Subject: PE
 Year: 3
 Term: Autumn 1

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Vocabulary	Knowledge	Understanding	Skills
	Children will know (that)	Children will understand (that)	Children will be able to
 Shoot – aim ball at a goal and throw Bounce pass – passing a ball to another player by bouncing it on the ground Improve – get better 	the importance of speed when playing invasion games. how to explain and apply basic attacking and defending points.	how to move the ball keeping it under control whilst changing direction (Basketball) how to pass, shoot and receive a ball with increasing accuracy,	pass/send a ball in different ways and speeds. choose the right pass for the situation.
Dribbling – move with the ball making small bounces Possession – to have the ball Control – to move the ball with a purpose Space – not near others Pass – give the ball to another player Aim – movement intended to throw a ball to a certain place Accuracy – how close something can get to a target.	what they need to practice to improve their performance. how their body feels when exercising and understand the link between heart rate and breathing.	control and success. how to find and use space in game situations and work well as part of a team. how to use a range of tactics to keep possession of the ball; and explain simple tactics in game situations.	demonstrate a correct bounce pass. move with the ball keeping it under control whilst changing direction. work well as part of a team find and use space well to keep possession. participate in games recognising good performances.

Subject: PE		Year: 3		Term: Autumn 2
38	Unit: Games – Dance – Solar System		tem	*

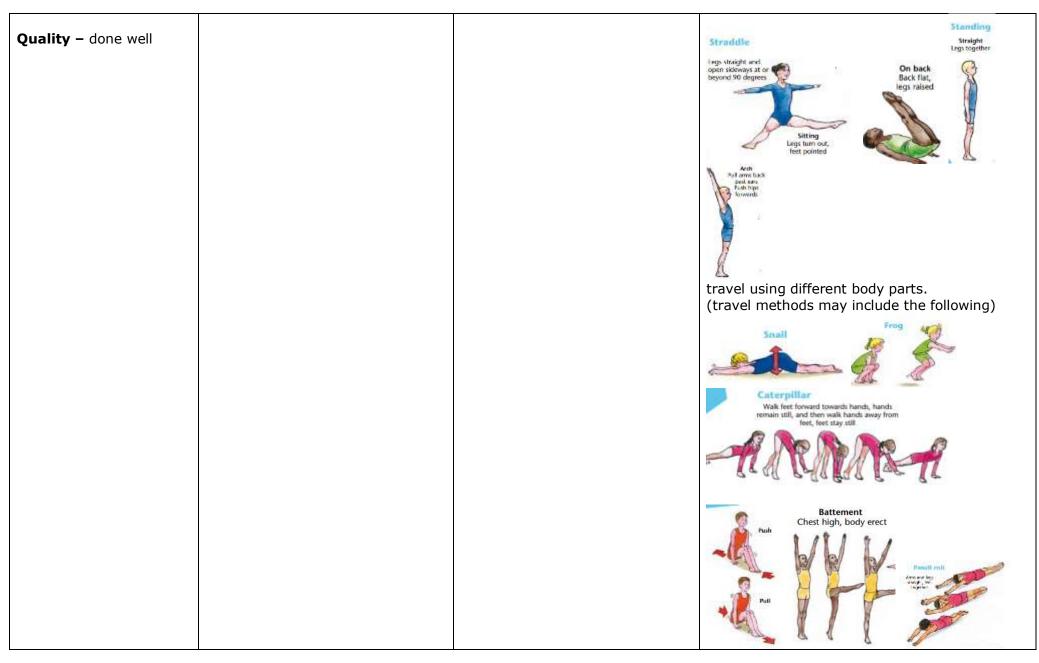
Vocabulary	Knowledge	Understanding	Skills
	Children will know (that)	Children will understand (that)	Children will be able to
Fluency – movement that flows and does not have breaks.	Choreography is the set of movements that are completed within a dance sequence.	how to create narratives in response to a stimulus.	Show developing fluency when moving.
Choreography – a set of movements that are completed in a sequence to make up a dance.	Movement can be fast, slow. Large, small, tall/high and lower to the ground.	how to show control, accuracy and fluency of movement when performing actions with a partner.	link movement patterns together using fluid movement and give a reason why they have linked certain movements together
Expressions – the process of showing feelings through movement	Movement can involve staying in one place and moving around a space.	how to develop dance phrases using canon, unison, repetition, action and question.	collaborate with others by sharing ideas and developing them together.
Represent – to be something else. Performance – presenting a dance to others.	to describe and evaluate the effectiveness and quality of a dance.	how to communicate what they want through their dances and perform with control.	perform at the same time as a partner with increasing accuracy.
Audience – others watching a performance or dance	what collaboration with others is and suggest ways in which this can be done effectively.	how to combine actions and maintain the quality of performance when performing at the same time as a partner.	perform as various characters when moving to music. Begin to communicate feelings through dance.

 Subject: PE
 Year: 3
 Term: Spring 1

 Init: Gymnastics – Patterns and Pathways
 Image: Spring 1

Vocabulary	Knowledge	Understanding	Skills
	Children will know (that)	Children will understand (that)	Children will be able to
Experiment – to explore by trying different things	You can travel using different parts of your body.	how to perform a range of actions, agilities and skills with consistency, fluency and clarity of	perform 9 key shapes with their body. (shapes may include the following)
Control – have an influence over, restrain.	That when you travel using different parts of your body, you are using different muscles.	movement. how to experiment with a range	Tucked Shoulder tuck Till hips clear of Bon:
Routine – a series of movement that are performed in a set	That different movements require different levels of control.	of actions, varying and combining spatial patterns, speed, tension.	Back tuck Hands graup below kness
Sequence – a set of related movements that follow each other	how to evaluate and recongise their own success and areas for improvement, as well as the	how to create gymnastic sequences that include changes of dynamic.	Arch Lift arms and legs clear of the floor
Combine – bring together	effectiveness and quality of a performance.	how to develop flexibility, strength, control and technique.	and apparatus Dish
Apparatus – equipment made for a particular task	how their body feels when exercising.	How to work safely following instructions from an adult with handling different apparatus	Uff arms and legs clear of the arms and apparatus
Practise – to repeat something with the aim of improving	That exercising helps to keep our bodys strong and healthy.	And recognise changes in the body when exercising and how PE is good for your health.	

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	create and experiment with sequences.
	create sequences of shapes, balances, rolls and travel.
	share ideas in a group.
	recognise own successes.

Subject: PE		Year: 3		Term: Spring 2
36	Unit: Games – Dance – Machines		25	*

Vocabulary	Knowledge	Understanding	Skills
	Children will know (that)	Children will understand (that)	Children will be able to
Fluency – movement that flows and does not have breaks.	Choreography is the set of movements that are completed within a dance sequence.	how to create narratives in response to a stimulus.	perform a short movement phrase and link to the class motif showing contrasting dynamics, shapes, levels and travel
 Choreography – a set of movements that are completed in a sequence to make up a dance. Expressions – the process of 	Movement can be fast, slow. Large, small, tall/high and lower to the ground.	how to show control, accuracy and fluency of movement when performing actions with a partner.	link movement patterns together using fluid movement and give a reason why they have linked certain movements together.
showing feelings through movement Represent – to be something else.	Movement can involve staying in one place and moving around a space.	how to develop dance phrases using canon, unison, repetition, action and question.	create and perform movement phrases working in small groups
Performance – presenting a dance to others.	to describe and evaluate the effectiveness and quality of a dance.	how to communicate what they want through their dances and perform with control.	collaborate with others by sharing ideas and developing them together. perform at the same time as a partner
Audience – others watching a performance or dance	what collaboration with others is and suggest ways in which this can be done effectively.	how to combine actions and maintain the quality of performance when performing at the same time as a partner.	with increasing accuracy.

Subject: PE		Year: 3		Term: Summer 1
*	Unit: Games – Striking and Fielding		ling	*

Vocabulary	Knowledge	Understanding	Skills	
	Children will know (that)	Children will understand (that)	Children will be able to	
Throwing – Batting Fielding Grip Wickets Wicket Keeper Bowler Technique Striking	The basic principles of playing a game of rounders. The basic principles of playing a game of cricket. what they need to practice improving their performance.	how to apply and develop a broader range of skills, whilst ensuring basic skills are still met. how to throw a ball to increasing distances, catch a ball and hit a ball.	throw a ball with increasing accuracy and distance. catch a ball with increasing consistency. successfully hit a ball with a bat. hit a ball with correct technique.	
Communication	the link between heart rate and breathing when exercising. suitable warm up activities for upcoming activities.	how to intercept and stop the ball consistently. what worked well as a team, employing tactics, particularly when fielding to make it harder for the batter.	choose fielding skills to make it difficult for an opponent. work well as part of a team.	

Subject: PE	Year: 3	Term: Summer 2
- AF	Unit: Athletics	

Vocabulary	Knowledge	Understanding	Skills
	Children will know (that)	Children will understand (that)	Children will be able to
Throwing – send through the air with force	what they do well and what they find difficult, identifying what they need to practice to improve their performance.	how to apply and develop a broad range of athletic skills in different ways.	throw a variety of different objects using different throwing techniques. (push, Pull, Sling and Heave)
Push – push throw often used in sling shot. Arm pushes the ball forward.	the pace judgement when running over an increased distance.	how to show control, coordination and consistency when running, throwing and	
Pull – Arm is pulled back to create the force for the throw.	That muscles in the body need to be warm to help them move better and so that they are not damaged during exercise.	jumping. how to choose the appropriate running speed to meet the	Fuen Pull Sling Heave
Sling – usually thrown from one hand, out to the side of the body slightly	how their bodies feel when exercising and understand the link between heart	demand of the task. there is enjoyment when	to jump in different ways that aim for height or distance, with control.
Heave – A two handed throw from over the head.	rate and breathing during exercise.	The basic principles of waring up before activity and cooling down	22AL
Jog – run at a slower pace allowing you to cover more distance		at the end. That keeping active and doing a range of exercise helps to keep our bodies healthy.	Bounce Bounce Leap

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Sprint – run very fast over a short distance	Come feed gives up energy and	
a short distance	Some food gives us energy and helps us remain active for	
Leap – lighter than a jump,	longer.	
often done on the move and		
with one leg leading.		
Warm up – Activities that		
help to get muscles warm		
and prepares them to be	Step Step Leap	
used.		
Cool Down – activities that		
help muscles stretch but		
cool down after exercise		
	Jump	
	Stop Stop	
	Land with flat fast	
	run with correct arm techniques and be	3
	able to run races against peers.	
	Be able to run a t 2 different speeds.	
	To understand and follow rules when	
	competing against peers.	