## **Long term plan – PE End points**

Term	FS2	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	<u>Fundamental</u>						
	<b>Movement Skills</b>						
	<u>(U1)</u>	<u>(U1)</u>	<u>(U1)</u>	<u>(U1)</u>	<u>(U1)</u>	<u>(U6)</u>	<u>(U6)</u>
	To explore	To move with	To sidestep	To complete 3-	To combine 3 step	To alternately	To throw and kick
	footwork and	fluency and	forwards and	step zig-zag	zig-zag patterns	catch tennis balls	to a partner with
	different	control in a	backwards	patterns, forwards	with cross overs	rebounding from	accuracy and at
	pathways	variety of ways	To sidestep	and backwards	To complete zig-	a wall	the same time
	To travel in	To maintain	forwards and	To sidestep in a	zag footwork	To roll and chase a	To chase after a
	different ways	balance when still	backwards,	zig-zag pattern,	patterns, with	ball, then stop it	bouncing ball and
	To travel in and	and on the move	including a range	using more	crossovers, at high	with control in a	react in time to
	turn in a variety of	To follow	of travel patterns	complex	speed	variety of	catch and collect
	ways	instructions	To sidestep in	movements	To use left and	positions	it
	To develop	correctly	different ways,	To use zig-zag	right foot to	To compete fairly	To compete fairly
	movement,	To keep trying	using complex	patterns, and	complete further	in games of	in games of Throlf,
	balancing, riding	when things get	foot patterns and	adding knee and	complex zig-zag	Scatterball	using team tactics
	and ball skills	difficult	a range of agility	foot up	pattern challenges	To throw and kick	to outwit your
	Skip, hop, stand	To enjoy working	skills	movements	To balance on an	to a partner with	opponents
	on one leg and	on simple tasks	To balance on one	To balance while	uneven surface	accuracy and at	To kick a ball to a
	hold pose for a		leg while	squatting with	when completing	the same time	partner, whilst
	game like musical	<u>Fundamental</u>	squatting up and	and without our	squats	To chase after a	also throwing and
	statues	Movement Skills	down	eyes closed	To complete ankle	bouncing ball and	hitting to each
	Refine	<u>(U3)</u>	To balance with	To balance on an	extensions on an	react in time to	other
	fundamental	To roll a large or	your eyes closed	uneven surface	uneven surface	catch and collect	To react to a ball
	movement skills	small ball to a	in a stationary	To balance on an	To balance on	it	thrown over our
	such as rolling,	partner	position and when	uneven surface	either foot while	To compete fairly	heads, then catch
	crawling, walking,	To throw a tennis	squatting	while moving up	collecting	in a Scatterball	it in inventive
	jumping, running,	ball and catch it	To balance with	and down	equipment from	Round Robin	ways
	hopping, skipping	with a partner	your eyes closed		the floor	Competition	To compete fairly
	and climbing	To kick the ball	in a stationary	Hockey Skills			in a Throlf
		accurately to a	position and when	To move the ball	Hockey Skills	<u>Football</u>	competition, using
	Large Ball Skills	partner	completing ankle	with the stick,			team tactics to
			extensions				

	To perform skills with control To perform skills with some level of consistency Further develop and refine ball skill including throwing, catching, kicking, passing and aiming	To react and catch a large ball dropped by a partner To react and catch a tennis ball dropped by a partner To react and catch a tennis ball in a one-legged balance position	Football Skills To keep control of the ball To dribble with various parts of my feet To pass with accuracy To change direction with the ball To shoot with accuracy and with either foot To be an effective team player	keeping it in your possession To send the ball to a teammate by pushing the ball To pass the ball whilst moving around To possession of the ball while effectively attacking an opponent To be able to shoot with accuracy to beat the goalkeeper To use strategies and tactics to win a game of hockey	To pass and receive the ball in a variety of ways. To dribble with the ball. To get past an opponent. To tackle an opponent and win the ball back. To hit the ball. To use and apply the hockey skills learnt, in game situations.	To use a range of skills to move with the ball To use the correct technique to pass the ball To keep possession of the ball To use different tactics for attacking in invasion games To win back possession of the ball To adapt movements for attacking and defending	outwit your opponents  Netball To understand the basics of netball To understand the footwork rule in netball To escape from a defender and find the space to receive a pass To defend effectively in a competitive situation To use the 'Centre Pass' to set up effective attacking play To apply the skills learnt into full games of netball
Autumn 2	Dance To confidently put shapes into a sequence Repeat a sequence of moves with interesting movements	Fundamental Movement Skills (U2) Jump and land in a controlled and balance manner To confidently jump in all directions	Fundamental movement skills (U2) To confidently jump in all directions To jump with a turn in both directions To jump and complete a tuck in	Fundamental Movement Skills (U2) To jump with a turn in both directions To jump and complete a tuck in the air but still land safely	Fundamental Movement Skills (U2) To jump with a turn in both directions To jump in all directions, landing with control To jump and land safely in a variety	Fundamental Movement Skills (U1) To control a large ball in a variety of ways To be able to react and catch a dropped ball using only one hand	Fundamental Movement Skills (U1) To control a large ball in a complex variety of ways To be able to react and catch a dropped ball using only one hand,

Use a variety of	To jump with a	the air but still	To jump	of different	To play games of	using different
move depending	turn in both	land safely	confidently in all	positions	End Ball using	finishing positions
on the music	directions	To maintain	directions	To balance in a	tactics that are	To play Tag
Combine different	To sit in a	balance in a	To balance in a	seated position	effective	Netball using
movements with	balanced way	seated position	seated position	and move upper	To throw and kick	tactics that can be
ease and fluency	To maintain	with various	with hand and	body	at the same time,	changed to
	balance in a	hands or feet	feet lifted	simultaneously	with control	become more
	seated position	lifted	To balance in a	To balance in a	To show	effective
	with various	To balance in a	seated position	seated V-shaped	increasing	To show
	hands or feet	seated position	while moving	position and move	competent skills	increasing
	lifted	with all hands and	objects	upper body	when handling a	competent and
	To balance in a	feet lifted	To balance in a	simultaneously	large ball	consistent skills
	seated position	To balance in a	seated V-shaped	To balance in a	To compete fairly	when handling a
	with all hands and	seated position	position while	seated position	in an Endball	large ball
	feet lifted	while moving	picking up cones	with eyes closed,	Round Robin	To review and
		objects	and moving them	and receiving	Competition	feedback on team
	<u>Dance</u>		from side-to-side	external forces		performance
	Create multiple	<u>Dance</u>			<u>Dance</u>	To be confident
	standing and floor	Create multiple	<u>Dance</u>	<u>Dance</u>	Create multiple	taking on the role
	shapes - balanced	standing and floor	Create multiple	Create multiple	standing and floor	of player, coach
	on both feet	shapes - with	standing and floor	standing and floor	shapes - balanced	and official
	with limbs in	torso beginning to	shapes - with	shapes - balanced	on 1 foot with	To compete fairly
	different planes	rotate with 3	torso rotated	on 1 foot with	other foot higher	in a Tag Netball
	with 3 points of	points of contact	with 3 points of	arms at different	than 45° with 2	Round Robin
	contact facing	with the floor	contact with the	planes with	points of contact	Competition
	down	facing down and	floor facing up	torso rotated and	using combination	
	Travel between	up	and sideways.	bent with 2	of hands, arms	<u>Dance</u>
	shapes including	Travel between	Travel between	points of contact	and shoulders for	Create multiple
	jumping.	shapes including	shapes including	with the floor	support	standing and floor
	Create	jumping with	stepping into	facing up and	Travel between	shapes - balanced
	movements led by	rotation.	jumping.	sideways.	shapes including	on the ball of each
	large horizontal	Create	Rotate in jumps.	Travel between	rotation - on the	foot higher than
	single arm circles	movements led by	Create exact and	shapes including	floor (spirals and	45° with torso
	and semi-circles	large vertical	repeatable	rotation - on the	turns) and in the	forward with
	leading into –	single arm circles	movement led by	floor and in the	air in different	arms short with
	stepping	and semi-circles	both single arm			2 points of contact

Jump from a static position, arms up and down. With a partner I can -Create standing and floor shapes in contrast to my partner's - with our body parts crossing over. Travel between shapes in unison. Turn forwards and backwards through horizontal large arm circle - and finish away. - in unison. - in canon. Create, in unison, jumps with rotation from a static position. Create 2 ways of moving linked to the silk - using both hands at the same time. connected to standing shapes.

leading into stepping. - body movements. turning. - jumps with 180° and 360° rotations. With a partner I can -Create standing and floor shapes opposite and entwined with my partner. - in close contact but without touching. Incorporate jumping when travelling between shapes in canon. Create movement and turn forwards and backwards through horizontal and vertical large arm circle and semicircle - in unison. finishing in partner shapes. Create 2 ways of moving linked to the silk - using 3 or 4 limbs and pausing throughout my

and leg circles and semicircles leading into body dropping and turning. turning with the body tilted. jumps with 180° and 360° forward and backward rotations (starfish and barrel roll jumps). With a partner I can -Create standing and floor shapes opposite and entwined with my partner. - as close as possible without touching. - facing up, down and sideways. jumping with rotation when moving between shapes. - in canon. Create movement led by horizontal and vertical single arm circles and semi-circles followed with steps. - followed with body action.

air. - in different directions. Create sequences of movement led by combined arm, shoulder, leg and foot circles and/ or semi-circles leading into turning. - jumping with good height, speed and various body shapes in the air. With a partner I can -Create standing and floor shapes at different levels. - without contact. - with 1 hand contact. Jump with backward rotation when moving between shapes. Create multiple ways of moving linked to the silk where silk moves lead me into stepping, jumping, floor moves and floor shapes.

directions. - at different speeds. Create complex movements led by a combination of circles made with different body parts and in different planes leading into stepping, body movements and turns. - iumps with 1 foot takeoff and landing, other leg extended. - jumps with 180° rotation and change of direction in the air (landing facing backwards). With a partner I can -Create standing and floor shapes in close contact both balancing on 1 foot. - crossbodied with 2 points of contact with the floor Travel with my partner incorporating spirals, rotation

supported on hands, arms and/ or shoulders. with limbs outstretched. Travel between shapes, including jumps with backward rotation (barrel roll jump). Create complex movements led by circles of all sizes and in different planes, performed simultaneously by different body parts leading into - stepping, body action and turning. - jumping with 360° rotation. jumping with 1 foot take-off and landing. - jumping with change of leg position in the air. With a partner I can -Create standing and floor shapes with contact. balanced on the ball of 1 foot, arms short. - with

			movement fluently and without stopping.	- in unison in canon mirroring my partner Create multiple ways of moving linked to the silk - pausing my movement to create shapes using those shapes as my starting and finishing positions including jumps with rotation.		on the floor, jumping and cross-bodied finishing positions. Create multiple ways of moving linked to the silk where the silk moves lead me into jumping, a turn and a jump, floor and floor shapes fluently without stopping.	2 points of contact using hands, arms and/or shoulders for support. Travel together with my partner - using spirals, rotation on the floor and in the air in different directions and at different speeds. Create multiple ways of moving linked to the silk - where silk moves lead me into jumping, floor work and into floor shapes pausing in balanced shapes in between moves. I Perform continuously from start to finish and in reverse.
Spring 1	Gymnastics Create tuck and star shapes Create tuck and star shapes on low apparatus	Fundamental Movement Skills (U5) To roll and collect a large ball, with control To throw and catch a tennis ball,	Fundamental Movement Skills (U5) To throw and catch a tennis ball, with and without a bounce	Fundamental movement skills (U5) To react, move and catch a ball To react and catch a small ball dropped from	Fundamental Movement Skills (U5) To react and catch a small ball dropped from shoulder height,	Fundamental Movement Skills (U3) To balance on a beam, while catching a large ball from a variety of heights	Fundamental Movement Skills (U3) To balance on a beam, while hitting a ball back to a partner with a racket

To compete fairly with and without shoulder height, Create tuck and To use our hand from varying To move with a bounce to send and from varying distances fluency and in games of star shapes on To use our hand distances To react and catch control in the 3 Dodgeball, taking large apparatus receive a large Use core muscle to send and ball along the To react and catch a ball across the step zig-zag on a variety of strength to receive a large floor, to and from a ball across the body, from pattern, with knee roles – player, achieve good ball along the body, from varying distances raises and foot coach and official a partner behind posture when floor, to and from To use our foot to varying distances To react and catch To play Dodgeball sitting on the floor To compete fairly a partner send and receive a To balance in a a ball, when and understand Develop overall To catch a large large ball along mini front support starting with your in a Beanbag Raid what tactics your body-strength, ball after 2 the floor, to and position while back to the ball games team should use balance, cobounces from a partner To balance in the To balance on a to be successful moving objects ordination and To react and catch onto and off our front support beam, while To move To react and catch agility a large ball after a large ball after backs position while catching 2 balls backwards with one bounce one bounce To balance in the twisting into continuously from fluency and To react and catch To react, move front support various positions a variety of control, in a 3 step a small ball and catch a ball position while To balance in a heights zig-zag pattern dropped from To react and catch twisting into back support To move To compete fairly shoulder height, a small ball backwards with in a Dodgeball various positions position while dropped from To balance in a transferring a competition. from varying fluency and distances shoulder height, back support cone on and off control in the 3 taking on a variety from varying position while the body of roles – player, step zig-zag **Gymnastics** distances transferring a To rotate from a pattern, with knee coach and official Create different cone on and off front to a back raises and foot floor shapes **Gymnastics** behind **Gymnastics** the body support position, Create a variety of Balance on fluently To compete fairly Perform accurate shapes on and different points **Gymnastics** in a Beanbag Raidl shapes in flight Travel smoothly against low and patches **Gymnastics** competition while using hand and fluently on Create clear and apparatus Balance in a apparatus Create a variety of variety of ways different body precise shapes in Gymnastics Perform accurate shapes on, against using low flight Creating accurate shapes in flight parts Travel in different Use hand and in contact apparatus shapes while while using hand with high Balance in a ways using hand apparatus in flight using hand apparatus and apparatus variety of ways apparatus Create partner apparatus large apparatus Travel on different using high Create partner sequences using Creating accurate Balance with body parts the hand shapes while control while apparatus sequences using the hand apparatus and a using hand

		Travel on different	Travel with	apparatus and a	range of different	apparatus and	using hand
		body parts, using	control in a	range of different	flights	large apparatus	using hand apparatus
		low apparatus	variety of	travelling	Create accurate	Rotating in an	Balance with
		Travel on different	·	Rotate our bodies		accurate and	control while
			pathways		movement		
		body parts, using	Travel with	in a controlled,	patterns	controlled way	using hand
		high apparatus	control, in a	safe way	Travel on, under	while using hand	apparatus and
			variety of ways,	Explore different	and over low	apparatus	large apparatus
			using low	ways of rotating	apparatus	Travelling on,	Travel using low
			apparatus	with a partner	Travelling on,	under and over	apparatus in a
			Travel with	Create partner	under and over	low apparatus in a	variety of ways
			control, in a	sequences using	high apparatus	controlled way	Travel with a
			variety of ways,	rotations on		Travelling with a	partner in a
			using high	different parts of		partner in a	variety of ways
			apparatus	our body		variety of ways	
						Rotating in a	
						variety of ways	
						using low	
						apparatus	
Spring 2	Fundamental						
- B8 -	<b>Movement Skills</b>						
	<u>(U6)</u>	<u>(U6)</u>	<u>(U6)</u>	<u>(U6)</u>	<u>(U6)</u>	<u>(U2)</u>	<u>(U2)</u>
	To stop a rolling	To roll, chase and	To roll, chase and	To chase and	To roll, chase and	To move along a	To play River
	ball using	collect a ball with	collect a ball from	catch a ball from a	collect a large ball	line fluidly in all	Crossing and what
	different parts of	control	different starting	range of different	with control	directions, while	tactics your team
	our body	To roll, chase and	positions	starting positions	To chase and stop	maintaining our	should use to be
	To collect a ball in	collect a ball from	To roll and collect	To chase a	a ball in a variety	balance	successful
	a balanced	different starting	the ball when	bouncing ball and	of controlled	To balance on one	To maintain a
	position	positions	completing more	collect it in	ways	leg with a	'Counter Balance'
	To roll and chase a	To roll and collect	complex	balanced	To react to a ball	partner	with a partner
	ball with control	the ball when	challenges, but	positions	thrown overhead,	To compete fairly	To compete fairly
	To explore	completing more	still with control	To collect a ball in	chasing and then	in games of Steal	in games of River
	different ways of	complex	To roll and collect	the long barrier	catching it	the Treasure	Crossing, taking
	moving on the	challenges, but	the roll in the long	position	To balance on a	To side step, turn	on a variety of
	floor	still with control	barrier position	To balance on a	low beam while	and perform	roles – player,
				low beam using a		'grapevines',	

To balance in a	To maintain a	To maintain	good stance	receiving a small	while balancing	coach and
mini-front support	balanced Front	balance in the	position	force	on a line	official
position	Support position	Back Support	To balance on a	To balance on a	To maintain a	To side step, turn
To balance in a	To maintain	position	low bean, while	low beam and	'Counter Balance'	and perform
mini-front support	balance in the	To maintain our	raising one knee	catch a ball throw	with a partner	'grapevines', while
position while	Back Support	balance when	To balance on a	at various heights	To compete fairly	balancing on a
moving objects in	position	completing more	low beam while	To balance on a	in a Steal the	line
a controlled way	To maintain our	complex	catching a ball	low beam and hit	Treasure	To compete fairly
	balance when	challenges		a ball back to a	competition	in a River Crossing
	completing more	To balance in the	Tag Rugby Skills	partner		competition,
	complex	front and back	To evade and tag		Tag Rugby	taking on a variety
	challenges	support positions	opponents	Tag Rugby Skills	To play	of roles – player,
		while transferring	To evade	To throw and	conditioned	coach and official
	Ball Skills	objects onto and	opponents while	catch a rugby ball	games using some	
	To track and	across the body	keeping control of	correctly	of the basic rules	Tag Rugby
	receive a ball		the rugby ball.	To execute a	of Tag Rugby	To be able to
	To bounce a ball	Ball skills	To pass the ball	successful pass of	To develop	evade and tag
	with control	To roll and stop	accurately and	a rugby ball while	passing backwards	opponents
	To throw and	the ball with	receive the ball	on the move	in attack and how	To be able to pass
	catch a ball	control	safely.	To know,	to defend	and receive the
	To throw and	To throw different	To pass the ball	understand and	To progress basic	ball at speed
	catch with a	objects at a	accurately and	apply the rules of	skills into a	To be able to pass
	partner	target	receive the ball	tagging in Tag	conditioned game	and receive a pass
	To throw with	To throw overarm	safely on the	Rugby	of Touch Rugby	at speed in a
	accuracy	for distance and	move.	To intercept the	To initiate a	game situation
	To throw with	accuracy	To pass the ball	ball in a	technical Roll ball	To refine attacking
	control	To catch in a	accurately and	competitive game	and understand	and defending
		range of ways	receive the ball	of Tag Rugby.	the idea of a 3	skills
		To bounce a ball	safely in a game	To use attacking	person drive	To develop tactics
		and catch a	situation.	and defending	To understand the	as a team
		bouncing ball	To apply learned	skills and	main rules in	To apply learned
		To throw and	skills in a game of	knowledge to	Touch and apply	skills in a game of
		catch, using a	tag rugby.	make tactical	them to a	tag rugby
		variety of		decisions	conditioned	
		objects		To apply attacking	game.	
				and defending		

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					skills in a game of	To understand the	
					tag rugby and to	main rules in	
					watch and	Touch and apply	
					evaluate the	them to a	
					performance of	conditioned	
					others.	game.	
Summer 1	Bat and Ball	<u>Fundamental</u>	<u>Fundamental</u>	Tennis Skills	Tennis Skills	<u>Tennis</u>	<u>Tennis</u>
	<u>Skills</u>	<b>Movement Skills</b>	<b>Movement Skills</b>	To use effective	To be in the ready	To be able to	To control the ball
	To hold a ball	(U4)	(U4)	footwork,	position before	change direction	to develop a
	correctly	To roll a ball	To roll a ball	movement and	playing a shot	of ball	cooperative rally
	Use a beanbag in	around the body	around the body	positioning in the	To hit the ball and	To be able to push	To developing the
	different ways	with control	using one hand	context of net and	keeping a rally	ball using	underarm serve
	To use a bat to hit	To roll a ball	To maintain	wall games	going	forehand and	To develop
	a ball	around the body	control of the ball	To roll and throw	To read the flight	backhand	footwork and
	To use racket to	using one hand	when moving it	a ball accurately	of the ball	To understand	return of serve
	hit a ball	To maintain	around our body	To develop ball	To understanding	what shots can be	To be in the
	To drop and catch	control of the ball	in different ways	control when	where to stand	used in attacking	correct position
	a ball	when moving it	To maintain	using a racket	and move on the	play	on the court at all
	Use a ball with	around our body	control of the ball	To hit a ball	court	To be able to play	times
	both hands	in different ways	when moving it in	accurately using	To react to the	a backhand shot	To recover to the
		To balance with a	a range of	the forehand	ball direction and	To be able to play	right place after
		partner in a	different	technique	position ready for	a tennis serve	each shot
		seated balance	directions	To use the	the shot	To be able to	To develop the
		position	To balance with a	backhand	To maintain a rally	apply all skills	serve and
		To balance with a	partner in a	technique in	over a prolonged	learnt in a tennis	recognise the 5
		partner in a	standing balance	different ways	period of time	match	basic ways to win
		standing balance	position	To play	'		a point
		position	To balance with a	competitive net	Outdoor	Outdoor	
		To balance with a	partner to	and wall-based	Adventurous	adventurous	Outdoor
		partner to	complete a range	games	Activities	Activities	Adventurous
		complete a range	of challenges		To locate where a	To use a compass	Activities
		of challenges	To balance with a	Outdoor	clue is on the	to navigate	To build trust,
		21 0	partner on one	Adventurous	school grounds	around an area	when working in a
			leg	Activities	55.1501 61 541143	around an area	small group
			ICE	ACTIVITIES			siriali gi uup

		Bat and Ball Skills To hold a racket correctly and use it to control a beanbag in different ways To use a racket to hit a ball or beanbag with control To apply racket skills to play a target game To use a cricket bat to control a ball along the ground To use a cricket bat to hit a ball with control To apply bat and ball skills to play a	Tennis Skills To throw a ball to a partner correctly and with accurately To use a tennis racket to move a tennis ball around the playground To understand the action we use when playing a tennis shot To hit the tennis ball with a racket correctly To aim tennis shot towards a target To be able to perform a rally with a partner	To create letter shapes with the body To work as a team in order to solve a problem To use a map to find a location To orientate a map around the school area To problem solve by following a set process To work together as a large group to solve a problem	To work as a team to solve a problem To solve problems as a pair To communicate clearly when you are not able to use one of your key senses To use teamwork to orienteer around a large area To complete a full orienteering task as quickly as possible	To work as a team to solve problems To use a map to navigate around an area to find certain clues To plan a strategy to solve problems as a group To build trust in a partner by guiding them when they have a lost one of their key senses To work together effectively as a team to reach a common goal	To use a compass to locate and move to particular areas on a map To use a map to visit a number of clues in a short space of time To work effectively in a large group To communicate clear with a partner to guide them safely around an area To work as a team to cross over an area, quickly and safely
Summer 2	Athletics Skills To run at speed To jump for distance To throw for distance To complete obstacle races To understand what a Sports Day is	1 ' ' '	Athletic Skills To walk and run with good posture and balance To describe how the use of arms can affect jumping for height To throw a small object for	Athletics Skills To practise and refine existing running, jumping and throwing skills To sprint effectively and reach top speed	Athletics Skills To practice and improve existing running, jumping and throwing skills To improve running technique for sprinting including the sprint finish	Athletics To refine existing running, jumping and throwing skills To use an effective technique for sprinting including the sprint start	Athletics To practice and refine fundamental skills needed for athletics To work as a team to competitively perform a sprint relay

To understand To practise and To jump in distance using an To run over To sustain my To control running competition and different ways overarm throw hurdles, and at improve relay running pace over pace over a range To perform a To complete longer distances of distances sportsmanship speed running To understand the jumping different athletics To jump for To jump for To practise To refine hurdling value of 'taking sequence events with distance and land distance and land jumping for technique part' rather than speed, control safely height To practice and safely winning **Ball Skills** and accuracy To develop and To pull throw for To fling throw refine jumping To track and To take off from refine different distance throwing correctly for techniques receive a ball different position throwing To refine running, distance To throw for **Fundamental** To bounce a ball and land safely techniques jumping and To use a variety of distance using a **Movement Skills** with control To throw using heave throw To throw, using throwing skills throwing (U4) To throw and the pull throw technique different push techniques Move a ball from catch with technique for throw techniques Cricket Skills Cricket one hand to the control distance throwing To use correct **Cricket Skills** To bowl overarm other To throw and techniques for To catch a ball correctly and Start slowly and catch a ball with a catching a ball Cricket with accuracy then speed up. partner **Cricket Skills** when fielding in accurately To react quickly To use the skills of To use an overarm To bat the ball and catch balls Roll a ball along To throw overarm cricket rolling and using the 'Straight the floor to make To use an overarm accurately and for throw to hit a thrown at Drive' shot distance stopping a ball throw to hit a different heights an imaginary target with shape, e.g. circle, To throw a quoit To throw target with To field the ball and angles accuracy correctly and triangle. correctly underarm with accuracy and use To attack the ball To strike a ball in Take turns with a accurately the long barrier throw accurately using effective an intended at a target fielding partner to roll a To throw overarm technique to stop direction ball in the shape with accuracy and a rolling ball To play small techniques To successfully of a letter or for distance To use defensive group games of To throw the ball use a range of number To hold a cricket hitting techniques cricket using the accurately over a fielding roles of batter, Roll a ball around bat correctly and for batting in large distance techniques lots of different use it to hit a ball cricket fielder, bowler, To strike a bowled To use striking wicketkeeper and objects To use a range of To use attacking ball over a large and fielding skills Move a ball cricket skills hitting techniques umpire distance into in a game To combine skills To use defending around with the for batting in space hands to play a To design and play cricket and attacking To bowl a ball tactics in a game games that use To use the correct competitive team overarm at a of cricket striking and technique for target game fielding skills bowling overarm

competitive situation.						in cricket from a standing position To use a range of fielding, batting and bowling skills in a Kwik Cricket match	To use the roles learnt previously to adapt the game of cricket	•
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