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| **Physical Education** **Core Curriculum** **Year 5&6****Summer Term Year A**  |
|  | **Summer Term 1** | **Summer Term 2** |
| **Unit of Work** | Athletics(Year 6) | OAA(Year 6) | Rounders(Year 6) | Cricket (Year 6) |
| **Prior Learning**  | Sustain pace over short and longer distances. Ran as part of a relay team. Performed a range of jumps and throws. | Explored ways of communicating in a range of challenging activities. Navigated and solved problems from memory. Read and use a compass to navigate successfully. Develop and used trust to complete tasks.  | Linked together a range of skills and use in combination. Collaborated with a team to choose, use and adapt rules in games. Recognised how some aspects of fitness apply to rounders. | Linked a range of skills and use in combination. Collaborated with a team to choose, use and adapt rules in games. Recognised how some aspects of fitness apply to cricket, e.g., power, flexibility and cardiovascular endurance. |
| **Unit Focus – Key Knowledge & Skills**  | Apply strength and flexibility to throwing, running and jumping. Accurately and confidently judge across a variety of activities. Work in collaboration to demonstrate improvement. | Use information given by others to complete tasks and work collaboratively. Under take more complex tasks. Take responsibility for a role. Use knowledge and understanding of PE to suggest design ideas and amendments to games. | Apply rounders rules consistently. Play small sided games using standard rounders pitch layout. Use a range of tactics for attacking and defending in the role of bowler, batter and fielder | Apply cricket rules in a variety of styles of games. Attempt a small range of recognised shots. Use a range of tactics for attacking and defending in the role of bowler, batter and fielder. |
| **Key Questions** | 1. In which Olympic athletics event is the heave throw used?2. How can you develop your fitness through parlauff running?3. What are the 3 phases of triple jump? | 1. Did your designs change or evolve?2. What are the key uses for a reef knot?3. What are the characteristics of a good leader and teamwork? | 1. What is the need to change our field for certain batters?2. What are some of the rules of rounders?3. How can you improve as a team to score more runs or stop the opposition scoring? | 1. Which shot allowed you to score more runs?2. What are the reasons for working in pairs to retrieve the long ball?3. What is the benefit of bowling the short ball? |
| **Progression of Learning in lessons-Objectives covered**  | * Can I use sprint start techniques to increase my running speed
* Can I understand and use the three phrases of triple jump?
* Can I use and understand heave throw technique and what it is used for?
* Can I assess my own ability to play my role in parlauff?
* Can I use the scissor jump technique and know when it would be used in athletics?
* Can I record and relay results over a range of track and field events
 | * Can I work with a partner to successful orient and follow a map?
* Can I identify objects from a scavenger hunt from a written description?
* Can I safely perform a pyramid balance in a small group?
* Can I work efficiently as part of a team to complete a range of tasks?
* Can I create a fun and challenging game for others to complete?
* Can I listen to others to refine and adapt my approach to complete a task?
 | * Can I bowl tactically to make it more difficult for the batter to hit?
* Can I track and catch a high ball?
* Can I use fast bowling to deceive my opponent?
* Can I work in a pair when fielding to restrict scoring?
* Can I apply tactics when running around bases to avoid overtakes?
* Can I apply attacking and defensive tactics in a competitive situation?
 | * Can I create pressure on a batter by using attacking fielding positions?
* Can I track and catch a high ball consistently?
* Can I perform a short-pitched bowl to get a batter to hit the ball in the air?
* Can I work in a pair to restrict runs scored when fielding?
* Can I play an on-drive?
* Can I apply the skills learnt in a game of cricket?
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| **Vocabulary** | Safety, rules, targets, record, set, take over, pass, strength, judge, trajectory, sprint, shuttle, assess. | Maps, diagrams, scale, symbols, orienteering, compass, challenges, design, instructions, extend, knot, orient | Shot, defensive, offensive, predict, place, select, tactics, stance, tracking. | Urgency, acquire, high ball, tracking, short delivery, long balls, on drive, off drive, slip, short leg, cover, innings, retires. |
| **Personal Development****(Head, Hand, Heart)** | * Head - Accurately and confidently record multiple scores under pressure.
* Hand - Combine different jumping skills to accurately replicate the triple jump technique.
* Heart - Judge your strengths and weaknesses to fulfil; your role in a running challenge
 | * Head: Use knowledge and understanding of PE to suggest design ideas and amendments to games.
* Hand: Refine and adapt ideas in group tasks
* Heart: Takes responsibility for a role in a task
 | * Head: Demonstrate urgency when in the field.
* Hand: Play in a complete game of rounders with markings and four bases.
* Heart: Understand teammates perspective & motivation when accumulating runs/rounders.
 | * Head: Apply with consistency standard rules of (modified) games.
* Hand: Attempt to track and catch high balls in isolation and game play.
* Heart: Work as a pair to field long balls.
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| **Application Task** | Sports Day | Intra-competition in house groups navigation to a point on a map | Intra-competition in house groups | Intra-competition in house groups |