

PE CURRICULUM MAP

Games

Y2 Games

Y1 Games

EYFS & Key Stage One



YEAR
2

- Y2 Games**
- Strike or hit a ball with increasing control.
 - Learn skills for playing striking and fielding games.
 - Position the body to strike a ball.
 - Roll a ball to a moving target with accuracy
 - Throw different types of equipment in different ways, for accuracy and distance.
 - Throw, catch and bounce a ball with a partner.
 - Use throwing and catching skills in isolation.
 - Use hand-eye co-ordination to control a ball.
 - Vary types of throw used
 - Bounce and kick a ball whilst moving.
 - Use kicking and dribbling skills in isolation.
 - Know how to pass the ball in different ways,

YEAR
2

Year 2

- Y2 Games**
- Use different ways of travelling in different directions or pathways, directions or courses.
 - Change speed and direction whilst running.
 - Begin to choose and use the best space in a game.
 - Begin to use and understand the terms attacking and defending.
 - Use at least one technique to attack or defend to play a game successfully.
 - Understand the importance of rules in games.
 - Perform learnt skills with increasing control.
 - Compete against self and others.

- Y1 Games**
- Begin to dribble a ball with hands and feet
 - Roll and throw with some accuracy towards a target.
 - Begin to catch with two hands.
 - Track a ball that is coming towards me.
 - Begin to understand simple tactics
 - Say when someone was successful
 - Work co-operatively with a partner.
 - Use different ways of travelling in different directions or pathways.
 - Run at different speeds
 - Change direction when moving at speed.
 - Begin to recognise space in a game

KEY
STAGE
1

Year 1

- Y1 Games**
- Begin to use the terms attacking and defending.
 - Use simple defensive skills such as defending a space.
 - Use simple attacking skills such as dodging to get past a defender.
 - Follow simple rules to play games, including team games.
 - Show balance and co-ordination when static and moving at a slow speed.
 - Begin to perform learnt skills with some control.
 - Engage in competitive activities and team games.

- ELG: Gross Motor Skills-**
- Negotiate space and obstacles safely, with consideration for themselves and others.
 - Demonstrate strength, balance and coordination when playing.
 - Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.

EYFS
Reception

Emphasis on exploration in the Early Years with emphasis on Physical Development and Gross Motor Skills

- Reception -**
- Revise and refine fundamental movement skills they have already acquired: - rolling, walking, running, skilling, crawling, jumping, hopping, climbing
 - Combine different movements with ease and fluency.
 - Further develop and refine a range of ball skills, including: throwing, catching, kicking, passing, batting and aiming.
 - Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball.

- Nursery - Children at the expected level of development for the end of nursery will:**
- Move safely around a familiar environment, negotiating obstacles with a sense of danger and awareness of when to stop.
 - Be able to push the pedals around on a trike or bike.
 - Have developed finger strength and control in order to be able to manipulate and use tools independently and effectively

EYFS

Emphasis on exploration in the Early Years with emphasis on Physical Development and Gross Motor Skills

EYFS
NURSERY

- Nursery -**
- Walk upstairs facing forwards holding rail or hand of adult with both feet onto a single step at a time.
 - Run safely on whole foot
 - Begin to understand and choose different ways of moving
 - Kick a stationary ball with either foot, throw a ball with increasing force and accuracy and start to catch a large ball using two hands and their chest to trap it.
 - Begin to show a preference for a dominant hand and/or leg/foot
 - Grasp and release two hands to throw and catch a large ball, bean bag or and object
 - Run with spatial awareness and negotiate space successfully, adjusting speed or direction to avoid obstacles.

