

### Key Vocabulary

Stop	Go
Start	Throw
Underarm	Direction
Kick	Roll
Obstacle	

### Pupils should be taught to:

Master basic movements including running, throwing & catching as well as developing balance & coordination. Participate in team games, developing simple tactics for attacking & defending.

#### Moving

- Move & stop on instruction
- Move between obstacles
- Move in a variety of ways
- Move in different directions
- Start & stop under command with some accuracy
- Stop suddenly when running without falling

#### Throwing

- Throw a ball in any direction
- Send ball underarm towards a given point

#### Catching/Stopping/Passing/Striking

- kick a ball in any directions
- kick a ball from standing
- Send with control & direction to partner using a small range of techniques
- Stop & kick a rolling ball with your foot

#### Participation

- Participate in command based games
- Participate in simple invasion games
- Participate in athletic games
- Understand & attempt to play within the rules of a game



Pre KS1

PE

Games



### Forest School



Stop & go games  
Hide & Seek  
Obstacle course

### Therapy (SALT/OT)

Symbols for directions/movements  
Gross motor skills programme

### Equipment/Apparatus

Small balls	Large balls
Bean bags	Floor arrows
Stop symbols	Go symbols
Cones	

### Outcomes (from the DfE PE Programme of Study)

Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations.