

## <u>PE Y6 Champions Year Plan</u>

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Invaders	Dynamic Dance	Gym Sequences	Active Adventure	Nimble Nets	Young Olympians
Lesson 1 -	Lesson 1 -	Lesson 1 -	Lesson 1 -	Lesson 1 -	Lesson 1 -
Understand the	Identify and	Identify and	To throw and catch	Demonstrate and	To investigate
basic rules of tag	practise the	practise gymnastic	under pressure.	use the correct	running styles and
rugby.	patterns and	shapes and	Lesson 2 -	grip of the racket	changes of speed.
Lesson 2 -	actions in a street	balances.	To use skills to	and understand	Lesson 2 -
Work as a team,	dance style.	Lesson 2 -	stop the ball	how to get into the	To practise
using ball-handling	Lesson 2 -	Identify and	effectively.	ready position. Use	throwing with
skills.	Demonstrate an	practise	Lesson 3 -	good hand/eye	power and
Lesson 3 -	awareness of the	symmetrical and	To learn batting	coordination.	accuracy.
To pass and carry	music's rhythm and	asymmetrical body	control. Practise	Lesson 2 -	Lesson 3 -
the ball using	phrasing when	shapes.	batting technique.	Understand how to	To throw safely
balance and	improvising.	Lesson 3 -	Lesson 4 -	serve the shuttle	and with
coordination.	Lesson 3 -	Construct	Learn the role of	in order to start	understanding.
Lesson 4 -	Create a dance that	sequences using	backstop.	the game.	Lesson 4 -
Use skills learned	represents a street	balancing and	Understand how to	Recognise the	Demonstrate good
to play a game of	dance style.	linking movements.	play as a backstop	difference	running technique
tag rugby.			in a game.	between the low	in a competitive

Lesson 5 -	Lesson 4 -	Lesson 4 -	Lesson 5 -	serve and the high	situation.
To apply rules and	Create a dance as a	Use	Play in a	serve.	Lesson 5 -
skills learned to a	group, using any	counterbalances	tournament and	Lesson 3 -	To explore
game.	street dance moves.	and incorporate	work as a team,	Develop children's	different footwork
Lesson 6 -	Lesson 5 -	them into a	using tactics in	ability to perform	patterns.
To play a mini tag	Work as a group to	sequence of	order to beat the	and understand the	Understand which
rugby tournament.	cooperate to adapt	movements.	other team.	'overhead clear'	technique is most
	two dance routines	Lesson 5 -	Lesson 6 -	shot and how it can	effective when
	and put them	Perform	To assess and	have an impact on	jumping for
	together.	movements in	analyse others	winning a point.	distance.
	Lesson 6 -	canon and in	strengths. Play in a	Lesson 4 -	Lesson 6 -
	Perform and	unison.	mini tournament	Understand that	To utilise all the
	analyse own and	Lesson 6 -	and understand the	the drop shot is an	skills learned in
	others	Perform and	rules of the game.	attacking shot and	this unit in a
	performances.	evaluate own and		why. To know	competitive
		others sequences.		where the drop	situation.
				shot should be	
				aimed for.	
				Lesson 5 -	
				Understand how to	
				use different	
				shots to outwit an	
				opponent in a game.	
				Lesson 6 -	
				Develop knowledge,	

				understanding and principles within a doubles game, including strategies and tactics.	
Boot camp	Mighty movers	Step to the beat!	Gym circuits	Cool core	Multi-fitness
Lesson 1 -	Lesson 1 -	Lesson 1 -	Lesson 1 -	Lesson 1 -	Lesson 1 -
Understand how	To know and	Understand the	To plan a personal	Identify exercises	Complete a circuit
to prepare the	understand the	value of aerobic	circuit programme.	that will improve	that includes
body for exercise.	basic principles of a	exercise. Learn	Lesson 2 -	core strength and	different aerobic
Understand what	good warm up.	how to measure	Share ideas with	stability.	activities.
fitness means.	Lesson 2 -	heart rate and	group to get ideas.	Lesson 2 -	Lesson 2 -
	Understand how	note any changes.		Apply balance	Perform and devise
Lesson 2 -	moves can be linked	Lesson 2 -	Lesson 3 -	techniques when	a sequence of
Complete a range	together to	Perform aerobic	Trial and error	performing cool	movements to
of circuit-based	perform more	activity to music.	personal circuit	core exercises.	music.
activities and	complex/challenging	Understand the	programme.	Lesson 3 -	Lesson 3 -
understand the	moves.	value of aerobic	Lesson 4 -	Perform cool core	Understand the
reason for doing	Lesson 3 -	exercise.	Adapt personal	exercises of	value of aerobic
them. Understand	Demonstrate	Lesson 3 -	circuit programme	increased	exercise. Devise a
what happens to	fluency of moves.	Practise and apply	from trial and	difficulty with	sequence of step-
the heart rate	Perform complex	a sequence of step	error.	balance.	based activities to
during exercise.	moves to music.	moves to the beat	Lesson 5 -	Lesson 4 -	music.
Lesson 3 -	Lesson 4 -	of the music.	Finalise and test	Create original cool	

Complete a circuit that includes activities	Perform and devise a sequence of movements to	Understand the value of step- based exercise.	your personal circuit programme. <b>Lesson 6</b> –	core moves. <b>Lesson 5</b> – Demonstrate	<b>Lesson 4</b> – To plan a personal fitness frenzy
practised from lessons 1 & 2. Lesson 4 - Complete a circuit that includes activities practised in lessons 1-3 with balance and coordination. Lesson 5 - Develop agility and coordination. Perform more complex patterns of movement. Lesson 6 - Complete a circuit that includes all activities practised.	music. Lesson 5 - Demonstrate understanding of boxercise moves and how they can be linked together to make a routine. Lesson 6 - Perform and devise a sequence of movements to music.	Lesson 4 - Understand the value of aerobic exercise. Devise a sequence of step- based activities to music. Lesson 5 - Use a wide range of compositional ideas and skills to create a routine. Lesson 6 - Be able to suggest ways to improve performance showing sound knowledge and understanding.	Evaluate and analyse own and others plans.	behonstrate balance and coordination. Lesson 6 - Perform others sequences with control and balance.	programme. Lesson 5 - Perform others sequences with control and balance. Lesson 6 - Perform a sequence of moves at each station within a circuit with increased accuracy.
Yoga	Yoga	Yoga	Yoga	Yoga	Yoga

Swimming will be  $4 \times 1$  hour session tbc.