P.E- Lower Key Stage two - Athletics Yr3 and Yr4

Pupils should be taught to:	How we do this in Y3	How we do this in Y4	Resources	<u>Vocabulary</u>	<u>Notes</u>
use running, jumping, throwing and catching in isolation and in combination develop flexibility, strength,	Continue to embed vocabulary already taught from KS1. Model where required Key vocabulary will be taught at the start of each session and explicitly modelled, review previous session vocabulary where applicable. - Introduce new key	Continue to embed vocabulary already taught from precious years. Model where required Key vocabulary will be taught at the start of each session and explicitly modelled, review previous session vocabulary where applicable. - Recap on key vocabulary used in	Yr3 Ladders, bibs, cones, balls, javelin, cones, hurdles, hoops, Year 4 Javelin, bean bags	Vocabulary Yr3 Jump, change, high, feet, land safely, quick, slow, accelerate, decelerate, convoy, gears, throw, javelin, straight line, distance, sequences, spring, jog, target Vocabulary Yr4 Jump, throw, run,	Differentiation is not decided by who is SEND, WTS, EXS or GD in other areas, but through outcome, support and carefully selected equipment apparatus to extend/ challenge and support learners Differentiation for individuals may vary across sessions/ tasks and units of work. Teaching sequence:
technique, control and balance [for example, through athletics and gymnastics]	vocabulary - Watch and describe specific actions of an effective running technique, and develop fluency and rhythm to their own running style - Develop spatial awareness by judging the height and approach to obstacles - Record performance	 year 3 Watch and describe the basic techniques which make for a good performance Develop communication skills when working together as a team and discuss how improvements can be made to performance 		technique, distance, posture, running, accelerate, decelerate, speed, stride, balance, marker, specified point, control, sling throw, wind up technique, measure, control	- Warm up - Review previous learning/ vocabulary - Clear modelling of new teaching - Pupil/ group activity - Review/ re model - Share- does not have to be whole class could be two groups at a time- use sharing part as teaching points - Cool down Please note pupils should be active a minimum of 80% of the session

and set individual targets to improve	- Choose different combinations of jumps
- Watch and describe	for different games and activities, and
how to perform specific aspects of the push & pull throw	develop the fluency and control of these combinations
- Develop the ability to	- Run at different
throw for both distance and accuracy using a	speeds for short and long durations
range of techniques	- Develop fluency and
 Watch, copy and describe good examples of jumping technique 	coordination in taking off and landing and use a variety of jumps
- Develop fluency and	in different games and activities
coordination in taking off and landing and use	- Develop the ability to
a variety of jumps in different games and	throw for both distance and accuracy
activities	using a range of techniques
CRM	- Record performance, discuss results and set
- he/she can use a push throw to throw a ball	targets to improve
for distance/ discus or shot put.	

	 he/she can jump: one foot to the other (high jump); one foot to two feet (long jump) He/she can sprint 80m He/she can run 150m without stopping 	 - he/she can sprint up to 100m. - he/she can run 200m - he/she can use the correct action to throw a javelin without a run up. 					
Compare their performances with previous ones and demonstrate improvement to achieve their personal best.	Children will be given regular opportunities to review own work and that of others - Self/ peer assess - Evaluate performance and suggest improvements using key language - Build on sequence using advice given - Record performance and set individual targets to improve - Explain how performance has developed/ improved	Children will be given regular opportunities to review own work and that of others - Self/ peer assess - Evaluate performance and suggest improvements using key language - Compare sequences and how ideas can be used to develop a sequence - Record performance and set individual targets to improve - Explain how performance has developed/ improved					