



	Autumn Term	Spring Term	Summer Term
Nursery	<p><b>MARVELLOUS ME!</b>  <b>PEOPLE WHO HELP US</b>  <b>Ring Games</b>  <b>Sticky Kids/Go noodle Exercise</b>            Use and remember sequences of movements  <b>Squiggle Whilst you wiggle</b>            Use large muscle movement</p>	<p><b>ONCE UPON A TIME</b>  <b>Outdoor Fun</b>            Develop movement – balancing, riding, ball skills and climbing  <b>(Balanceability)</b>  <b>The Gruffalo/Beegu</b>  <b>Chinese New Year</b>            use and remember sequences and patterns of movement            Take part in group activities created by themselves</p>	<p><b>ANIMAL KINGDOM</b>  <b>Six Dinner Sid, Mog, Winnie Wagtail</b>            Increasingly use and remember sequences and patterns of movement            Take part in group activities created by themselves    <b>ASM – fundamental skills</b></p>
Reception	<p><b>MARVELLOUS ME!</b>  <b>Team games/Indoor apparatus</b>            Movement skills – refining balancing, jumping, running, hopping, crawling and climbing.  <b>PEOPLE WHO HELP US</b>  <b>Games/Gymnastics</b>            rolling and jumping through gymnastics– developing overall coordination and combining movements with ease and fluency  <b>Outdoor learning Area</b>            large apparatus developing body strength and coordination.  <b>Exercise Time</b>            combining movements with ease and fluency and developing coordination and agility</p>	<p><b>ONCE UPON A TIME</b>  <b>Ball skills</b>            throwing and catching in pairs with different equipment.            Kicking and passing balls with partners            Aiming balls and bean bags into targets during games. Balance and coordination – rackets and bean bags            Developing accuracy and precision.  <b>Balanceability</b>            developing overall body strength, balance and co-ordination  <b>Outdoor learning Area</b>            large apparatus developing body strength and coordination. Ball skills  <b>Exercise Time</b>            combining movements with ease and fluency and developing coordination and agility</p>	<p><b>ANIMAL KINGDOM</b>  <b>Team games</b>            Negotiating space and obstacles safely, with consideration of themselves and others.  <b>Sports day Activities</b>            demonstrate strength, balance and co-ordination when playing  <b>Outdoor learning Area</b>            large apparatus developing body strength and coordination. Ball skills  <b>Exercise Time</b>            combining movements with ease and fluency and developing coordination and agility</p>
Year One	<p><b>PIRATES</b>    <b>Gymnastics</b>              shapes and balances, travelling, jumps and rolls.    <b>Dance</b>              Skills, Compete/Perform, evaluate</p>	<p><b>MAGICAL KINGDOMS</b>    <b>Games</b>              health, throwing and catching, hitting, passing, travelling, space, attacking and defending, rules    <b>Balanceability</b>    <b>Chance to Shine (cricket)</b></p>	<p><b>ALL CREATURES GREAT AND SMALL</b>    <b>Athletics</b>              Running, jumping, throwing    <b>Games</b></p>



	<b>Fundamental Skills</b>		health, throwing and catching, hitting, passing, travelling, space, attacking and defending, rules <b>Balanceability</b>
Year Two	<b>THE GREAT FIRE OF LONDON</b>  <b>ASM - Gymnastics</b> rolling, jumping, travel, shape/balance, sequence  <b>Dance – Great Fire of London</b> Skills, compete/perform, evaluate	<b>A SEED OF CHANGE</b> <b>Games</b> Health, Throwing and catching, hitting, travelling, passing, space, attacking and defending, compete, rules  <b>Chance to Shine (cricket)</b>	<b>HOMELY HABITATS</b> <b>Athletics</b> Running, jumping, throwing, compete  <b>Swimming</b>