## Indoor PE overview

	Key Knowledge and Skills to be committed to long term memory.	Key Vocabulary
<u>Autumn 1</u>	How to find a space in the hall.	Walk, run, hop, crawl, jump, skip, balance, opposite
<u>Fundamental</u> <u>movements</u>	Fundamental movements-walk, run, hop, crawl (opposite knee to hand) skip, jump (two feet to two feet) roll (in a straight position)	
	To move from one movement to another with fluency (agility)	
	Developing balance (holding positions)	
	Developing coordination and body strength (skipping/ hopping/ jumping/ bunny hopping/ bear walks (opposite hand to foot) rolling (in a stretch position)	
Autumn 2 Multi skills 1	Continue to develop and refine fundamental movements -walk, run, hop, skip, jump (two feet to two feet)	Walk, run, hop, crawl, jump, skip, balance. Slide, Throw, Roll, Catch, Target, Underarm, Cone, Beanbag, Ball, Hoop
	To slide a beanbag accurately to a target (through cones/ hit a cone) using a good technique: Underarm, opposite arm to leg, bend the front knee- staying in line with the shoulder. Back knee to touch the floor.	Accurate, Technique, Opposite, Release Knee, Arm, Leg, Hand
	To roll a ball accurately to a target (through cones/ hit a cone) using a good technique: Underarm, opposite arm to leg, bend the front knee- staying in line with the shoulder. Back knee to touch the floor.	
	To accurately throw a bean bag underarm to a target using a good technique: Underarm, opposite arm to leg, releasing the beanbag when the arm is facing the target.	
	To demonstrate good hand and eye coordination to hit a bean bag with the hand (as in when using a racket) Drop and hit.	

<u>Spring 1</u> <u>Travelling</u> <u>and jumping</u> <u>(pirate</u> <u>theme)</u>	To understand how to take part in a relay race waiting for their turn to race. To continue to develop fluency, coordination and agility using fundamental movements (run, hop, skip, jump, bunny hop) To use fundamental movements to travel across a bench. How to perform a stretch jump on the floor and from a bench/ box top. (tuck and star for HA) How to land safely when jumping on the floor and from a bench/ box top. To hold a balance (standing on one foot) for three seconds on a bench or floor spot.	Run Hop Skip Jump Bunny hop Stretch Balance Tuck, Star
Spring 2	To be able to dribble a ball around a cone without touching the cone To stop the ball using the sole of their foot	Walk, run, hop, crawl, jump, skip, balance.
<u>Multi skills 2</u>	To accurately kick the ball to a target or another player.	Parts of the foot: Inside/outside/heel/ sole. Cones Skittle Dribble (little kicks, keeping the ball/cone close to your feet) Defend (er) Goal (keeper) Agility
<u>Summer 1</u>	To demonstrate basic gymnastic shapes with control (stretch, tuck, dish, arch, front support and back support)	Balance Stretch
<u>Gymnastics</u>	<ul><li>HA: To be able to move from one shape to another with fluency.</li><li>To demonstrate a jump with a safe controlled landing</li><li>HA: to be able to demonstrate a range of jumps (star, tucked)</li><li>To be able to hold a range of balances.</li><li>To bunny hop over a bench successfully transferring their weight.</li></ul>	Tuck Arch Disc Travel Land

Summer 2	To perform a simple dance that includes 6 different movements	Describing words for movements of mini beasts
	To include a transition between movements.	
<u>Dance</u>		Movements
		Transition movements
		Jump leap turn spins