Subject: PE Year: 4 Term: Autumn 1



Unit: Outdoor, Activities and Adventures – Co-operation, Co-ordination and Consideration



Vocabulary	Knowledge	Understanding	Skills
	Children will know (that)	Children will understand (that)	Children will be able to
Challenge – tests ability, skill or strength.	which skills and tactics they need to meet the needs of the situation.	That instructions need to be clear and unambiguous.	Interact positively and work together to solve problems and perform a range of tasks
Teamwork – ability to work together with another person or in a group to solve a problem or	how to work effectively as part of a team.	how to apply fundamental movement skills.	Give verbal instructions to others that guides them through a pre-
complete a task.	The role they play within a team	how to develop control and technique whilst performing skills	determined course.
Trust – a belief that someone or something is good, honest, reliable and will not harm you.	how their bodies react and feel when taking part in different activities and undertaking different	at speed and showing good awareness of others.	Design and create simple plans and maps.
Co operation – working with	roles.	how to show determination to complete tasks using the correct	Orientate to North
others to achieve a common goal.	how to evaluate and recognise success.	techniques.	Follow map marker's and follow a range of trails and journeys.
Communication – the act of giving and receiving information	strengths and weaknesses of their	how to demonstrate stamina.	Collect, build, assess risks and light
Consideration – thinking about	own and other performances.	Different hazards and risks and can take action to control risks.	a fire successfully.
others			Cook on a fire and consider self- survival.

Instructions – a sequenced set of orders, thing you must do to achieve a specific outcome.		
Unambiguous – clear and precise		
Map – a drawing to show where things are		
Orientate – ability to locate yourself in an environment.		

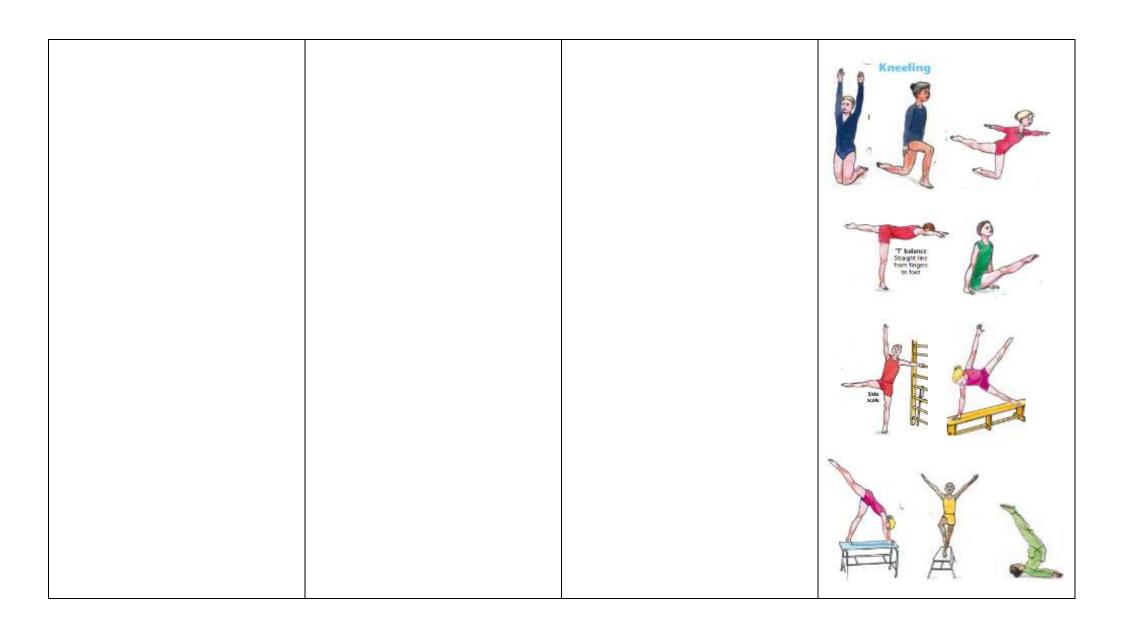
Subject: PE Year: 4 Term: Autumn 2

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Unit: Gymnastics - Balance



Vocabulary	Knowledge	Understanding	Skills
	Children will know (that)	Children will understand (that)	Children will be able to
Contact points – Parts of the body touching the ground of apparatus. Centre of Gravity – the point at which weight is even on all sides. Usually the middle Surface area – the area covered Extend – to stretch out to full length Control – keep within boundaries	There are key principles of balance and that they are easier to perform if the following is considered – Contact points – the higher number of contact points with the ground the steadier the balance will be. Surface area – the larger the surface area, the easier a balance will be to perform.	How contact points, surface areas and centre of gravity affect the performance of different balances. Control of a balance is linked directly to how someone controls their muscles. That they need to keep their heads up and be aware of the space around them to perform different movements. Developing balancing activities and	Perform balances showing increasing contol. Perform balances involving small apparatus. Transition smoothly from one balance to another showing control over movement. Show a range of different transitions into different balances. Follow a set movement phase that
Sequence – events / movements put into an order Fluency – easy, flowing movement, that looks light. Where one movement blends into another	Centre of gravity – the lower the centre of gravity the easier the balance will be to perform.	being able to control them, helps to build muscle strength. The need to warm up and cool down their bodies before and after exercise.	has been given to them. Evaluate their own performace and discuss what areas they need to develop and improve. Perform simple warm up and cool down activities



	Switching places

Subject: PE Year: 4 Term: Spring 1

Unit: Dance - Cold Places



Vocabulary	Knowledge	Understanding	Skills
	Children will know (that)	Children will understand (that)	Children will be able to
Timing – a period of time, how long something takes to happen Can also relate to rhythm and performing tasks 'in time' or at the same	Movements can relate to pieces of music and link in terms of speed of movement and the type of movement.	how to explore and create characters and narratives in response to a range of stimuli.	move using a range of patterns, body positions and body shapes.
time as a musical rhythm. Expressions – how we demonstrate or show emotion to an audience through	to describe their own dance, taking characters into account	how to perform dances using a range of movement patterns. how to use different compositional	to link movement patterns together showing consistency and fluency that incorporates interweaving pathways.
movements and body language. Rehearse – to practice	what they need to practice to improve their dance. When working with others it is	ideas to create motifs incorporating unison, canon, action and reaction. how to experiment with a wide	work on their own, with a partner and in a group.
Rhythm – a steady beat in music	important to listen, take turns and allow others to lead sometimes.	range of actions, varying and combining spatial patterns.	create, practise, and perform more complex dances.
Unison – Together	the link between heart rate and	how to work well as part of a team.	experiment with speed,
Canon – where dancers in groups take it in turns to perform a movement	breathing when exercising.	Sharing ideas and thought with others can help to develop them.	tension and continuity. perform actions with clarity of
Fluency – moving with ease and grace		How exercise can impact on	movement.
Pose – a fixed position		physical health and mental health.	

Routine – a series of movements performed to music.		
Emotions – how someone feels. Mood.		
Performance – putting together all elements of a dance with a view demonstrate them to an audience.		
Interweaving pathways – the train left by a dancer moving through a dance space, crossed by another dancer		

Subject: PE Year: 4 Term: Spring 2

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Unit: Games – Gymnastics - Rotation



Vocabulary	Knowledge	Understanding	Skills
	Children will know (that)	Children will understand (that)	Children will be able to
Unison – Together	rotational actions can involve rolling, turning, spinning and	how to find different ways of using a shape, balance and rotation to	perform a floor sequence of 4- 6 actions combining rotational
Fluency – moving with ease and grace	twisting.	link a series of actions.	actions with others
Pose – a fixed position	Rotational actions can link one movement to another. For example	how to show control, accuracy and fluency of movement when	use travel to links actions.
Routine – a series of movements	one balance into another.	performing actions.	to travel on different levels at different speeds.
Performance – putting together all elements of a set of movements with a view demonstrate them to an audience.	That a rotation can vary in terms of speed, level and direction.	how to devise and perform a gymnastic sequence, showing a clear beginning, middle and end.	create longer sequences of movements that show control,
Dynamic – how someone moves with varying speed, flowing or sudden	how to recognise and explain a good performance.	how to create, perform and repeat a combination of actions that	quality of movement, changes of speed, level and direction.
movements, lower and high movements, big and small movements.	Body strength and flexibility impact on the quality of movement	include changes of dynamic how to collaborate with others.	Children will be able to work with others mirroring and cannoning.
Cannoning – taking turns with a partner to demonstrate movements.	Basic elements of warming up and cooling down and why these activities are important before and		Children will be able to perform in front of others.
Mirroring – Copying a partners movements at the same time.	after physical exercise.		

Subject: PE Year: 4 Term: Summer 1

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Unit: Games – Net Games (Tennis)



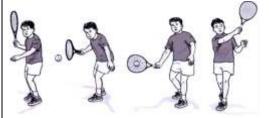
Vocabulary	Knowledge	Understanding	Skills
	Children will know (that)	Children will understand (that)	Children will be able to
Serve – Play feeds the ball to their own racket to strike and start a game or rally.	That the aim of a game is to score points by throwing or hitting a ball over a net.	The basic game principles related to playing net games and how to score.	Move and change direction varying speed.
Swing – the movement of the racket as you strike the ball	In tennis and other net games, you need to be aware of all parts of your body when playing the	How to hold a tennis racket using a 'shake hands' grip	Demonstrate `shake hands' grip of a racket to support the forehand technique
Stance – the way in which you stand to send or receive the ball.	game. That you need to move your body		Balance a ball on a racket and move around.
Court – The area that the net game takes place. Usually	around a court to be able to strike a ball that is sent towards you.		Make small bounces of the ball on a racket as they move around.
players and the ball need to stay within the markings for the court.	That a serve is when a player starts a game by sending the ball from the hand to the racket and	The basic forehand technique – - Sideways stance	Demonstrate a backhand technique for striking a ball.
Rally – When two players strike the ball continuously to	towards their opponent. How to describe correct grip and	 Firm Grip Racket back Turn shoulder and swing through 	Self feed a ball to a partner using a racket.
each other. Fore hand – A technique	technique. Knowing how to serve a forehand and backhand serve with accuracy.	ball to make contact with the ball Swing and contact should be between shoulders and waist.	Able to strike a ball with their racket, that is coming towards them from their partner with some
using the racket to hit the ball.	with accuracy.	Section Shoulders and Walst.	accuracy

Back hand – A technique using the racket to hit the ball

Racket – The item used to hit the ball, usually with a handle leading into a circular tight net that is used to hit the ball with. The correct stance when sending and receiving a ball.

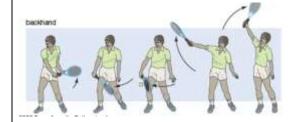
Warming up and cooling down is important before and after physical activity.

The effect different activities have on your heart beat and how this makes your body feel. - Following through with the racket towards the direction of the shot.



The elements of a backhand technique:

- The arm holding the racket is across the body.
- Racket pulled back.
- Swing and make contact with ball.
- Continue the swing after the ball has made contact.



The importance of working with others when playing team games.

Regularly send a moving ball back towards their partner with some accuracy and move into a ready position.

Explain some of the benefits of being active each day and how this helps to keep your body healthy.

Subject: PE Year: 4

Term: Summer 2

46

Unit: Athletics - Pentathlon



Vocabulary	Knowledge	Understanding	Skills
	Children will know (that)	Children will understand (that)	Children will be able to
Jogging - a slower pace of running that can be sustained for longer periods of time.	the pace judgement when running over an increased distance, choosing the appropriate speed to meet the demand of the task.	There are 5 different events in a pentathlon that come together as one overall competition.	Copy, repeat and evaluate simple athletic skills and actions including Running, Throwing and Jumping.
Sprint – running over a short distance a top speed	The basic elements of different types of jumping, including	how to combine basic jump actions to form a jump combination, using a controlled jumping technique.	Execute a one handed push throw with some control and accuracy.
Push throw – throwing an object that requires the arms	jumping for distance and jumping for height.	how to perform a throwing technique	combine different types of jumping.
to push it – shotput. Pull throw – where the arm is	Know the basic elements of different throwing techniques,	with control, coordination and consistency.	Jump a reasonable distance using a learnt technique.
pulled back past the body to throw and object.	including a push throw and a pull throw.	How to judge their pace when running and how this needs to be adjusted	run for distance
Flight – the part of the jump	how to evaluate and recognise	depending on how far you are required to run.	to run in races of varied distances.
where the person is off the ground	success. suitable warm-up activities for the upcoming activities.	how to perform competitively with others.	Run with co-ordination and rhythm over obstacles

Landing – the part of jumping where the person arrives back onto the ground	how their body feels when exercising and know the link between the heart and breathing.	Demonstrate control and co- ordination in their movements and actions.
Lead leg – the leg that clears the hurdle first when jumping hurdles or jumping a longer distance		Describe reasons why warming up and cooling down is important for athletic activities.
Take off – part of a jump where the person prepares to lift off the ground		Observe and describe a partners running, throwing and jumping action.
Trail leg – the leg that follows the lead leg over a hurdle or jumping a longer distance.		to perform competitively with others.