Significant people

Aspire London will:

- Develop pupils' knowledge and understanding of the world and people, past and present, who shape it
- Provide identifiable role models to raise ambition and aspiration

Community

Aspire London will:

- Immerse the children in the historically rich and diverse nature of London
- Give pupils an understanding of the positive impact of migration and a cultural appreciation of our community

Equality & Justice

Aspire London will:

- Empower pupils to be advocates who address issues of prejudice and discrimination
- Ensure pupils value fairness and resolve differences through positive discussion

Environmental Responsibility

Aspire London will:

- Educate children of the need to protect God's planet from environmental damage
- Create eco- friendly citizens who are aware of the impact of their individual actions and those of the wider world.



Gymnastics Year 1	Knowledge	Skills	Vocabulary
Autumn Half Term 1	 To know how the body feels before, during and after exercise. To know how to carry and place equipment safely. To know how to apply fundamental movement skills in agility, balance and coordination. 	Equipment: • Move themselves and equipment safely • Carry mats and benches safely. Rolls: • Log roll (controlled) • Curled side roll/egg roll (controlled) • Teddy bear roll (controlled) Jumps: • Straight jump • Tuck jump • Jumping jack Handstands/Cartwheels & Round Offs: • Bunny Hop Shapes and Balances: • Standing balances • Kneeling balances Travelling and Linking Actions: • Tiptoe, step, jump and hop	 Log roll Curled side roll Teddy bear roll Straight Tuck Jump Balance Tiptoe Bunny Hop Apparatus Heart rate Sweat Breathing
Spring Half Term 1	•To know how to apply fundamental movement skills, becoming increasingly competent and confident in agility, balance and co-ordination, individually and with others.	Jumps: • Half turn jump • Cat spring Travelling and Linking Actions: • Hopscotch • Skipping • Galloping	Half turnCat springHopscotchSkipGallopLink

Summer Half Term 1	◆To know how to apply and link	Vault:	Springboard
	fundamental movement skills, become	 Straight jump off springboard 	Wheelbarrow
	increasingly competent and confident	Handstands/Cartwheels & Round Offs:	Pike
	and access a broad range of	 Static front support wheelbarrow with 	● Star
	opportunities to extend their agility,	partner	Straddle
	balance and coordination, individually	Shapes and Balances:	
	and with others.	 Pike, tuck, star, straight, straddle shapes 	

Gymnastics Year 2	Knowledge	Skills	Vocabulary
Autumn Half Term 1	 To recognise and describe how the body feels during and after different physical activities. To know how physical activity helps them to stay healthy To know how to climb onto and jump off the equipment safely. To travel in a variety of ways, including rolling. To copy, explore and remember actions and movements to create their own sequence. 	 Rocking for forward roll Crouched forward roll Jumps: Cat spring to straddle Vault: Hurdle step onto springboard Straight jump off springboard Handstands, Cartwheels & Round Offs T-lever 	 Forward roll Rocking Crouching Hurdle step T-lever Scissor kick
Spring Half Term 1	 To know how to hold a still shape whilst balancing on different points of the body To know how to link actions to make a sequence To know how to move with increasing control and care. 	Shapes and Balances • Large body part balances	
Summer Half Term 1	 To know how to link actions to make a sequence, individually and with others. To know how to compose a co-ordinated sequence To know how to make improvements to movements 	Tuck jump off springboard	Front supportBack support

Gymnastics Year 3	Knowledge	Skills	Vocabulary
Autumn Half Term 1	 To know why it is important to warm up and cool down To know the importance of strength and flexibility for physical activity To know how to use turns whilst travelling in a variety of ways. To know how to use a range of jumps in 	Rolls: Crouched forward roll Forward roll from standing Tucked backward roll Jumps: Star jump Straddle jump Pike jump	•Cat leap
	their sequences.	Straight jump half-turn Cat leap	
Spring Term Half 1	 To know how to use equipment to vault To know how to link combinations of actions with increasing confidence, including changes of direction, speed or level. 	· ·	Squat Lunge Handstand Cartwheel Chassis steps Cat leap

Summer Half Term 1	To know how to create interesting body shapes while holding balances with control and confidence.	 Large and small body part balances including standing and kneeling balances Matching and contrasting partner balances 	Matching Contrasting
		Compete/Perform	
		Compete against self and others in a	
		controlled manner.	

Gymnastics Year 4	Knowledge	Skills	Vocabulary
Autumn Half Term 1	 To know how the body reacts at different times and how this affects performance. To know why exercise is good for your health To know some reasons for warming up and cooling down To know how to use an increasing range of actions, directions and levels in their sequences. To know how to change direction, speed and level during a performance To know how to use equipment to vault in a variety of ways. To begin to develop good technique when travelling, balancing and using equipment 	 Forward roll from standing Straddle forward roll Tucked backward roll Backward roll to straddle Jumps Straight jump full term Cat leap half-turn Vault Straddle on vault Handstands, Cartwheels & Round-Offs Lunge into cartwheel Travelling and linking actions Straight jump full-turn 	• Full turn • Pivot
Summer Half Term 1	 To know how to carry out balances, to recognise the position of their centre of gravity and how this affects their balance To know how to move with clarity, fluency and expression. To know how to create a sequence of actions to that fit a theme To know how to develop strength, technique and flexibility throughout performances 	 Balances with and against a partner Compete/Perform Perform and create sequences with fluency and expression 	 Point balance Sequences Fluency Expression Accuracy Strength Technique Flexibility

Gymnastics Year 5	Knowledge	Skills	Vocabulary
Autumn Half Term 1	 To understand the reasons for warming up and cooling down To know how to explain some safety principles when preparing for and during exercise To know how to confidently use equipment to vault in a variety of ways. 	Rolls • Pike forward roll Jumps • Stag jump • Split leap Vault • Squat through vault Handstands, Cartwheels and Round Offs • Lunge into round off	Stag jump Split leap
Spring Half Term 1	 To know how to confidently develop the placement of their body parts in balances, recognising the position of their centre of gravity and where it should be in relation to the base of the balance. To know how to perform jumps, shapes and balances fluently and with control To know how to select ideas to compose specific sequences of movements, shapes and balances. 	Shapes and balances • Part body weight partner balances	Part body weight
Summer Half Term 1	 To know how to adapt their sequences to fit new criteria or suggestions To know how to apply skills and techniques consistently To know how to combine equipment with movement to create sequences 	Compete/Perform Perform own longer, more complex sequences in time to music Consistently perform and apply skills and techniques with accuracy and control	

Gymnastics Year 6	Knowledge	Skills	Vocabulary
Autumn Half Term 1	 To know the importance of warming up and cooling down To know how to carry out warm ups and cool downs safely and effectively To know why exercise is good for health, fitness and wellbeing To know ways to become healthier To know how to confidently use equipment to vault and incorporate this into sequences To know how to create their own complex sequences involving the full range of actions and movements: travelling, balancing, holding shapes, jumping, leaping, swinging, vaulting and stretching. 	Rolls • Dive forward roll • Backward roll to standing pike • Pike backward roll Jumps • Cat leap full-turn • Stag leap Vault	Standing pike Stag leap Group formation
Spring Half Term 1	 To know how to apply skills and techniques consistently showing precision and control. To know how to demonstrate precise and controlled placement of body parts in their actions, shapes and balances 	 Develop technique, control and complexity of part weight partner balances Group formations 	
Summer Half Term 1	 To know how to develop strength, technique and flexibility throughout performances. 	Compete/Perform Link actions to create a complex sequence using a full range of movement that showcases different agilities, in time to music Perform and apply a variety of skills and techniques confidently, consistently and with precision	

Dance Year 1	Knowledge	Skills	Vocabulary
Autumn Half Term 2	 To know how the body feels before, during and after exercise. To know how to carry and place equipment safely. To know how to copy and repeat actions. 	 Dance Skills: Vary the speed of their actions. Use simple choreography – e.g. mirroring, unison, canon. Begin to improvise independently to create a simple dance. 	SpeedActionsMovementMirroringCanonUnisonImprovise
Spring Half Term 2	To know how to put a sequence of actions together to create a motif (movement idea that is repeated and developed).	Perform using a range of actions and body	CoordinationControlPerform
Summer Half Term 2	 To know how to describe a performance. To know how to improve on a performance based on suggestions and observations. 		DescribeWatchimprove

Dance Year 2	Knowledge	Skills	Vocabulary
Autumn Half Term 2	To recognise and describe how the body feels during and after different physical activities.	 Dance Skills: Create a short motif inspired by a stimulus. Change the speed and level of their actions. Use different transitions within a dance motif. Move in time to music. Improve the timing of their actions. 	LevelStimulusTransitionsMoveMusictimings
Spring Half Term 2	To know how physical activity helps them to stay healthy.	Compete/Perform: Perform sequences of their own composition with coordination. Perform learnt skills with increasing control. Compete against self and others.	Composition
Summer Half Term 2	To know how to copy, remember and repeat actions.	Evaluate: Use what they see to improve their own performance. Talk about the differences between their work and that of others.	differences

Dance Year 3	Knowledge	Skills	Vocabulary
Autumn Half Term 2	•To know why it is important to warm up		Warm up
	and cool down	Begin to improvise with a partner to create a	• Cool down
		simple dance.	• Improvise
		Begin to compare and adapt movements and metifs to create a larger sequence.	• Compare
		motifs to create a larger sequence.	• Adapt
		 Use simple dance vocabulary to compare and improve work. 	Dance vocabulary
		Perform with some awareness of rhythm and	Awareness
		expression.	• Rhythm
		·	• expression
Spring Half Term 2	•To know the importance of strength and	Compete/Perform:	Quality
. 3	flexibility for physical activity.	 Develop the quality of actions in their 	 Performance
		performances.	 Techniques
		 Perform learnt skills and techniques with 	• Control
		control and confidence.	 Confidence
		 Compete against self and others in a controlled manner. 	• compete
Summer Half Term 2	 ◆To know how to compare and adapt 	Evaluate:	• Effectiveness
	movements and motifs from different	 Watch, describe and evaluate the 	• stimuli
	stimuli.	effectiveness of a performance.	
		Describe how their performance has	
		improved over time.	

Dance Year 4	Knowledge	Skills	Vocabulary
Spring Half Term 2	 To know how the body reacts at different times and how this affects performance. To know some reasons for warming up and cooling down. To know why exercise is good for your health. 	 To identify and repeat the movement patterns and actions of a chosen dance style. Compose a dance that reflects the chosen 	Movement patterns Dance style Dance sequence Precision Dynamics Rhythm Spatial awareness Self-evaluation Dance vocabulary Techniques Accuracy Improvements results

Dance Year 5	Knowledge	Skills	Vocabulary
Autumn Half Term 2	To know some safety principles when preparing for and during exercise.	 Dance Skills: Develop an awareness of their use of space. Compose individual, partner and group dances that reflect the chosen dance style. Demonstrate imagination and creativity in the movements they devise in response to stimuli. Use transitions to link motifs smoothly together. Improvise with confidence, still demonstrating fluency across the sequence. Ensure their actions fit the rhythm of the music. Modify parts of the sequence as a result of self and peer evaluation. Use more complex dance vocabulary to compare and improve work. 	 Imagination Creativity Devise Response Smooth transitions Fluency Modify Peer evaluation complex
Spring Half Term 2	To know how to change pace and timing in their movements.	Compete/Perform: Perform own longer, more complex sequences in time to music. Consistently perform and apply skills and techniques with accuracy and control.	Time consistent
Summer Half Term 2	 To know how to use criteria to evaluate own and others' performance. To know why they have used particular skills or techniques, and the effect they have had on their performance. 	Evaluation:Choose criteria to evaluate own and others' performances.	Criteria effect

Dance Year 6	Knowledge	Skills	Vocabulary
Autumn Half Term 2	 To know how to carry out warm-ups and cool-downs safely and effectively. To know why exercise is good for health, fitness and wellbeing. To know ways they can become healthier. 	 Dance Skills: Use dramatic expression in dance movements and motifs. Perform with confidence, using a range of movement patterns. Demonstrate strong and controlled movements throughout a dance sequence. Combine flexibility, techniques and movements to create a fluent sequence. Move appropriately and with the required style in relation to the stimulus, e.g. using various levels, ways of travelling and motifs. Move rhythmically and accurately in dance sequences. Dance with fluency and control, linking all movements and ensuring that transitions flow. 	 Fitness Wellbeing Dramatic expression Range Strong Flexibility Travelling Linking flow
Spring Half Term 2	To know how to link actions to create a complex sequence using a full range of movement.	Compete/Perform: Perform and apply a variety of skills and techniques confidently, consistently and with precision.	Applyvariety
Summer Half Term 2	 To know how to evaluate their own and others' work and suggest appropriate improvements. 	Evaluate: • Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.	Thorough appropriate

Games Year 1	Knowledge	Skills	Vocabulary
 To know how to describe how the body feels during and after exercise. To know how to carry and place equipment safely To know why it is important to dress appropriately for physical activity. To know how to use hitting skills in a game To know how to perform basic striking, sending and receiving skills. To know how to throw underarm and overarm To know how to catch and bounce a ball To know how to use rolling skills in a game. 		 Striking And Hitting A Ball Hit a ball along the ground with a bat Hit a ball into the air with a bat Hit a ball towards a target or partner Balance a ball on a bat whilst standing or moving Throwing And Catching A Ball Throw a ball overarm Throw a ball underarm Roll a ball towards a target or partner Throw and catch a ball individually Bounce and catch a ball individually 	• Striking • Rolling • Target • Balance • Throwing • Underarm • Overarm • Bounce • Catching
Spring Term • To know how to travel with a ball • To know how to pass the ball to another player in a game • To know how to use kicking skills in a game • To know how to use different ways of travelling in different directions or pathways • To know how to use space in a game. • To begin to know the terms and basic skills of attacking and defending.		 Travelling With A Ball Travel with a ball in different ways e.g dribbling with feet/ hands, balancing a ball while travelling, throwing catching while travelling. Travel with a ball in different direction e.g side to side, forwards and backwards, with control and fluency. Passing A Ball Pass a ball using hands or feet Kick a ball with inside foot, outside foot, toe Using Space 	 Travelling Dribbling Defend Attack Space Direction Pass Accurate Dodging Control Rules Competition

To know how to follow and understand the importance of rules to play games including team games.	· ·
	Compete/Perform
	Perform learnt skills with a competitive
	element, either personal or team. e.g throw and catch in a minute, relay game

Games Year 2	Knowledge	Skills	Vocabulary
Autumn Term	 To know how to recognise and describe how the body feels during and after different physical activities To know how to explain what they need to stay healthy. To know how to play striking and fielding games To know how to use throwing and catching skills in a game To know when to use different types of throw To know how to use kicking and dribbling skills in a game. 	 Position the body to strike a ball Throwing And Catching A Ball Throw different types of balls in different ways for accuracy and distance Throw, catch and bounce different balls individually and with a partner Throw a ball for distance 	Position Quoit Javelin Hand-eye Co-ordination Control
Spring Term	 To know how to pass a ball in different ways in a game To know how to use the best space in a game. To know how to use at least one technique to attack or defend successfully in a game. To know how to improve performance based on self evaluation and evaluation of others. 	Perform learnt skills with increasing controlCompete against self and others	

• Use different basketball passes e.g chest pass, shoulder pass, bounce pass • Use different football passes e.g short/long, through pass • Use different hockey passes e.g push, drive • Pass the ball in a game situation Possession (Basketball, Football, Hockey) • Keep and win back possession of the ball **Attacking And Defending** • Use simple attacking and defending skills in a game. **Tactics And Rules** Apply and follow rules fairly. • Apply the basic principles of invasion games. Compete/Perform • Perform learnt skills and techniques with control and confidence. • Compete against self and others in a controlled manner. • Take part in a range of games. **Evaluate** • Watch, describe and evaluate the effectiveness of a performance. • Describe how their performance has improved over time.

Games Year 4	Knowledge	Skills	Vocabulary
Autumn Half Term 2: Tag Rugby Spring Half Term 1: Cricket	 To know how the body reacts at different times and how this affects performance To know why exercise is good for your health To know some reasons for warming up and cooling down To know how to use different passes or shots in a game To know how to make the best use of space to pass and receive the ball To know how to contribute towards helping their team attack or defend. 	 Striking And Hitting A Ball (Cricket) Use a bat to hit a ball with accuracy and control Use at least two different shots in a game situation.e.g defensive shot, pull shot Use hand-eye co-ordination to strike a moving ball Throwing And Catching A Ball (Rugby/Cricket) Develop a safe and effective overarm bowl Develop different ways of throwing e.g short pass/long pass Travelling With A Ball (Tag Rugby) Move the ball using a range of techniques showing control and fluency e.g rolling backwards with the foot Passing A Ball (Tag Rugby) Pass the ball with increasing speed, accuracy and success in a game situation Possession (Tag Rugby) Contribute towards helping their team keep and win back possession of the ball Attacking And Defending Use a range of attacking and defending skills and techniques in a game. 	 Defensive shot Pull shot Overarm bowl Tactics Modify

	 Use fielding skills to stop a ball from travelling past them. Use fielding skills as an individual to prevent a player from scoring. Tactics And Rules Vary the tactics they use in a game. Adapt rules to alter games. Compete/Perform Take part in a range of competitive games and activities. Evaluate Give ideas for improvements. Modify their use of skills or techniques to achieve a better result.
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Games Year 5	Knowledge	Skills	Vocabulary
Games Year 5 Autumn Half Term 1: Football Autumn Half Term 2: Basketball Spring Half Term 1: Tennis Spring Half Term 2: Hockey	 To know and understand the reasons for warming up and cooling down To know how to explain some safety principles when preparing for and during exercise To know when to apply different strokes/shots in a game To know different ways of throwing and catching and when each is appropriate in a gamed To know how to serve in order to start a game To know when to pass and when to dribble in a game. To know how to explain why they have used particular skills or techniques and the effect they have had on their performance. 	Striking And Hitting A Ball (Tennis/Hockey) Develop a range of skills for hitting a ball with backhand e.g groundstroke/volley Develop an overhead serve Use different strokes/shots when playing a game. Throwing And Catching A Ball (Basketball/Tennis) Throw with accuracy for an overhead serve. Throw and catch appropriately in a game. Travelling With A Ball (Basketball, Football, Hockey) Use a variety of ways to dribble in a game with success Use ball skills in various ways and begin to link together Passing A Ball (Basketball, Football, Hockey) Pass a ball using different types of pass as appropriate with speed and accuracy in a game Possession (Basketball, Football, Hockey) Keep and win back possession of the ball in at team game	• Backhand • Overhead serve • Shoot • Criteria
		Using Space • Demonstrate an increasing awareness of space	

Attacking And Defending	
 Choose the best tactics for attacking and 	
defending.	
• Shoot in a game.	
Tactics And Rules	
 Devise and adapt rules to create their own 	
game.	
Compete/Perform	
 Consistently perform and apply skills and 	
techniques with accuracy and control.	
Take part in competitive games with a	
strong understanding of tactics and	
composition.	
Evaluate	
 Choose and use criteria to evaluate own 	
and others' performance.	

Games Year 6	Knowledge	Skills	Vocabulary
Games Year 6 Autumn Half Term 1: Rugby Autumn Half Term 2: Netball	 Knowledge To know how to carry out warm ups and cool downs safely and effectively To know why exercise is good for health, fitness and wellbeing To know ways they can become healthier To know how to serve in order to start a game To know how to choose the best pass in a game situation To know how to link a range of skills together with fluency. To know how to create a plan of attack and defence. 	 Striking And Hitting A Ball Use a racquet to hit a shuttlecock with accuracy and control Hit a bowled ball over long distances Use good hand-eye co-ordination to be able to direct a ball when striking or hitting Throwing And Catching A Ball Throw and catch a ball accurately and succesfully under pressure in a game Travelling With A Ball Show confidence in using ball skills in various ways and link them together in a game situation Passing A Ball Make the best pass in a game situation Link a range of skills fluently e;g passing and receiving the ball on the move Possession Keep and win back possession of the ball effectively and in a variety of ways in a team game. Using Space Demonstrate a good awareness of space Attacking And Defending. 	• shuttlecock

	 Tactics And Rules Follow and create complicated rules to play a game successfully. Communicate plans to others during a game. Lead others during a game. Compete/Perform Perform and apply a variety of skills and techniques confidently, consistently and with precision. Evaluate Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.
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Athletics Year 1	Knowledge	Skills	Vocabulary
Summer Term	 To know how to describe how the body feels before, during and after exercise. To know how to carry and place equipment safely. To know how to run with different techniques, controlling speed and directional change To know how to jump in different ways, landing safely and with control. To know how to throw in different ways, to target a throw and adjust power. 	 Running Vary pace and speed when running Run with basic technique over different distances Show good posture and balance Jog in a straight line Change direction when jogging Sprint in a straight line Change direction when sprinting Maintain control as they change direction when jogging or sprinting. Jumping Perform and compare different types of jumps e.g 2 feet to 2 feet, 2 feet to 1 foot, 1 foot to same foot, 1 foot to opposite foot. Perform a short jumping sequence Jump as high as possible Jump as far as possible Land safely and with control Throwing Throw underarm and overarm. Throw a ball towards a target with increasing accuracy. Improve the distance they can throw by using more power. 	 Run Jog Posture Balance Pace Control Direction Jump Underarm Overarm Target Power Distance

Compete/Perform
Begin to perform learnt skills with some
control.
Engage in competitive activities and team
games.
Evaluate
Watch and describe performances and
begin to say how they can improve.

Athletics Year 2	Knowledge	Skills	Vocabulary
Summer Term	 To know how to recognise and describe how the body feels during and after different physical activities. To know how to explain what they need to stay healthy. To know how to select the most suitable pace and speed for distance. To know how to choose the most appropriate jumps to cover different distances. To know which muscles are used when performing different actions. 	Running Run at different paces, describing the different paces. Use a variety of different stride lengths. Travel at different speeds. Complete an obstacle course. Vary the speed and direction in which they are travelling. Run with basic techniques following a curved line. Be able to maintain and control a run over different distances. Jumping Perform and compare different types of jumps. Combine different jumps together with some fluency and control. Jump for distance from a standing position, with accuracy and control. Investigate the best jumps to cover different distances. Throwing Throw different types of equipment in different ways for accuracy and distance. Throw with accuracy at targets of different heights. Investigate ways to alter their throwing techniques to achieve greater distance.	Pace Stride length Obstacle Muscles Personal best

Compete/Perform
 Perform learnt skills with increasing control.
 Compete against self (personal best) and
others.
Evaluate
 Watch and describe performances and use
what they see to improve their own
performance.
 Talk about the differences between their
work and others.

Athletics Year 3	Knowledge	Skills	Vocabulary
Summer Term	 To know how to recognise and describe the effects of exercise on the body. To know the importance of strength and flexibility for physical activity. To know why it is important to warm up and cool down. To know how different techniques can affect their performance. To know how to land safely and with control. 	 Running Identify and demonstrate how different techniques affect their performance. Focus on their arm and leg action to improve their sprinting technique. Begin to combine running with jumping over hurdles. Focus on lead leg and trail leg action when running over hurdles. Jumping Use one and two feet to take off and land with. Develop an effective take off for the standing long jump. Develop an effective flight phase for the standing long jump. Throwing Throw with greater control and accuracy. Show increasing control in their overarm throw. Perform a push throw. Continue to develop techniques to throw for increased distance. Compete/Perform Perform learnt skills and techniques with control and confidence. Compete against self and others in a controlled manner. 	Hurdle Sprint Lead leg Trail leg Standing long jump Flight phase Take off Push throw Evaluate

Evaluate	
Watch describe and evaluate the	
effectiveness of a performance.	
Describe how their performance has	
improved over time.	

Athletics Year 4	Knowledge	Skills	Vocabulary
Summer Term	 To know how the body reacts at different times and how this affects performance To know why exercise is good for your health To know some reasons for warming up and cooling down To know how to measure distance To know how to evaluate and apply learning for improvement 	Running Confidently demonstrate an improved technique for sprinting Carry out an effective sprint finish Perform a relay, focusing on the baton change over technique Speed up and slow down smoothly Jumping Combine a hop, step and jump to perform the standing triple jump Measure the distance jumped Throwing Perform a pull throw Measure distance of their throws Compete/Perform Perform and apply skills and techniques with control and accuracy Take part in a range of competitive games and activities Evaluate Watch, describe and evaluate the effectiveness of performances, giving ideas for improvement Modify the use of skills or techniques to achieve a better result	•Relay Baton •Change over •Sprint finish •Standing triple jump

Athletics Year 5	Knowledge	Skills	Vocabulary
Summer Term	To know and understand the reasons for warming up and cooling down To know some safety principles when preparing for and during exercise To know why stamina is important for runners •	 Running Accelerate from a variety of starting positions and select their preferred position Identify their reaction times when performing a sprint start Continue to practise and refine their sprint technique, focusing on an effective sprint start Select the most suitable pace for the distance and their fitness level in order to maintain a sustained run. Identify and demonstrate stamina Jumping Improve techniques for jumping for distance Perform an effective standing long jump Perform the standing triple jump with increased confidence Develop an effective technique for the standing vertical jump (jumping for height) including take off and flight Measure the distance and height jumped with accuracy Investigate different jumping techniques Throwing Perform a fling throw Throw a variety of implements using a range of throwing techniques 	Sprint start Stamina Fitness level Reaction time Accelerate Starting position Standing long jump Standing vertical jump Fling throw Record Tactics

Measure and record the distance of their throws Compete/Perform	
Consistently perform and apply skills and techniques with accuracy and control	
Take part in competitive games with a strong understanding of tactics and composition	
Evaluate	
Choose and use criteria to evaluate own and others performance	

Athletics Year 6	Knowledge	Skills	Vocabulary
Athletics Year 6 Summer Term	*To know the importance and how to carry out warm ups and cool downs safely and effectively *To know why exercise is good for health, fitness and wellbeing *To know ways they can become healthier *To know how to apply a variety of skills and techniques confidently, consistently and with precision	Running Recap, practise and refine an effective sprinting technique, including reaction time. Build up speed quickly for a sprint finish Run over hurdles with fluency, focusing on the lead leg technique and a consistent stride pattern Accelerate to pass other competitors Work as a team to competitively perform a relay Confidently and independently select the most appropriate and pace for different distances and different parts of the run. Demonstrate endurance and stamina over longer distances in order to maintain a sustained run. Jumping Develop the technique for the standing vertical jump Maintain control at each of the different stages of the triple jump Develop and improve their techniques for jumping for height and distance and support others in improving their performance Perform and apply different types of jumps in other contexts	• Endurance • Stride pattern • Heave throw

Set up and lead jumping activities including measuring the jumps with confidence and
accuracy
Throwing
Perform a heave throw
Continue to develop techniques to throw for increased distance and support others in
improving their personal best
Develop and refine techniques to throw for
accuracy
Evaluate
Suggest thoughtful and appropriate
improvements for their own and others' work