
Basic Floor Shapes & Gym	Log Roll
Posture	Bunny Hop
One Foot Balances	Leap
Front, Back & Side Support	Side Roll to Knee
Crab & Bridge	Teddy Bear Roll
APPARATUS	
Mounting the Vault	Mount & Dismount
Straight Jump	Bunny Hop on the Bench
Star Jump	Walking on the Bench
Tuck Jump	

Dance

FUNDAMENTAL SKILLS TO DEVELOP:

Composition:	Performance:
Explore	Physical Skill &
Structure	Audience
Develop	Movement Memory
Link	·
Apprec	:iation:
Give Fe	edback
Respond to	ı Feedback

Athletics

Overarm Throw
Jump for Distance
Jump for Height
Sprint Run
Long Distance Run
Leap (Hurdles)
Chest Push (Power)

Yearly coverage - Y3/4

Invasion Games

FUNDAMENTAL SKILLS TO DEVELOP:

Running & Dadging (Agility)
Chest Push (Accuracy)
Catch (Medium Size Balls)
Kick from floor (Power & Accuracy)
Foot Dribble

FUNDAMENTAL SKILLS TO DEVELOP:

Underarm Throw
Catch (Small Size Balls)
One/Two Hand Strike for Accuracy

Net/Wall Games Strike & Field Games

FUNDAMENTAL SKILLS TO DEVELOP:

Overarm Throw for Accuracy
Underarm Throw
Catch (Small Size Balls)
One/Two Hand Strike for Power

Gymnastics

FUNDAMENTAL SKILLS TO DEVELOP:

FLOOR SHAPES	FLOOR MOVEMENT
V-Sit	Teddy Bear Roll
Shoulder Stand	Forward Roll
Levers	Dive Forward Roll
One Foot Balances (Y & T)	Backward Roll
Headstand	
APPARATUS	
Tuck Jump	V-Sit
Straddle Jump	Basic Floor Shapes on the Bench
Pike Jump	Variety of Jumps on the Bench
Half Turn Straight Jump	

Dance

FUNDAMENTAL SKILLS TO DEVELOP:

Composition:	<u>Performance:</u>
Explore	Physical Skill &
Structure	Audience
Develop	Movement Memory
Link	
Apprec	ciation:
Give Fe	edback
Respond to	o Feedback

Athletics

Overarm Throw
Jump for Distance
Jump for Height
Sprint Run
Long Distance Run
Leap (Hurdles)
Chest Push (Power)



Movement Skills

FUNDAMENTAL SKILLS TO DEVELOP:

Static Balance
Dynamic Balance
Hopping & Jumping
Running & Dadging

Ball Skills

FUNDAMENTAL SKILLS TO DEVELOP:

	Catching (Medium Size Balls)
	Kick from the Floor for Accuracy
Kick from the Floor for Power	
Ī	Foot Dribble
	Chest Push for Accuracy

Bat/Racquet Skills

FUNDAMENTAL SKILLS TO DEVELOP:

One/Two Hand Strike for Power
One/Two Hand Strike for Accuracy
Underarm Throw
Overarm Throw for Accuracy
Catching (Small Size Balls)

Gymnastics

FUNDAMENTAL SKILLS TO DEVELOP:

FLOOR SHAPES	FLOOR MOVEMENT
Basic Floor Shapes & Gym	Log Roll
Posture	Bunny Hop
One Foot Balances	Leap
	Side Roll to Knee
APPARATUS	
Mounting the Vault	Mount & Dismount
Straight Jump	Bunny Hop on the Bench
Star Jump	Walking on the Bench
Tuck Jump	

Dance

FUNDAMENTAL SKILLS TO DEVELOP:

Composition: Explore Structure Develop Link	Performance: Physical Skill 8 Audience Movement Memory	
Appreciation: Give Feedback Respond to Feedback		

Athletics

Overarm Throw
Jump for Distance
Jump for Height
Sprint Run
Long Distance Run
Leap (Hurdles)
Chest Push (Power)

Yearly coverage – Y5/6

Invasion Games

FUNDAMENTAL SKILLS TO DEVELOP:

Running & Dodging (Agility)
Chest Push (Accuracy)
Catch (Medium Size Balls)
Kick from floor (Power & Accuracy)
Foot Dribble

Net/Wall Games

FUNDAMENTAL SKILLS TO DEVELOP:

Underarm Throw
Catch (Small Size Balls)
One/Two Hand Strike for Accuracy

Strike & Field Games

FUNDAMENTAL SKILLS TO DEVELOP:

Overarm Throw for Accuracy

Underarm Throw

Catch (Small Size Balls)

One/Two Hand Strike for Power

Gymnastics

FUNDAMENTAL SKILLS TO DEVELOP:

FLOOR SHAPES	FLOOR MOVEMENT
Front & Back Support Pair/Trio	Forward Roll
Balances	Diving Forward Roll
Planche & Frog Balance	Backward Roll
Y Balance & T Balance	Cartwheel
Headstand & Handstand	
APPARATUS	
Star & Tuck Jump	Jumps on the Bench
Straddle & Pike Jump	Leaping on the Bench
1/2 Turn & Full Turn Jump	Climbing Up and Down
	Traversing/Sideways
	2 or 3 Point Hold

Dance

FUNDAMENTAL SKILLS TO DEVELOP:

Composition: Explore Structure Develop Link	Performance: Physical Skill & Audience Movement Memory	
Appreciation: Give Feedback		
Respond to Feedback		

Athletics

Overarm Throw	
Jump for Distance	
Jump for Height	
Sprint Run	
Long Distance Run	
Leap (Hurdles)	
Chest Push (Power)	