# Year 1 PE Coverage



'As	aspiring athletes, we are physically active We compete fairly, both individually a	ve so we can lead healthy lives and develon and with teams. We aim to win but we cal	
Year 1	Autumn Term Gymnastics Games (+ TT Autumn 1)	Spring Term Dance Games	Summer Term Athletics Team games (TT - Summer 1)
National Curriculum	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>perform dances using simple movement patterns.</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>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>participate in team games, developing simple tactics for attacking and defending</li> </ul>
Subject Focus	In Gymnastics in Year 1, children will:  Shape and roll - learn the 5 main body shapes (straight, star, tuck, pike, straddle) understand how to find a space when travelling, explore rolling safely adding basic rolls into creative solos.  Spacing and Travelling - finding space, explore methods of travelling into a space, begin to learn control - stop/start changing speed and level.	In Dance in Year 1, children will:  Know the importance of warming up and cooling down for dance.  Stimuli - begin to understand what a stimulus is for dance, respond to a range of stimuli (objects, photos, sounds, music) with different body actions, begin to link movements with some control.  Choreography - copy and explore basic body actions and methods of travel, begin to	In Athletics in Year 1, children will:  Sprinting - sprint over short distances with increasing speed beginning to use arms to help them.  Long distance - understand the need to run slower to run further.  Relays - understand how relays work, take turns, stay in a lane.

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Balance – experiment with balances – small and large body parts, begin to link shape and balances.

Safe dismount jumping and landing - learn safe technique in jumping and landing on the floor.

Composition and evaluation - experiment with transferring actions, body shapes and balances onto apparatus, begin to compose sequences with a clear beginning, middle and end, make improvements, begin to create solos.

Understanding of fitness and health - know the importance of being active, begin to understand why it is important to warm up and cool down.

explore and link their own actions to make a short dance phrase with a clear beginning, middle and end, understand the meaning of action, gesture and travel and how they help to build a dance phrase.

Dynamics - begin to use movement, levels, speed and direction, use space, link movements, begin to show different moods and feelings through movement and respond to different pieces of music.

Jumping - bend knees and swing arms to help with jumping

Throwing - throw equipment under arm and over arm.

Competition - perform skills in several, running, throwing and jumping events

#### In Games in Year 1, children will:

Running movement mechanics - begin to move with some speed, begin to develop an awareness of space.

Jumping and travelling - begin to jump over a distance, bending knees to help.

Agility and balance – begin to perform with some speed and control, balance simple equipment on their body and move.

## In Games in Year 1, children will:

Running movement mechanics - begin to move with some speed and control, show some awareness of space, begin to develop a running technique

Jumping and travelling - begin to jump over various distances, swinging arms to help.

Agility and balance - perform with some speed and control, try to improve their

## In Team Games, in Year 1 children will:

Space - understand how to find space and how to change into a new space.

Speed - change speeds of movement Movement - Be able to show multiple types of movement (Run, Jump, Skip etc.)

Safety - travel safely through areas without colliding with other participants.





tics/ Team Games
sprint over short distances. run slower for long distances.
take turns in a relay race. stay in a lane.
use my arms and legs to jump.
throw under or over arm.
compete against others. move (run, jump, skip) at
rent speeds
use space and avoid collisions.
work as part of a team.
nce, speed, relays, lane, jump,
hrow, under, over, compete,
nts.
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Games Speed, space, jump, bend, balance, move, close, control.	Games Speed, space, jump, bend, balance, move, close, control. Technique, swing, improve, bat, racket, dribble.	Team Games Skip, collide, team.
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