## **Meldreth Primary School Whole School Curriculum Map**



Whole School Curriculum Map for: PE				<b>Year:</b> 2018-19	Subject Leader: Chloe Jackson	
Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
R	Physical Development Fundamentals Unit 1	Physical Development Fundamentals Unit 1	Gymnastics - Fun Gym Shapes Dance – Toys	Gymnastics – Move and Hold Dance – On Parade	Swimming Fundamentals Unit 2	Swimming Fundamentals Unit 2
1	Fundamentals Unit 1 (Year 1) Dance – Mr Men	OAA – Trails, trust and team work Fundamentals Unit 1 (Year 1)	Gymnastics – Jumping Jacks Dance – Moving Words	Gymnastics – Rock and Roll Fundamentals Unit 2 (year 1)	Swimming Athletics – Sports Day event practice	Swimming Fundamentals extra unit
2	Fundamentals Unit 1 (Year 2) OAA – KS1 unit	Dance – Magical friendships Fundamentals Unit 1 (Year 2)	Gymnastics – Ball, Tall and Wall Dance – Great Fire of London	Gymnastics – Points of Contact Fundamentals Unit 2 (year 2)	Swimming Athletics – Sports Day event practice	Swimming Fundamentals Striking unit
3	Games – Ball Handling OAA – Lower KS2 Unit	Dance – Solar System Games – Ball Handling	Gymnastics – Patterns and Pathways Dance – Machines	Gymnastics – Hand Apparatus Games – Net Wall	Swimming Athletics – Challenges	Swimming Games – striking and fielding
4	Games – Ball on the ground OAA – Blindfold activities	Dance – Cold Places Games – Ball on the ground	Gymnastics – Principles of balance Dance – Rugby and the Haka	Gymnastics – Rotation Games – Tennis	Swimming Athletics - Pentathlon	Swimming Games – striking and fielding
5	Games - Netball  OAA – Team Building and orienteering	Gymnastics – Pair composition Dance – Dance Styles	Games – Hockey Gymnastics – Press and Go	Games – Hockey Dance – On the beach	Swimming Athletics – Heptathlon	Swimming Games – striking and fielding
6	Games – Netball  OAA – Upper KS2 Unit	Dance – Why bully me? Gymnastics – Group Work	Games – Hockey Gymnastics – Body Symmetry	Games – Hockey Dance – Football	Swimming Athletics -Decathlon	Swimming Games – striking and fielding