September 2024- July 2025	Half term 1	Half term 2	Half term 3	Half term 4	Half term 5	Half term 6
Year 7 CORE	PE					
Learning	Boys: Football & Table Tennis	Boys: Handball & Basketball	Boys: Gymnastics & Fitness	Boys: Rugby & Badminton	Boys: OAA	Boys & Girls: Athletics, Rounders, Cricket
	Girls: netball & Rugby	Girls: Table Tennis & Fitness	Girls: Handball & Badminton	Girls: dance & Gymnastics	Girls: OAA	
Concepts	Attack/Defence	Attack/Defence	Attack/Defence Uses the correct technique to	Attack/Defence To be able to catch the ball	Teamwork & Leadership	Attack & Defence
	To be able to stop the ball with feet using a variety techniques & turn with the ball.	Can perform the serve to start a rally.	pass the ball. Is able to catch the ball when	using correct technique at vary heights and power.	Can listen patiently to other students Ideas and follow directions.	Is able to compete during running events.
	To be able to travel with the ball at varying speeds under control	Can perform the forehand push shot.	passed to.	To be able to pass the ball with correct technique accurately	Can contribute practically to the	Understands the correct techniques/distances for a number of events.
	To be able to pass the ball to a team mate with control &	Uses the correct technique to pass the ball.	Is able to take the three steps when in possession of the ball. Can perform the correct	and with power. To be in possession of the ball with confidence.	completion of the task. Can make suggestions to help solve basic tasks to individual	Is able to use the correct basic technique in throwing events.
	accuracy. To be able to catch the ball	Is able to catch the ball when passed to.	technique for the overhead clear. Health Related Exercise	Can perform the correct technique for the overhead	members of the group	Is able to perform the basic underarm bowling technique.
	using correct technique at vary heights and power.	Is able to take the three steps when in possession of	Can begin to discuss how exercise	clear.		Is able to use the correct batting technique.
	To be able to pass the ball with correct technique accurately and with power.	the ball. Teamwork & Leadership	can develop fitness using key terminology.	Tactical awareness		Is able to catch and throw a small ball with accuracy.
	To be in possession of the ball with confidence.	Is able to perform a rally working with a partner.	Is able to use the correct technique for a number of exercises.	Can perform one technique of the serve abiding by the rules.		To be able to strike a moving ball.
	Can perform the serve to start a	Health related exercise	Tactical Awareness Can perform one technique of	Creative Movement Can perform a strong balance		Tactical Awareness Can move towards the ball and attempt to
	rally. Can perform the forehand push	Can begin to discuss how exercise can develop fitness	the serve abiding by the rules.	using good body tension.		catch/stop the ball.
	shot. Receiving the ball at varying	using key terminology. Is able to use the correct	Teamwork & Leadership Is able to perform a rally working	Can perform safely to create balances.		To understand when to run within the game.
	heights and power. To be able to land safely with	technique for a number of exercises.	with a partner.	Can create new balances and simple routines.		
	balance in accordance to the rules.		Creative Movement Can perform a strong balance	Understands the use of beats with a phrase.		
	Tactical Awareness		using good body tension. Can perform safely to create balances.	Performs with good body tension and clear strong		
	To understand the boundaries and play at least two positions.		Can create new balances and simple routines.	movements. Is able to replicate a short		
	Be able to pass the ball successfully to a team mate.		Understands the use of beats with a phrase.	sequence.		
	Team work & leadership sable to perform a rally working with a partner.		Performs with good body tension and clear strong movements.	Teamwork & leadership Is able to perform a rally		
	a partitor.		Is able to replicate a short sequence.	working with a partner.		

What is needed	Invasion Games:	Health & Fitness:	Creative Movement:	Net/wall:	OAA:	Striking/Fielding & Athletics:
to master the knowledge	To be able to move a variety of balls, using various implements, with control. To perfect the necessary skills and teamwork to retain possession. To link the similarities between different games.	To understand how the importance of health and fitness and participating in PE lessons. Understanding of the different pathways to fitness. To know what circuit training is and how to set one up.	What is your opinion of the result? Understanding how a performance went. Be able to use the resource examples and copy. To demonstrate an understanding of how move to a beat.	To be able to follow demonstrations. Resilience to failure, patience to try again.	Understanding of What is teamwork? Different ways in which they can contribute.	Experience of different roles within the game. Ability to follow demonstrations. Positions found in Cricket/Rounders. To understand the relay change over boxes and how to keep the baton moving at speed
Common Misconceptions	Invasion Games: Failure to understand that every player contributes to success. That different positions have similar skills. Unable to contribute in the same way if moved to a different role.	Health & Fitness: That correct technique is not important to the success of the exercise.	Creative Movement: Rushing into a routine without looking at the resources carefully Thinking quantity is more important than quality.	Net/wall: Missing the smaller coaching points when learning a new skill.	OAA: How to approach a new task at the start. Establishing roles. Seeing where they are going wrong, repeating the same mistakes.	Striking/Fielding & Athletics: Trying without thinking about how your body is moving. That you have to stand in the same spot the whole time when fielding.

Learning	Boys: Football & Table Tennis	Boys: Basketball & Rugby Girls: Fitness and Table	Boys: Gymnastics & Fitness Girls: Handball & Badminton	Boys: Handball & Badminton Girls: Dance & Gymnsatics	Boys: OAA & Athletics Girls: OAA & Rounders	Boys: Cricket & Athletics Girls: Cricket & Athletics
	Girls: Netball &Football	Tennis				
Concepts	Creative Movement	Creative movement	Health related Fitness	Tactical/Awareness	Tactical Awareness	
•			Is able to link specific exercises to	Understands and performs the	Is able to think tactically during	
		To be able to catch the ball	specific fitness development.	fast break and zonal defence.	the relay event.	Tactical Awareness
	Movement to receive a ball	at vary heights and power	Is able to perform a good number	la abla ta massa thair ann an ant	Alala ta was the samuat name	Begin to adjust their fielding position when
	from others with control using	when on the move in a	of repetitions for a variety of activities.	Is able to move their opponent around the court within a game.	Able to use the correct pace during running events.	necessary.
	different parts of the body.	game.	activities.	around the court within a game.	during running events.	Is able to think tactically during the relay even
	To be able to travel with the ball	Attack / Defence	Attack/Defence		Begin to adjust their fielding	is able to trink tactically during the relay even
		Tradent, Derente	Can perform more than one	Creative Movement	position to match the situation.	
	at pace.	Can perform the serve to	service technique.	Can move in and out of		Attack/Defence
	To catch the ball on the move	start a rally.	·	balances with control and	Can come up with solutions to	Is able to bowl using the overarm technique.
	and release the ball with	Can perform the forehand	Can perform the correct	efficiency.	solve tasks that have been	
	control.	push shot.	technique for more than one type		given.	To be able to strike a moving ball and develop
	Control	Can dribble the ball using	of shot.	Develops balances with linking		direction.
	Attack / Defence	both hands using the correct		movements to create a routine.		
		technique to defend the ball.	Can pass the ball accurately over		Teamwork/Leadership	Able to use the correct pace during running
	Be able to intercept the ball	Construction of the set	varying distances.	Can move in time with the beat		events.
	with control to set up a counter	Can perform the set shoot	to all to the control of the first of the	of the music.	Can verbalise own suggestions	to the trade of the theory of the trade of
	attack.	using the correct technique under pressure within a	Is able to catch the ball on the	Dorforms with good body	to their group to help build	Is able to develop their throwing technique to
		game.	move.	Performs with good body tension and clear strong	upon knowledge already shared.	improve their distance.
	Can perform the backhand push	To be able to pass the ball		movements at varying levels.	Silareu.	
	shot.	with correct technique	Tactical/Awareness	movements at varying levels.	Can make a difference to the	
		accurately and with power	Understands and performs the		success of the task through	
	Teamwork / Leadership	under pressure.	fast break and zonal defence.	Attack/Defence	practical participation	
	NA/auly avecage for the contains to a sec			Can perform more than one		
	Work successfully with team	Teamwork / Leadership	Is able to move their opponent	service technique.		
	mates to create an effective		around the court within a game.			
	attack.	Is able to perform a rally		Can perform the correct	Attack/Defence	
	To be able to pass the ball to a	working with a partner.	Creative Movement	technique for more than one		
	team mate with control &		Can move in and out of balances	type of shot.	Able to use the correct pace	
	accuracy over a variety of	Be able to create their own	with control and efficiency.		during running events.	
	distances.	small circuit.	Develope helenges with the tree	Can pass the ball accurately	la abla ta develoration di co	
	distances.	Tactical Awareness	Develops balances with linking	over varying distances.	Is able to develop throwing	
	Tactical Awareness	Contributes to a zonal	movements to create a routine.	Is able to catch the ball on the	technique to improve their distance.	
		defence.		move.	uistance.	
	Can place the ball to outwit	To know when to pass or	Teamwork/leadership	inove.	Is able to Judge the type of	
	their opponent. Apply the	take the tackle.	. same only reductionip		throw in different situations.	
	correct rules of the serve.		Be able to create their own small	Teamwork/Leadership		
		Health Related Exercise	circuit.	Contributes new ideas to create	Is able to strike a moving ball.	
	Is able to place the ball to try			a motif.		
	and beat their opponent.	Is able to link specific	Can think of new ways to include			
		exercises to specific fitness	all within larger groups balances.	Can think of new ways to		
		development.		include all within larger groups		
				balances.		
		Is able to perform a good				
		number of repetitions for a				
		variety of activities.				

What is needed to master the Knowledge	Invasion Games: Can adapt skills to new situations with ease. Can explain where skills are linked and how they differ between sports. To able to describe the rules for different invasion games. To be able to perform within small sided games.	Health & Fitness: To be able to create a small circuit to improve targeted fitness. To able to lead an appropriate warm up to a small group of students. To understand the FITT principle of training.	Creative Movement: To have an understanding of the principles of composition. Show an understanding of how involvement in Gym and dance can lead to healthy lifestyle. To have an understanding of the elements of gym and dance routines.	Net/wall: Understanding the principles of attack and defence. Understand the rules and tactics within a game. Be able to take the role of the performer/coach/official.	OAA: Use of communication in useful and mature way. Demonstrate encouragement within the team. Develop skills to solve problems.	Striking/Fielding & Athletics: To be able to throw and catch with consistency. To be able to direct the ball into space to increase scoring opportunities. Understanding rules of the game. To be able to perform the Javelin with a run up. To be able to perform a sprint start. To run the 800m with pace and judgement.
Common Misconceptions	Invasion Games: Time pressure & rushing skill. Spatial Awareness of area available.	Health & fitness: Starting off at the right pace. How the body responds to immediate exercise?	Creative Movement: The impact of body tension towards the overall aesthetics of the performance. The importance of timing/speed of body movement and its impact on the clarity of action being demonstrated.	Net/Wall: The importance of using the correct power for different shots. Awareness of their own body position on the court/around the table.	That the loudest voice is the most important. That all roles no matter how big/small are just as important to the success of the task.	Striking/Fielding & Athletics: That power is more important than technique. Going at you own pace is in individual races is linked to success.

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Learning	Boys: Football & Table Tennis	Boys: Basketball & Rugby Girls: Table tennis & Fitness	Boys: Gymnastics & Fitness Girls: Handball & Badminton	Boys: handball & badminton Girls: Gymnastics & Dance	Boys: OAA Girls OAA	Boys: Athletics, cricket & Rounders
	Girls: Netball & Football					
Concepts	Attack/Defence	Attack/Defence	Health Related Fitness	Creative Movement	Teamwork & Leadership	Tactical Awareness
	Be able to mark a player off the ball.	Development of spin on to their shots.	Is able to participate in a number of different training methods.	Can perform linking movements with a smooth transition.	Can lead their own group in a commanding and positive way.	Is able to think tactically during and individual race.
	Adjust attacking play in order to beat the defence.	To understand and perform using the defensive line.	Is able to work at varying intensities during a training	Is able to identify areas of strength and improvement and give suggestions to improve.	Their practical contribution has a direct impact on the success of the task.	Be able to field the ball and return the ball to try and get someone out.
	To be able to tackle an opponent using effective and		session.			Able to make quick decisions.
	safe methods.	Can collect the ball on the move smoothly.	Understands how to adapt sessions to make them easier or	Can think of new ways to link balances together to create a smooth routine.	Can provide innovative solutions to improve on the success of the task.	Teamwork & Leadership
	Development of spin on to their shots.	Can adjust own position	harder. Attack/Defence	Is able to adapt to different	Tactical awareness	Is able to identify areas of development in others.
	Tactical Awareness	within the Key to create space for attacking play.	Being able to move into space to help creating a scoring	dance styles.	Can provide innovative	Attack/Defence
	To understand positional play within a full sided game.	Tactical Awareness	oportunity. Can perform the correct	Performs with good body tension and clear strong movements with increased	solutions to improve on the success of the task.	Is able to deal with the ball approaching them at different intensities.
	Can place the ball to outwit their opponent with spin.	Is able to place the ball to try and beat their opponent with power and accuracy.	technique for more than one type of shot with power and accuracy.	difficulty Is able to identify strengths and		To be able to play defensively.
	Is able to place the ball to try and beat their opponent with	Can place the ball to outwit their opponent with spin.	Tactical Awareness Being able to make suggestions	areas of improvement in other dances.		Is able to control the ball at different speeds and heights.
	power and accuracy.	Is able to identify tactics within the game to improve	to outwit the opposition.	Tactical Awareness		Is able to strike a moving ball with direction.
	Teamwork & leadership To play a number of positions	own teams performance. Be able to visualise the gaps in defence and attempt	Decision making within the zonal defence	Decision making within the zonal defence		Able to use the correct pace during running
	effectively. To be able to work with team mates to create attacking	execute effective runs. Health Related Exercise	Position self in order to prepare for the next shot.	Being able to make suggestions to outwit the opposition.		events to enable a competitive result.
	scenarios.	Is able to participate in a number of different training methods.	Development of shot selection in order to beat the opponent.	Position self in order to prepare for the next shot.		
		Is able to work at varying intensities during a training	Creative Movement	Development of shot selection in order to beat the opponent.		
		session. Understands how to adapt sessions to make them	Can perform linking movements with a smooth transition.	Attack/Defence Being able to move into space		
		easier or harder.	Is able to identify areas of strength and improvement and	to help creating a scoring opportunity.		
		Teamwork & Leadership	give suggestions to improve.	Can perform the correct technique for more than one		
		Be able to work with team to win in a competitive game	Can think of new ways to link balances together to create a	type of shot with power and accuracy.		

What is needed	Invasion Games	Health & Fitness	Creative Movement	Net/Wall	OAA	Striking/Fielding & Athletics
to master the knowledge	Understanding of the rules and tactics required in the game. Understanding of the benefits of passing and where different types of passes should be used. Be able to take the role of a performer / coach / official.	To be able to lead an appropriate warm up to a larger group of students. Development of in depth knowledge of different techniques at each station. Understanding of how to use the principle of fitness within a circuit	Have an understanding of the principles of composition of dance / gym routines. To develop in depth knowledge of different styles, including common movements associated with these styles. To analyse your performance, identifying strengths and weaknesses for how to improve.	To be able to demonstrate a variety of techniques in conditioned, small-sided games.	Appreciate previous mistakes made using them as a starting point then learning from them. Development of listening skills & patience to take the lead in group discussions.	To be able to direct the ball into space to increase scoring opportunities. To develop in depth knowledge of different styles, including different bowling and batting techniques. To use teacher feedback to improve your throwing & running technique.
Common	Invasion Games	Health & Fitness	Creative Movement	Net/Wall	OAA	Striking/Fielding & Athletics
Misconceptions	Thinking that they need to be involved within every movement not thinking ahead of the game. Not adjusting their choices & keep making same mistake.	Working to their own strengths. Giving up too easily & not understanding how their body should be responding.	Working with the different abilities within the group can still make a successful performance. To visualise their own dance and how it will look to the audience.	That power is everything. Not making changes to their tactics to match their opponents.	That small changes can make a big difference. Thinking before you start holds you back. Time management.	Not visualising the end outcome & thinking ahead. Not Focusing on how the technique feels instead looking at the end result.

Learning	Invasion Games	Invasion games	Net / Wall games	Net / Wall games	Athletic Activities	Athletic Activities
	Net / Wall Games	Health related exercise	Creative movement	Health related exercise	Striking and fielding games	Striking and fielding games
			Health related exercise			
Concepts	Attack / Defence	Tactical Awareness	Creative Movement	Tactical Awareness	Teamwork & Leadership	Know and understand the safety principles involved in throwing / jumping events such as
	Develop the principles in invasion games.	Safety principles of circuit training.	Develop safety principles of Dance.	Develop safety principles of resistance training.	Develop safety rules in striking and fielding games.	Javelin and long jump.
	Develop key attacking and	Incorporate different	Develop skills and learn how to	Develop safety rules in net /	Attack Defence	Develop techniques in throwing events.
	defending principles in invasion games.	methods training into a fitness programme.	follow a routine.	wall games.	Develop skills in striking and	Develop determination through performing at maximum levels for competition and trying to
	Teamwork & Leadership	Know and understand the	Develop routines of creative movement.	Teamwork & Leadership	fielding games.	improve personal bests.
	Develop communication and emotional intelligence by performing in a team sport.	safety principles in boxing. Teamwork & Leadership Personalise a fitness	Develop key skills such as extension, tension and height.	Plan a personalised training programme to improve fitness.	Improve throwing, batting and catching skills.	
	perrorriing in a team sporti	programme. Develop independence, resilience and	Develop creativity and organisation through	Lead a personalised fitness programme to a group of students.	Health Related Fitness Develop confidence and	
	Tactical Awareness	determination. Health Related Exercise	compositional ideas.		positive attitudes in physical activity and sport.	
	Develop innovation and assertiveness through	Improve mental and physical	Health Related Exercise	Attack / Defence		
	intellectual and physical challenges.	health and wellbeing.	Develop the required fitness in order to carry out a performance.	Develop key skills in net /wall games.		
		How does this impact life skills?		Health Related Exercise		
		Attack / Defence		Develop confidence and positive attitudes in physical		
		Develop the correct techniques for different shots in boxing.		activity and sport.		
		Create and perform different combinations in boxing.				
		Understand the importance of the counter punch.				
		Understand and develop how to defend in boxing.				

What is needed to master the knowledge	Knowledge and understanding of a variety of techniques in conditioned, small-sided games. An understanding and the ability to describe the similarities and differences in different types of invasion game. To be able to perform in a	The ability to create and perform a circuit that will benefit personal fitness. An in depth knowledge of different techniques at each station. The ability to demonstrate an understanding of how to use FITT and overload in their circuit.	Analyse and evaluate sequences, identifying strengths, and areas of weaknesses for improvement. An in depth knowledge of different styles, including common movements associated with these styles. Show an understanding of how involvement in gym and dance activities can help in leading an	Demonstrate an understanding of how to work with others in attack and defence. Understand how to play in different formations, in a full sided game. Students will be able to show different tactics in small-sided games.	To develop in depth knowledge of different styles, including different bowling and batting techniques. Understand the tactics required in striking and fielding games. Apply directional batting skills in relation to attack and defence, direct the ball into space and develop good	Understand the relay changeover boxes and how to keep the baton moving at speed. Know and understand how to measure and record different times. Analyse others performances and be able to give them relevant feedback on what they did well and how they can improve. Apply existing techniques to improve performance.
Common	small-sided game to retain possession and outwit the opposition. Not moving into space to	The stronger you are the	active and healthy lifestyle. Serving overarm in Badminton.	Aerobic v Anaerobic.	judgement of the type of ball. Apply your knowledge to umpire a game using the correct signals and rules with limited support Power is more important than	Apply your knowledge of athletics when officiating. Stop when changing over the baton in the
Misconceptions	Not moving into space to receive the ball. The offside rule in all team sports. How to correctly pivot in netball.	The stronger you are the harder you hit. You need to have a certain body type. Students use excessive movement to avoid shots. Students lead (jab) with the wrong hand.	Serving overarm in Badminton. Showing the ball when serving in table tennis. Travelling in basketball. Double dribble in basketball.	Aerobic v Anaerobic. Reliability v Validity in fitness testing. Pace judgement during the multistage fitness test. FITT principle when applied to improve aerobic / anaerobic fitness.	Power is more important than technique when striking the ball. It is correct to throw the ball to the base where the batter is close to in rounders.	Stop when changing over the baton in the relay. Make sure you're using the correct unit of measurement. The angle of release in throwing events. Power is better than technique.

Year 11 CORE	fear 11 CORE PE								
Learning	Invasion Games Net / Wall Games	Invasion games Health related exercise	Creative movement Health related exercise / Boxing	Striking and fielding games	Exams	Exams			
Concepts	Students will experience a range of different invasion games: This half term would include football & netball. Net / Wall games include Table Tennis & Badminton. Students will be able to lead warm-ups and understand rules and key terminology. Students will be able to set up their own games and organise tournaments. Creativity, enhanced communication, leadership opportunities, knowledge and understanding of rules, tactics and strategies.	Students will experience a range of different invasion games: This half term would include basketball, handball, dodgeball & Futsal Health Related Exercise include Circuit Training. Students will be able to gain confidence in demonstrating exercises and teaching others as well as developing their physical and mental wellbeing. Students to actively continue at home. Students can actively get ideas from a range of apps including FITT.	Creative Movement Develop safety principles of Dance. Develop skills and learn how to follow a routine. Develop routines of creative movement. Develop key skills such as extension, tension and height. Develop creativity and organisation through compositional ideas. Attack / Defence Develop the correct techniques for different shots in boxing. Create and perform different combinations in boxing. Understand the importance of the counter punch. Understand and develop how to defend in boxing.	Looking at advanced tactics and strategies that can be used to outwit opponents. Teamwork & Leadership Develop safety rules in striking and fielding games. Attack Defence Develop skills in striking and fielding games. Improve throwing, batting and catching skills.					
What is needed to master the knowledge	Students will incorporate a range of drills for the specific games and focus on a skill for example attacking, passing, shooting. There will be opportunities to coach and referee games. Students will be assessed on their improvements throughout the unit of work and their knowledge and understanding of each of the games studied.	Students will know different methods of Fitness. This would include HITT, Aerobics/Dance workout and Circuit Training. Students will be assessed on their ongoing improvements throughout the term and their individual fitness programs.	Students will understand how to technically perform the movements with control, fluency and safety. They will be taught the different key. Analyse and evaluate sequences, identifying strengths, and areas of weaknesses for improvement. An in depth knowledge of different styles, including	Students will develop skills relating to fielding, bowling and batting. Different warm-up drills and skill development activities will be delivered, and conditioned games will be played. An extra-curricular club will be run alongside this unit of work as well as interschool tournaments.					

	Students will develop teamwork skills, communication, leadership and resilience. They will be guided towards participating in clubs outside of school. Invasion games; -Tactical knowledge of positional play in attack and defenceKnowledge of when to pass to feet and when to pass into space.	Students can actively get ideas from a range of apps including FITT.	common movements associated with these styles. Show an understanding of how involvement in gym and dance activities can help in leading an active and healthy lifestyle. The ability to create and perform a circuit that will benefit personal fitness. An in depth knowledge of different techniques at each station. The ability to demonstrate an understanding of how to use FITT and overload in their circuit	Students will be assessed on their improvements throughout the unit of work and their knowledge and understanding of each the game. Skills: Key skills include: Organisational, leadership, communication, batting, bowling and fielding.		
Common Misconceptions	Not moving into space to receive the ball. The offside rule in all team sports. Positional sense in football. The rules of service in table tennis (double bounce) The side of service in badminton.	Not moving into space to receive the ball. The offside rule in all team sports. Positional sense in football. Lack of clarity as to how to implement Intensity in FITT. Incorrect technique on certain exercises (press ups) Travelling in basketball.	The stronger you are the harder you hit. You need to have a certain body type. Students use excessive movement to avoid shots. Students lead (jab) with the wrong hand	Bowling in cricket with a bent arm Always having to run in cricket when they have hit the ball Throwing to the wrong base or end. Trying to hit the ball too hard.		