



At Stanley Grove Academy, we have adapted the Beyond the Physical Scheme of work to deliver our PE Curriculum. This ensures children revisit key PE and sporting activities to ensure children build up on their skills, deepen and embed their learning.

Across the key stages we develop skills in the following areas: games, dance, gymnastics, athletics and physical development.

SUBSTANTIVE CONCEPTS

S1.
Running, jumping, throwing and catching

S2.
Know the characteristics of a game.

S3.
Know what the impact of sportsmanship, teamwork and communication.

DISCIPLINARY CONCEPTS

D1.
Develop resilience when acquiring new skills and working with other

D2.
Co-operate, encourage and motivate themselves and others to achieve success. Selecting and applying

D3.
Evade, invade and capture skills in games.

D4.
Develop Balance, agility and co-ordination.



YEARLY OVERVIEW Vocabulary new to each year group is in **bold**.

AUTUMN			
Term	YEAR 1	YEAR 2	YEAR 3
1	Physical development Unit: agility balance and co-ordination Concepts: D4	Physical development Unit: agility balance and co-ordination Concepts: D4	Physical development Unit: agility balance and coordination Concepts: D4
	Vocabulary: Speed, direction, balance, body	Vocabulary: Speed, direction, balance, body, Hold, stable control	Vocabulary: Speed, direction, balance, body, Hold, stable control, co-ordination, agility
	Physical development/games Unit: Look, run avoid. Concepts: S2, D3	Physical development/games Unit: Look, run avoid. Concepts: S2, D3	Physical development/games Unit: Look run avoid. Concepts: D3
	Vocabulary: Search, space, turn, speed, timing, challenge, dodge, agility, awareness	Vocabulary: Search, space, turn, speed, timing, challenge	Vocabulary: Search, space, turn, speed, timing, challenge, dodge, agility
2	Games Unit: Throw, prepare, catch Concept: S1, D1, D3, D4	Games Unit: Throw, prepare, catch Concept: S1, D1, D3, D4	Gymnastics Unit: jump, shape, create Concepts: D1, D4
	Vocabulary: Throw, catch, target, ready, aim, prepare, react, predict	Vocabulary: Throw, catch, target, ready, aim, prepare	Vocabulary: Throw, catch, target, ready, aim, prepare, react, predict
	Games Unit: hands, feet, equipment Concepts: D1, D3	Games Unit: hands, feet, equipment Concepts: D1, D3	Games Unit: Hands, feet equipment Concepts: D1, D3
	Vocabulary: Bounce, control, direction	Vocabulary: Bounce, control, direction, transfer, position, dribble, explore	Vocabulary: Bounce, control, direction, transfer, position, dribble, , explore, coordination



YEARLY OVERVIEW Vocabulary new to each year group is in **bold**.

SPRING			
Term	YEAR 1	YEAR 2	YEAR 3
1	Gymnastics Unit: Jump, shape, create Concepts: D4	Gymnastics Unit: Jump, shape, create Concepts: D4	Games Unit: pass positon, patience Concepts: S1, S2, S3, D1, D2,
	Vocabulary: Jump, land, shape, hold	Vocabulary: Jump, land, shape, hold, absorbed, level, create, invent, imagination.	Vocabulary: Technique, balance, match, preform, sequence
	Games Unit: Fair, share, dare Concepts: S2, S3, D1, D2	Games Unit: Fair, share, dare Concepts: S2, S3, D1, D2	Games Unit: Fair, share, dare Concepts: S2, S3, D1, D2
	Vocabulary: Fair, rules, respect, share, plan	Vocabulary: Fair, rules respect, share, plan, team work, dare,	Vocabulary: Fair, rules, respect, share, plan, team work, dare, risk, reward, strategies.
2	Games Unit: Dual, win, loose Concepts: S2, S3, D1, D2	Games Unit: Dual, win, lose Concepts: S2, S3, D1, D2	Games Unit: Dual, win, lose Concepts: S2, S3, D1, D2
	Vocabulary: Win, respect, celebrate, learn, lost	Vocabulary: Win, respect, celebrate, learn, lost direction, change	Vocabulary: Win, respect, celebrate, learn, lost direction, change, preserve
	Dance/ Physical development Unit: inspire, create, preform Concepts: D4	Dance/ Physical development Unit: inspire, create, preform Concepts: D4	Dance/ Physical development Unit: inspire, create, preform Concepts: D4
	Vocabulary: Dance, moves, props	Vocabulary: Dance, moves, props, levels, pathways.	Vocabulary: Motif, choreography, action, sequence, travelling, improvise, mirroring, timing, performance.



YEARLY OVERVIEW Vocabulary new to each year group is in **bold**.

SUMMER			
Term	YEAR 1	YEAR 2	YEAR 3
1	Physical development Unit: Run, jump, throw Concepts: S1, D4	Physical development Unit: Run, jump, throw Concepts: S1, D4	Physical development Unit: Run jump throw Concepts: S1, D4
	Vocabulary: Run, speed, direction, jump	Vocabulary: Run, speed, direction, jump, leap, land, throw	Vocabulary: Sprint, accelerate, spring, distance, aim, power, trajectory.
	Games (striking and fielding) Unit: React, roll, retrieve Concept: S2, D3	Games (striking and fielding) Unit: React, roll, retrieve Concept: S2, D3	Games (striking and fielding) Unit: React, roll, retrieve Concept: S2, D3
	Vocabulary: target, aim, respond, quick reaction, direction, send	Vocabulary: target, aim, respond, quick reaction, direction, send, collect, return	Vocabulary: target, aim, respond, quick reaction, direction, send, collect, return, adapt, reactions
2	Games Unit: Target, control, combine Concepts: S1, S2, D2	Games Unit: Target, control, combine Concepts: S1, S2, D2	Games Unit: Strike, react, rally Concepts: S1, S2
	Vocabulary: Aim, direction, position	Vocabulary: Aim, direction, position, accuracy, coordination	Vocabulary: Aim, direction, position accuracy, coordination, communicate, complete
	Games Unit: Send retrieve, return Concepts:	Games Unit: Send retrieve, return Concepts:	Games and athletics Unit: accuracy, power, distance Concepts: S1, D2
	Vocabulary: Send, direction. strike, control, aim	Vocabulary: Send, strike, direction, control, aim, receive, react, prepare, watch, return, rally	Vocabulary: Target, power, technique, throw, strength



YEARLY OVERVIEW Vocabulary new to each year group is in **bold**.

AUTUMN			
Term	YEAR 4	YEAR 5	YEAR 6
1	Physical development and game Unit: Target, control, combine Concepts: S3, D2	Games: Unit: serve, set, slam Concepts: S1, S2, S3, D1, D2	Games: Unit: serve, set, slam Concepts: S1, S2, S3, D1, D2
	Vocabulary: aim, direction, position accuracy, coordination, communicate, complete, cooperate.	Vocabulary: serve, target, set, net, slam, points	Vocabulary: serve, target, set, net, slam, points, strike, court, competition
	Physical development/ games Unit: Look run avoid. Concepts: D3	Physical development Unit: watch, move, connect Concepts: S1, S2, S3, D1, D2, D4	Physical development Unit: watch, move, connect Concepts: S1, S2, S3, D1, D2, D4
	Vocabulary: search, space, turn, speed, timing, challenge, dodge, agility, awareness	Vocabulary: watch, track, strike, move, ready-position	Vocabulary: watch, track, strike, move, ready-position anticipate, connect, variation, collaborate
2	Gymnastics: Unit: symmetry, balance, travel Concepts:D4	Gymnastics: Unit: symmetry, balance, travel Concepts:D4	Gymnastics: Unit: symmetry, balance, travel Concepts:D4
	Vocabulary: symmetry, balance, support, travel	Vocabulary: symmetry, balance, support, travel, transition, sequence	Vocabulary: symmetry, balance, support, travel, transition, sequence, asymmetrical, shapes, tension
	Games Unit: Hands, feet, equipment Concepts: D1, D3	Physical development and games Unit: evade, invade and capture Concept: S2, D2, D3	Physical development and games Unit: evade, invade and capture Concept: S2, D2, D3
	Vocabulary: Bounce, control, direction, transfer, position, dribble, explore, coordination, manipulate	Vocabulary: evade, dodge, communication, invade, body positioning, confidence	Vocabulary: evade, dodge, communication, invade, body positioning, confidence, capture, strategy, attacking



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SPRING			
Term	YEAR 4	YEAR 5	YEAR 6
1	Games Unit: pass, position, patience Concepts: S1, S2, S3, D1, D2	Games Unit: Lend, move score Concepts: S2, S3, D3	Games Unit: Lend, move score Concepts: S2, S3, D3
	Vocabulary: pass, accuracy, control, position, angle, support, patience, timing, awareness	Vocabulary: lend, pass, teamwork, move, space	Vocabulary: lend, pass, teamwork, move, space, support, score, points, tactics
	Games Unit: Fair, share, dare Concepts: S2, S3, D1, D2	Games Unit: Fair, share, dare Concepts: S2, S3, D1, D2	Games Unit: Fair, share, dare Concepts: S2, S3, D1, D2
	Vocabulary: fair, rules, scoring, share	Vocabulary: fair, rules, scoring, share, challenge, respect, dare	Vocabulary: fair, rules, scoring, share, challenge, respect, dare, cooperate, participate
2	Games Unit: Dual, win, loose Concepts: S2, S3, D1, D2	Games Unit: Block, guard, support Concepts: S2, S3, D1, D3	Games Unit: Block, guard, support Concepts: S2, S3, D1, D3
	Vocabulary: Win, respect, celebrate, learn, lost, direction, change, preserve, duel	Vocabulary: challenge, share, support, teamwork, together	Vocabulary: challenge, share, support, teamwork, together block, mark, guard, position
	Dance/ Physical development Unit: inspire, create, perform Concepts: D4	Dance/ Physical development Unit: inspire, create, perform Concepts: D4	Dance/ Physical development Unit: inspire, create, perform Concepts: D4
	Vocabulary: motif, pathways choreography sequence, expression, travelling, dynamics	Vocabulary: motif, pathways choreography sequence, expression, travelling, dynamics, formation, position, transition	Vocabulary: motif, pathways choreography sequence, expression, travelling, dynamics, formation, position, transition, canon, unison



YEARLY OVERVIEW Vocabulary new to each year group is in **bold**.

SUMMER			
Term	YEAR 4	YEAR 5	YEAR 6
1	Physical development Unit: Run, jump, throw Concepts: S1, D4	Physical development Unit: Run, jump, throw Concepts: S1, D4	Physical development Unit: Run, jump, throw Concepts: S1, D4
	Vocabulary: run, pace, jump, throw, accelerate	Vocabulary: run, pace, jump, throw, accelerate, technique, combination	Vocabulary: run, pace, jump, throw, accelerate, technique, combination, accuracy, trajectory
	Games (striking and fielding) Unit: React, roll, retrieve Concepts: S2, D3	Games Unit: Aim, strike, retrieve Concepts: S1, S2, D1, D2	Games Unit: Aim, strike, retrieve Concepts: S1, S2, D1, D2
	Vocabulary: target, aim, respond, quick reaction, direction, send, collect, return, adapt, reactions, accurate, recover	Vocabulary: technique, direction, placement, fielding, positioning	Vocabulary: technique, direction, placement, fielding, positioning, accuracy, trajectory, consistency, anticipation
2	Games Unit: Strike, react, rally Concepts: S1, S2	Outdoor and adventurous activities Unit: explore, solve, challenge Concepts: D2, D2	Outdoor and adventurous activities Unit: explore, solve, challenge Concepts: D2, D2
	Vocabulary: aim, direction, position accuracy, coordination, communicate, complete, cooperate, collaborate	Vocabulary: orienteeing, instruction, teamwork, communicate, plan, create,	Vocabulary: orienteeing, instruction, teamwork, communicate, plan, create, navigation, strategy, solution
	Games and athletics Unit: accuracy, power and distance Concepts: S1, D2	Games and athletics Unit: Speed, distance, strength Concepts: S1, D2	Games and athletics Unit: Speed, distance, strength Concepts: S1, D2
	Vocabulary: target, power, technique, throw, strength, strike, distance, accurate	Vocabulary: speed, pace, length, measurement, power, force	Vocabulary: speed, pace, length, measurement, power, force, acceleration, range, sling