The London Acorn School				
Term	Class/Year group	Subject		
Autumn	Kinde	Physica		
Spring	Kinde	Physica		
Summer	Kinde	Physica		
Autumn	Class 1 (Year 2)	SPORTS		

Class 2

(Year 3)

Class 2

(Year 3)

Autumn

Spring

SPORTSMANSHIP & INVASION

game play.

ATHLETICS

g Term Games Curriculum Overviews

area

	group	
Autumn	Kinde	Physical development at the Kindergarten tree daily.
Spring	Kinde	Physical development at the Kindergarten tree daily.
Summer	Kinde	Physical development at the Kindergarten tree daily.
Autumn	Class 1 (Year 2)	 PITNESS Develop and improve physical activity for sustained periods of time. Learn skills to solve problems, individually and as part of a team. Increase and improve on longevity of physical activity. SPORTSMANSHIP & INVASION Send a ball for a team member to receive and travel into another space to make forward progress. Participate and co-operate in small, sided games against an opponent with rule understanding. Receive a ball and incorporate sending to a team member or shoot at a target. Practice attacking and defending principles. Work in a small team to apply FSS's and SSS's in game play.
Spring	Class 1 (Year 2)	 ATHLETICS Can apply variety of speeds for different running lengths. Can perform jumps with standing and running take off. Can send different objects to gain distance, accuracy and improve performance. SWIMMING To develop confidence in the water. To enter and leave the pool safely. Be able to answer questions about pool safety. Swims competently, confidently and proficiently over a distance of at least 10m. Begin to refine the technique of breaststroke and back stroke. Outcome: To swim a width unaided in recognisable stroke.
Summer	Class 1 (Year 2)	Povelop ball skills, field skills, develop team working skills. FITNESS Develop and improve physical activity for sustained periods of time. Learn skills to solve problems, individually and as part of a team. Increase and improve on longevity of physical activity.
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		SWIMMING
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		ROUNDERS AND CRICKET/ SUMMER GAMES
		Develop ball skills, field skills, develop team working skills.
Summer	Class 2 (Year 3)	Develop and improve physical activity for sustained periods of time. Learn skills to solve problems, individually and as part of a team. Increase and improve on longevity of physical activity.
		Fitness Increase and improve in higher intensity, physical activity for sustained periods of time. Apply skills to solve problems, individually and as part of a team. Increase and improve on
		longevity of physical activity.
Autumn	Class 3 (Year 4)	 SPORTSMANSHIP & INVASION Send a ball for a team member to receive and travel into another space to make forward progress. Participate and co-operate in small, sided games against an opponent with rule understanding, whilst applying skills Receive a ball and incorporate sending to a team member or shoot at a target. Apply attacking and defending principles simple strategies and tactics. Work in a small team to apply FSS's and SSS's in game play.
Spring	Class 3 (Year 4)	 Can apply variety of speeds for different running lengths and review own performance. Can perform different types of jumps with standing and running take off to land with balance and control. Can send different objects correctly to gain distance, accuracy and improve performance, taking measurements and recording. SWIMMING To develop confidence in the water. To enter and leave the pool safely. Be able to answer questions about pool safety. Swims competently, confidently and proficiently over a distance of at least 20m. Uses the stroke of front crawl effectively. Begin to refine the technique of breaststroke and back stroke. Outcome: To swim a width unaided in recognisable stroke.
		SAILING
Summer	Class 3 (Year 4)	 Can identify the different parts of a boat. Can control the boats movement using the sail and the rudder for direction. Be able to answer questions about boat safety. STRIKE & FIELD Can strike a static ball and ball travelling towards forward with equipment (bat) and good timing. Can use sport specific sending skills and apply in practise and the game. Can strike and travel with purpose and to stay in the game whilst using simple striking and fielding strategies.
Autumn	Class 4 (Year 5)	 FITNESS Fitness Increase and improve in higher intensity, physical activity for sustained periods of time. Apply skills to solve problems, individually and as part of a team. Increase and improve on longevity of physical activity. SPORTSMANSHIP & INVASION Send a ball for a team member to receive and travel into another space to make forward
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Autumn	Class 5 (Year 6)	 FITNESS Fitness Increase and improve in higher intensity, physical activity for sustained periods of time. Apply skills to solve problems, individually and as part of a team. Increase and improve on longevity of physical activity. SPORTSMANSHIP & INVASION Send a ball for a team member to receive and travel into another space to make forward progress. Participate and co-operate in small, sided games against an opponent with rule understanding, whilst applying skills Receive a ball and incorporate sending to a team member or shoot at a target. Apply attacking and defending principles simple strategies and tactics. Work in a small team to apply FSS's and SSS's in game play.
Spring	Class 5 (Year 6)	 ATHLETICS Can apply variety of speeds for different running lengths and review own performance. Can perform different types of jumps with standing and running take off to land with balance and control. Can send different objects correctly to gain distance, accuracy and improve performance, taking measurements and recording. SWIMMING To develop confidence in the water. To enter and leave the pool safely. Be able to answer questions about pool safety. Swims competently, confidently and proficiently over a distance of at least 20m. Uses the stroke of front crawl effectively. Begin to refine the technique of breaststroke and back stroke. Outcome: To swim a width unaided in recognisable stroke.
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