Bridgewater PE Curriculum Map

\*locomotor (e.g. running, skipping, galloping), non-locomotor (e.g. balances and shapes), and manipulative (e.g. throwing, catching, kicking) Skills taught are dependent on ability and year group - see curriculum skills and knowledge profoma for PE.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	FUNdamentals	FUNdamentals	Gymnastics	Gymnastics	Ball skills	Ball Skills
	Locomotor	Locomotor	Stretching	Stretching	Kick	Kick
	Non Locomotor	Non Locomotor	Climbing	Climbing	Catch	Catch
	Manipulative	Manipulative	Moves freely	Moves freely	Large Ball	Large Ball
		Dance	Moves in a	Moves in a	Negotiate Space	Negotiate Space
		Festivals and	variety of ways	variety of ways		
		celebrations	Dance	Dance		
		Moving freely slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding hopping	Traditional tales Moving freely slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding hopping	People who help us  Moving freely slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding hopping		
Reception	FUNdamentals	FUNdamentals	Gymnastics	Gymnastics	Ball Skills	Ball Skills
	Locomotor	Locomotor	Stretching	Stretching	Kick	Kick
	Non Locomotor	Non Locomotor	Balance	Balance	Catch	Catch

	Manipulative	Manipulative	Moves in a	Moves in a	Throw	Throw
		Dance	variety of ways	variety of ways	Size/Object	Size/Object
		Celebrate	Jumping	Jumping	Control	Control
		Travel	Travelling	Travelling	Negotiate space	Negotiate space
		Confidence	Dance	Dance	Speed	Speed
		Speed	Once upon a	Super heroes	Direction	Direction
		Direction	time	Travel		
		Under	Travel	Confidence		
		Over	Confidence	Speed		
		Control	Speed	Direction		
		coordination	Direction	Under		
			Under	Over		
			Over	Control		
			Control	coordination		
			coordination			
Y1	FUNdamentals	FUNdamentals/	Gymnastics	Gymnastics	Team Games/Ball	Athletics
	Locomotor	Ball Skills	Stretching	Stretching	skills(throwing	Balance
	Non Locomotor	Locomotor	Balance	Balance	and catching)	Travel
	Manipulative	Non Locomotor	Control	Control	Team Work	Direction
		Manipulative	Positions	Positions	Chasing/Avoidance	Throw
			Travelling	Travelling	games	Catch
		Dance	Linking	Linking		Right/left hand
		Toys	movements	movements		

		Movement	Dance	Dance	Receiving -stop,	
		Beat	Famous people –	Famous Places-	trap, catch, hand	
		Rhythm	Tea dance	Tea Dance	over	
		Routine	Movement	Movement	Sending-under,	
		Link	Beat	Beat	over, speed,	
		sequence	Rhythm	Rhythm	direction	
		create	Routine	Routine	Objects/Size	
			Link	Link	Balance objects	
			sequence	sequence	Travel	
			create	create		
Y2	FUNdamentals	FUNdamentals/	Gymnastics	Gymnastics	Team Games/Ball	Athletics
	Locomotor	Ball Skills(kicking-	Stretching	Stretching	skills(kicking-	Skip
	Non Locomotor	football)Team	Balance	Balance	football, throwing	Gallop
	Manipulative	games	Control	Control	and catching)	Right/left
		Locomotor	Positions	Positions	Team Work	Speed
		Non Locomotor	Travelling	Travelling	Chasing/Avoidance	Direction
		Manipulative	Linking	Linking	games	Pathways
		Receiving – stop	movements	movements	Receiving-stop,	Travel
		Sending – target,	Team work	Team work	trap, catch, hand	Combination
		kick, push, force,	Create	Create	over	Moving
		Travel	Plan	Plan		accurate
		Target				

	Dance Victorian children Movement	The great fire of London Movement Beat Rhythm	Australia Movement Beat Rhythm	over, speed, direction Objects/Size	
	Victorian children Movement	Movement Beat	Beat	Objects/Size	
	<b>children</b> Movement	Beat			
	Movement		Rhythm		ĺ
		Phythm	,	Balance objects	
		MIYUIIII	Routine	Travel	
	Beat	Routine	Link	Target	
	Rhythm	Link	sequence	Score	
	Routine	sequence	create		
	Link	create			
	sequence				
	create				
Y3 FUNdamer	ntals Basketball	Basketball	Tag Rugby	OAA	Athletics
Locomotor	r Team work	Team work	Team work	Problem solving	Apparatus
Non Locon	notor Dribbling	Dribbling	Tackle	Team work	Equipment
Manipulati	ive Passing	Passing	Defend	Orientating	Judge
Gymnastic	Shooting	Shooting	Attack	Beamish Wild Trip	Performance
Balance	Rebounding	Rebounding	Pass	Athletics	Explain
Levels	Defence	Defence	Tag	Apparatus	Reflect
Tension		Tag Rugby	space	Equipment	Travel
Shape	Dance			Judge	
Jump	The Romans	Team work		Performance	

	Position Apparatus Sequence Judge Explain Suggest	Balance Control Movement Sequence Unison Partner Travel	Tackle Defend Attack Pass Tag space  Dance Spain – flamenco Balance Control Movement Sequence Unison Partner Travel	Anglo Saxons Balance Control Movement Sequence Unison Partner Travel	Explain Reflect Travel	
Y4 Swimming Entry Exit Buoyancy Balance Rotation	FUNdamentals Locomotor Non Locomotor Manipulative Gymnastics Balance Levels	Team Games – Quiksticks Team Work Dribbling Passing Tackling Shooting	Team Games – Quiksticks Team Work Dribbling Passing Tackling Shooting	Games –Tennis Team work Independent Strokes Offensive Defensive Movement	Games –Tennis Team work Independent Strokes Offensive Defensive Movement	Athletics Throwing Technique Distance Individual Team Jump

Orientation	Height	Dance	Dance	Dance		Combination
Orientation Streamline Breathing Travel Coordination Water safety Health and fitness	Height Distance Tension Shape Jump Position Apparatus Sequence Judge Explain Suggest	Dance Electricity Control Balance Dynamic balance Sequence Height Movement Individual Partner unison	Dance Italy  Control Balance Dynamic balance Sequence Height Movement Individual Partner unison	Dance Settlements Control Balance Dynamic balance Sequence Height Movement Individual Partner unison	OAA  Problem solving Team work Orientating Beamish Wild Trip	Combination Travel Dynamic balance Pace improve
Y5 Swimming Entry Exit Buoyancy Balance Rotation Orientation	FUNdamentals Locomotor Non Locomotor Manipulative Gymnastics Balance Levels Height	Team Games – Hockey Team Work Dribbling Passing Tackling Shooting  Dance Brazil	Team Games – Hockey Team Work Dribbling Passing Tackling Shooting  Dance Brazil	OAA Problem solving Team work Orientating Dance Ancient Greece Canon	Beamish Wild Trip Athletics Suggest Plan Balance Travel Jump Run	Athletics Suggest Plan Balance Travel Jump Run Send

Streamline	Distance	Canon	Canon	Sequence	Send	Distance
Breathing	Tension	Sequence	Sequence	Partner	Distance	Speed
Travel	Shape	Partner	Partner	Small group	Speed	
Coordination	Jump	Small group	Small group	Stillness		
Water safety	Position	Stillness	Stillness	Levels		
Health and	Apparatus	Levels	Levels	Space		
fitness	Sequence	Space	Space	Direction		
	Canon	Direction	Direction	Pace		
	Partner	Pace	Pace	plan		
	Communicate	plan	plan			
	Judge					
	Explain					
	Suggest					
Y6	FUNdamentals	Athletics	Gymnastics	Team Games –	Team Games –	OAA
	Locomotor	Encourage	Balance	Netball	Netball	Problem solving
	Non Locomotor	Plan	Levels	Team work	Team work	Team work
	Manipulative	Solution	Height	Passing	Passing	Orientating
	Athletics	Dynamics	Distance	Footwork	Footwork	
	Encourage	Balance	Tension	Defending	Defending	
	Plan	Travel	Shape	Receiving the ball	Receiving the ball	Rounders
	Solution	Jump	Jump			Team work

Dynami	ics Run	Position	Dance	Independent
Balance	Send	Apparatus	<b>Ancient Greeks</b>	Strokes
Travel	Distance	Sequence	Encourage	Offensive
Jump	Speed	Canon	Plan	Defensive
Run	Dance	Partner	Solution	Movement
Send	Our local area	Mirror	Dynamics	
Distanc	e Encourage	Communicate	Sequence	
Speed	Plan	Judge	Mirror	
Time	Solution	Explain	Movement	
Persona	al Best Dynamics	Suggest	Symmetrical	
	Sequence		Asymmetrical	
	Mirror			
	Movement	Dance		
	Symmetrical	Extreme earth		
	Asymmetrical	Encourage		
		Plan		
		Solution		
		Dynamics		
		Sequence		
		Mirror		
		Movement		
		Symmetrical		
		Asymmetrical		