# Dean Bank Primary School LTP 2021-2022

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
R	Move with Max Under the Sea	Move with Max Up in Space	Move with Max In the Woods	Move with Max Jack and the Incredibly MeanStalk	Games	Games
	Dance	Dance	Gymnastics skills	Gymnastics skills	Athletics	Athletics
	See EYFS curriculum for skills					
1	Games – Honey Pot  participate in team games, developing simple tactics for attacking and defending  master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities  Gymnastics – Making Shapes  master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities	Gymnastics – Making Shapes  • master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities  Games / Athletics – Colour Match  • participate in team games, developing simple tactics for attacking and defending  • master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities	Dance – Themes and Dreams / Own theme  • perform dances using simple movement patterns • master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities  Games – Ten Point Hoops L1 • participate in team games, developing simple tactics for attacking and defending • master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities	Gymnastics – Unit 1 Task 1  master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities  Dance – Moving Along  perform dances using simple movement patterns  master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities  •	<ul> <li>Games – Beanbag throw</li> <li>participate in team games, developing simple tactics for attacking and defending</li> <li>master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities</li> <li>Athletics – Off, Up and Away Unit 1 Travel / Throw / Jump</li> <li>master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities</li> </ul>	<ul> <li>Games – Rolla Ball</li> <li>participate in team games, developing simple tactics for attacking and defending</li> <li>master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities</li> <li>Athletics - Furthest Five / Pass the Baton / Take Aim</li> <li>master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities</li> </ul>

## Dean Bank Primary School LTP 2021-2022

- Games 10 point hoops L2
  - participate in team games, developing simple tactics for attacking and defending
  - master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

# Gymnastics – Families of Actions

 master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

#### Games – 10 point hoops L2

- participate in team games, developing simple tactics for attacking and defending
- master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

# Gymnastics – Unit 2 task 2 - Apparatus with partner

 master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

# Dance – Cat Dance / Own theme

- perform dances using simple movement patterns
- master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

# Games – Piggy in the Middle

- participate in team games, developing simple tactics for attacking and defending
- master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

# Dance – How Does it Feel? / Own theme

- perform dances using simple movement patterns
- master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

#### Games (N+W) – Mini Tennis 1 L1/2

- participate in team games, developing simple tactics for attacking and defending
- master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

#### Games (N+W) – Mini Tennis 1 L1/2

- participate in team games, developing simple tactics for attacking and defending
- master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

# Athletic - Off, Up and Away Unit 1 Travel / Throw / Jump

 master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

#### Games – Kick Rounders L1/2

- participate in team games, developing simple tactics for attacking and defending
- master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

#### Athletics – Furthest Five / Pass the Baton / Take Aim

 master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

## Dean Bank Primary School LTP 2021-2022

Games (Net and wall)

# Games (Invasion) - Three Touch Ball – Netball theme

- use running, jumping, throwing and catching in isolation and in combination
- play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending

#### Gymnastics – Balancing Act

- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- compare their performances with previous ones and demonstrate improvement to achieve their personal best

#### Gymnastics - Unit 2 Task 1

- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- compare their performances with previous ones and demonstrate improvement to achieve their personal best

#### O + A - Where am I?

- take part in outdoor and adventurous activity challenges both individually and within a team
- compare their performances with previous ones and demonstrate improvement to achieve their personal best

#### Dance - Indian Delight

- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- perform dances using a range of movement patterns

#### Swimming

- swim competently, confidently and proficiently over a distance of at least 10 metres
- use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]
- perform safe self-rescue in different water-based situations.

## Dance – Unit 3 Machines – small groups

- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- perform dances using a range of movement patterns

#### Swimming

- swim competently, confidently and proficiently over a distance of at least 10 metres
- use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]
- perform safe self-rescue in different water-based situations.

# Mini Tennis 2/3 •use running, jumping, throwing and catching in isolation and in combination •play competitive games, modified where appropriate [for example, badminton,

basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending

#### Athletics - Faster, Higher, Further

- use running, jumping, throwing and catching in isolation and in combination
- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- compare their performances with previous ones and demonstrate improvement to achieve their personal best

Games (St + F) – Arc Rounders
•use running, jumping,
throwing and catching in
isolation and in combination
•play competitive games,
modified where appropriate
[for example, badminton,
basketball, cricket, football,
hockey, netball, rounders and
tennis], and apply basic
principles suitable for
attacking and defending

#### Athletics - Faster, Higher, Further

- use running, jumping, throwing and catching in isolation and in combination
- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- compare their performances with previous ones and demonstrate improvement to achieve their personal best

## Dean Bank Primary School LTP 2021-2022

- 4 Games (Invasion) Three
  Touch Ball Football theme
  - use running, jumping, throwing and catching in isolation and in combination
  - play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending

#### Swimming

- swim competently, confidently and proficiently over a distance of at least 25 metres
- use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]
- perform safe self-rescue in different water-based situations.

Gymnastics - Unit 4 task 2

- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- compare their
  performances with
  previous ones and
  demonstrate
  improvement to achieve
  their personal best

#### **Swimming**

- swim competently, confidently and proficiently over a distance of at least 25 metres
- use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]
- perform safe self-rescue in different water-based situations.

Dance – Round the Clock / own theme

 develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
 perform dances using a range of movement patterns

#### Swimming

- swim competently, confidently and proficiently over a distance of at least 25 metres
- use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]
- perform safe self-rescue in different water-based situations.

Dance – own theme or continuation of Round the Clock

- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- perform dances using a range of movement patterns

#### Swimming

- swim competently, confidently and proficiently over a distance of at least 25 metres
- use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]
- perform safe self-rescue in different water-based situations.

#### O + A – Communication Challenge

- take part in outdoor and adventurous activity challenges both individually and within a team
- compare their performances with previous ones and demonstrate improvement to achieve their personal best

Games (N + W) – Target Baggers

•use running, jumping, throwing and catching in isolation and in combination •play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending

#### Games (St + F) – Zone Cricket

- use running, jumping, throwing and catching in isolation and in combination
- play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending

Athletics - Faster, Higher, Further

- use running, jumping, throwing and catching in isolation and in combination
- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- compare their performances with previous ones and demonstrate improvement to achieve their personal best

## Dean Bank Primary School LTP 2021-2022

5 Gymnastics – Partner Work

- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- compare their performances with previous ones and demonstrate improvement to achieve their personal best

#### Swimming

- swim competently, confidently and proficiently over a distance of at least 25 metres
- use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]
- perform safe self-rescue in different water-based situations.

Gymnastics – Unit 5 task 1 (work in 4's)

- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- compare their performances with previous ones and demonstrate improvement to achieve their personal best

#### **Swimming**

- swim competently, confidently and proficiently over a distance of at least 25 metres
- use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]
- perform safe self-rescue in different water-based situations.

Games (Invasion) – Wide Attack (basketball)
•use running, jumping, throwing and catching in isolation and in combination
•play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for

Dance – What's so Funny?

attacking and defending

- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- perform dances using a range of movement patterns

Games (Invasion)- Grid rugby

- use running, jumping, throwing and catching in isolation and in combination
- play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending

Dance - What's so Funny?

- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- perform dances using a range of movement patterns

Net and wall – What a racket!

- use running, jumping, throwing and catching in isolation and in combination
- play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending

Athletics – Distance Challenge Unit 3 All areas

- use running, jumping, throwing and catching in isolation and in combination
- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- compare their performances with previous ones and demonstrate improvement to achieve their personal best

Games (St + F) – Runners

- use running, jumping, throwing and catching in isolation and in combination
- play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending

O + A - Crystal Star Challenge

- take part in outdoor and adventurous activity challenges both individually and within a team
- compare their performances with previous ones and demonstrate improvement to achieve their personal best
- improvement to achieve their personal best

## Dean Bank Primary School LTP 2021-2022

- Games (Invasion) Wide
  Attack (netball)

  •use running, jumping,
  throwing and catching in
  isolation and in combination

  •play competitive games,
  modified where appropriate
  [for example, badminton,
  basketball, cricket, football,
  hockey, netball, rounders and
  tennis], and apply basic
  principles suitable for
  attacking and defending
  - Gymnastics Acrobatic Gymnastics
  - develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
  - compare their performances with previous ones and demonstrate improvement to achieve their personal best

O + A – Beat the clock and Electric fence

- take part in outdoor and adventurous activity challenges both individually and within a team
- compare their performances with previous ones and demonstrate improvement to achieve their personal best

## Gymnastics – Acrobatic Gymnastics

- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- compare their performances with previous ones and demonstrate improvement to achieve their personal best

Games (Invasion) – Fives and threes/ Tag Rugby

•use running, jumping, throwing and catching in isolation and in combination

•play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending

#### Dance – own theme

- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- perform dances using a range of movement patterns

Games (Invasion) – Fives and threes/ Tag Rugby

•use running, jumping, throwing and catching in isolation and in combination

•play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending

#### Dance – own theme

- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- perform dances using a range of movement patterns

#### Swimming (non-swimmers)

- swim competently, confidently and proficiently over a distance of at least 25 metres
- use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]
- perform safe self-rescue in different water-based situations.

## Athletics – Distance Challenge Unit 3 All areas

- use running, jumping, throwing and catching in isolation and in combination
- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- compare their performances with previous ones and demonstrate improvement to achieve their personal best

## Games (net/wall) Long and thin or short and fat

- use running, jumping, throwing and catching in isolation and in combination
- play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending

#### Pairs cricket (St+F)

- use running, jumping, throwing and catching in isolation and in combination
- play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending

#### Swimming (non-swimmers)

- swim competently, confidently and proficiently over a distance of at least 25 metres
- use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]
- perform safe self-rescue in different water-based situations.