



Summer 2 KS2 PE (Y3-Y6)

Half Termly Planner

Name of Topics: Athletics (Running, Jumping, Throwing and Relays)

NC: Use running, jumping, throwing and catching in isolation and in combination. Compete against others and self. Develop flexibility, strength, technique, control and balance. Compare their performances with previous ones and demonstrate improvement to achieve their personal best.

	1	2	3	4	5	6
Dates	RJT	RUNNING	JUMPING	THROWING	SPORTSDAY PRACTISE	RJT
PE	WALT: Develop our running style and technique S4S: Change of speed Turning and dodging RPS Hop and jump	WALT: Improve our variety of throws and catching techniques S4S: Dodge and evade Throw with accuracy React, catch and throw	WALT: Co-ordinate our jumping with our running S4S: Spatial awareness with quick reactions Accelerate and turning with power Coordinate a triple jump with length	WALT: Understand getting into line and flight trajectory S4S: Quick throws, safe catching Throw for distance-knockout game	WALT: Keep speed and momentum in our movement S4S: React and run to a catcher Jumping for distance and height Two feet One foot	WALT: Play competitively and understand different throwing game rules S4S: Juggling scarves and balls Rebound and react Games with a bounce and no bounce