BILSTON CHURCH OF ENGLAND PRIMARY



MEDIUM TERM PLANNING

Subject	Topic/Key Question	Year Group	Term	Time Allocation
PE	Multi skills	1	Autumn 1	6 hours
Key Vocabulary:	balance, base, coordination, agility, direction, aim, throw, catch, kick, travel, accuracy, bounce, land, obstacle,			
Knowledge:	Pupils will be taught to: - Balance and coordinate their bodies to complete tasks, including the use of equipment. - Change direction quickly.			

Lesson Sequence	Time Allocation	Key Question/WALT	Teaching Activities	Resources
Lesson 1	1 hour	Fundamentals of movement and balance – be able to balance on one foot for a set period of time	Warm up – Patterns of movement, dynamic stretching and focus on co-ordination (patterns of skipping) Balance • Wide apart for a stronger base • Use arms to counterbalance legs • Keep your centre in the middle of the base • Think about how to counterbalance Cool down – slow movements, static stretching	Soccer 2000 cones bean bags

Lesson 2	1 hour	Fundamentals of movement & co-ordination – be able to use co-ordination to keep control of	personal performance review, – red, yellow, green. Judge performance based on green being successful, yellow being made progress but still need to develop, and red being they did not improve today. Warm up – Patterns of movement, dynamic stretching and focus on balance (hoop balance) Co-ordination Move feet into line with the ball	Soccer 2000 cones beanbags
		an object	Get hands ready to catch	
			Look at the target/ball	agility ladders
			Think how to receive the ball	
			Cool down- static stretching, slow movements.	
			Self-reflection – in pairs children will discuss their own	
			performance and identify strengths and weaknesses and then which they can improve on.	
Lesson 3	1 hour	Agility – be able to use your agility to change direction	Warm up – patterns of movements, dynamic stretching and focusing on agility (train tag) avoid being tagged using changes in speed.	Soccer 2000
		quickly		Cones
			Agility –	Bean bags
			Small fast steps when runningSwinging your arms	Stop watches
			Lean forwards to start fast	Speed bounce
			Look ahead	mat
			Cool down- static stretching, slow movements.	

Lesson 4	1 hour	Agility balance and co-ordination – to use all previous skills learnt.	Self-reflection – red, yellow, green. Judge performance based on green being successful, yellow being made progress but still need to develop, and red being they did not improve today. Warm up – patterns of movements, dynamic stretching and focusing on co-ordination (trigger) Multi skills competition – • Step into the throw • Use arms to maintain balance • Body, arms and legs working together • Think about how to go faster, aim, throw and catch Cool down – slow movements, static stretching Self-reflection – in pairs children will discuss their own performance and identify strengths and weaknesses and then which they can improve on.	Soccer 2000 cones bean bags stop watches
Lesson 5	1 hour	Agility balance and co-ordination – to use all previous skills learnt.	Warm up – patterns of movement, dynamic stretching, focus on balance (push and pull) Throwing – • Use an underarm action to throw accurately • Throwing accurately at raised targets • Throw with speed and agility Cool down- static stretching, slow movements.	Soccer 2000 cones balls bibs target mat

			Self-reflection – in pairs children will discuss their own performance and identify strengths and weaknesses and then which they can improve on.	
Lesson 6	1 hour	Agility balance and co-ordination – to use all previous	Warm up – patterns of movement, dynamic stretching, focus on balance (push and pull)	Soccer 2000
		skills learnt.	Throwing –	cones
			Use an underarm action to throw accurately	balls
			 Throwing accurately at raised targets 	
			Throw with speed and agility	stop watch
			Cool down- static stretching, slow movements.	speed bounce mat
			Self-reflection – in pairs children will discuss their own	
			performance and identify strengths and weaknesses and	
			then which they can improve on.	
			Self-reflection – red, yellow, green. Judge performance based on green being successful, yellow being made progress but still need to develop, and red being they did not improve today.	