

	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6
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	Year R - Physical Education	Year R - Physical Education	Year R - Physical Education	Year R - Physical Education	Year R - Physical Education	Year R - Physical Education
Focus	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6
<b>Knowledge</b>	Body Management 1 Know how to travel and balance whilst balancing a beanbag on the body. Know how to roll the body small when passing through a hoop. Know the importance of stomach muscles when stretching. Know different ways to make a bridge shape with the body. Know safe ways to travel through, over and under apparatus. Know how to hold different shapes with the body.	Manipulation & Coordination 1 Know how to control a beanbag when hitting it. Know how to travel to roll ball accurately. Know which foot you prefer to kick with. Know how to hop, step, and jump. Know why accuracy is important when sending an object. Know ways to stop a moving object with hands and feet.	Gymnastics 1 Know different ways of travelling in gymnastics. Know how to jump 2 feet to 2 feet. Know how to balance a beanbag when moving. Know different ways to travel when using apparatus. Know ways to send a ball from different positions. Know how to make simple shapes into a balance.	Body Management 2 Know how to twist. Know how to turn. Know how to show body control. Know some different ways of jumping. Know how to create power when jumping for height. Know how to complete an obstacle course safely. Know why good teamwork is important.	Cooperate & Solve Problems 1 Know how to switch symbols. Know how to travel when working with others. Know how to follow a trail using different methods of travel. Know what it means to use your imagination. Know how to complete an obstacle course safely. Know what cooperation means.	Speed Agility Travel 1 Know how to pump arms to help us run faster. Know how to travel when running. Know how to respond and change direction. Know some ways to start moving. Know the difference between moving fast and slow. Know why listening to instructions is important.
<b>Application</b>	Body Management 1 Be able to balance beanbags. Be able to move through hoops in different ways. Be able to reach and stretch to get equipment. Be able to make bridges with our bodies. Be able to travel over and under apparatus. Be able to make shapes with our bodies.	Manipulation & Coordination 1 Be able to move a balloon. Be able to handle a ball. Be able to kick a ball. Be able to hop, jump and step. Be able to send a ball or beanbag. Be able to send and stop in a game.	Gymnastics 1 Be able to move safely. Be able to take off and land on two feet. Be able to balance and move balls and beanbags. Be able to travel on mats and benches. Be able to copy and repeat actions. Be able to perform simple shapes and balances.	Body Management 2 Be able to perform rolls. Be able to show some body control. Be able to perform different jumps. Be able to jump using apparatus. Be able to travel across apparatus. Be able to work as part of a team.	Cooperate & Solve Problems 1 Be able to move colours and symbols. Be able to keep our bodies safe in running games. Be able to listen and respond with quick movements. Be able to stop safely. Be able to move our bodies at different speeds, fast and slow, and stay in control. Be able to use and improve all our movement skills.	Speed Agility Travel 1 Be able to move in different directions. Be able to keep our bodies safe in running games. Be able to listen and respond with quick movements. Be able to stop safely. Be able to move our bodies at different speeds, fast and slow, and stay in control. Be able to use and improve all our movement skills.
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	Year 1 - Physical Education	Year 1 - Physical Education	Year 1 - Physical Education	Year 1 - Physical Education	Year 1 - Physical Education	Year 1 - Physical Education
Focus	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6
<b>Knowledge</b>	Run Jump Throw 1 Know the quickest way to move an object from one place to another. Know how to change speed when running. Know how the arms can increase the speed of running. Know how to perform a two-footed jump. Know how to overarm throw for distance. Know the importance of balance, agility and coordination in athletics.	Gymnastics 1 Know some of the fundamental gymnastic shapes. Know the risks of working on low apparatus. Know the difference between large and small body parts. Know how to take off, jump and land with a run-up. Know a variety of ways to travel on their feet. Know actions that can be performed at different levels. Know how to create a short gymnastics sequence.	Dance 1 Know how to travel over, under and around. Know how to create actions to perform as a friendly character. Know what it means to perform in 'mirror'. Know what types of actions are used in a Lindy Hop dance. Know what it feels to dance with a group. Know how to respond to feedback.	Attack Defend Shoot 1 Know different ways to send a ball/object to a target. Know what a defensive stance or position is. Know what it means to send a ball/object accurately. Know the key steps to send a ball accurately. Know what the principle of attacking and defending in a game refers to. Know some of the reasons why games have rules.	Hit Catch Run 1 Know how tracking a ball is and how to stop the ball. Know and use a range of different throws for different situations. Know the principles of catching a ball. Know how to score points in a striking and fielding game. Understand the role of teamwork in games.	Send & Return 1 Know how to hit a ball accurately in different ways. Know how to track, stop and return a beanbag or ball. Know how to work with a partner to collect a ball. Know techniques to send a ball or object accurately to a partner. Know the names of some net/wall games.
<b>Application</b>	Run Jump Throw 1 Be able to start and stop when moving at speed. Be able to change speed when running or different speeds. Be able to take off on two feet to jump for distance. Be able to use the correct technique to throw different objects for distance. Be able to show improvement in throwing. Be able to take part in a competition using running, jumping and throwing skills.	Gymnastics 1 Be able to perform 'like' actions in a sequence. Be able to create and perform movements which show friendship. Be able to perform leading and following movements. Be able to take off and land and use shape in our jumps. Be able to travel on our feet, showing good body tension. Be able to give and respond to simple feedback.	Dance 1 Be able to move as if we were exploring in the jungle. Be able to create and perform movements which show friendship. Be able to perform leading and following movements. Be able to take off and land and use shape in our jumps. Be able to travel on our feet, showing good body tension. Be able to use mirroring in a dance phrase.	Attack Defend Shoot 1 Be able to hit a target. Be able to track a target. Be able to roll and slide balls and beanbags. Be able to shoot in a game to get points. Be able to work with a partner to score points. Be able to run between bases to score points. Be able to use our attacking and defending skills in a game.	Hit Catch Run 1 Be able to slide a beanbag to a target. Be able to track in different ways with their hands. Be able to move towards a ball to return it. Be able to work with a partner to stop and return a beanbag. Be able to rally with a partner. Be able to send a ball into space to make it harder for our opponent.	Send & Return 1 Be able to slide a beanbag to a target. Be able to track in different ways with their hands. Be able to move towards a ball to return it. Be able to work with a partner to stop and return a beanbag. Be able to rally with a partner. Be able to send a ball into space to make it harder for our opponent.
<b>Focus</b>	<input type="checkbox"/> HoH PE Curriculum Document	<input type="checkbox"/> HoH PE Curriculum Document	<input type="checkbox"/> HoH PE Curriculum Document	<input type="checkbox"/> HoH PE Curriculum Document	<input type="checkbox"/> HoH PE Curriculum Document	<input type="checkbox"/> HoH PE Curriculum Document
	Year 2 - Physical Education	Year 2 - Physical Education	Year 2 - Physical Education	Year 2 - Physical Education	Year 2 - Physical Education	Year 2 - Physical Education
Focus	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6
<b>Knowledge</b>	Gymnastics 1 Know and can name several point and patch balances/shapes. Know how to inject power into a range of jumps. Know why taking weight on hands is a fundamental skill for gymnastics. Know that they can do 'scaled' versions of a skill e.g. glute bridge instead of full bridge. Know what straddle means.	Dance 1 Know how to express and refine a movement. Know the basic principle of dynamics in dance and show two examples. Know the difference between a whole class performance and a duet. Know what canon is and how to use it in a simple dance phrase. Know how to identify different elements of a dance and offer feedback. Know that to structure a dance, it needs a beginning, middle and end.	Attack Defend Shoot 1 Know how to send a ball/object to a target. Know what it means to dribble with control and a range of sports in which dribbling is used. Know what canon is and how to use it in a simple dance phrase. Know how to use unison effectively with a partner and group. Know how to offer and receive constructive feedback.	Send & Return 1 Know which is their dominant and non-dominant side. Know why and when you would need to change direction quickly in a game. Know the basic principle of court boundaries. Know how improving your agility would improve your game.	Run Jump Throw 1 Know how to maximise the chances of scoring for people when running at speed. Know how to generate power to start a running or jumping action. Know a range of techniques to negotiate obstacles. Know when to use different types of throws. Know how quick feet help sprinting speed. Know the difference between static and dynamic balances.	Hit Run Catch 1 Know where abouts where to hit the ball to maximise the chances of scoring. Know the reason to defend a target when batting. Know how to hit the ball to different areas when batting. Know how to work as a team to score points in a striking and fielding game. Know which they would choose when playing.
<b>Application</b>	Gymnastics 1 Be able to combine 4 elements into a floor sequence. Be able to create power in a variety of different jumps. Be able to take weight on our hands and move in different ways. Be able to use our flexibility in a bridge and japonic gymnastic shape. Be able to perform the point balance arabesque. Be able to perform a teddy/dolly roll.	Dance 1 Be able to show fear, anger and other emotions through facial expressions and actions. Be able to copy and repeat a dance phrase with travel, gesture, stillness, turning and elevation. Be able to perform in unison as a whole class. Be able to perform in duet. Be able to show a simple phrase of canon. Be able to create an ending to their dance.	Attack Defend Shoot 1 Be able to kick the ball over long and short distances. Be able to stop a ball with control using the foot. Be able to work as a team to keep the ball. Be able to bounce a ball with a partner. Be able to bounce the ball while moving (dribbling). Be able to pass the ball forward in a game.	Send & Return 1 Be able to stay on their toes to move quickly to the ball. Be able to identify which hand is dominant in a game. Be able to use basic rules of serving to a partner. Be able to develop agility and use it in a game. Be able to use the correct grip to hit a self-fed ball. Be able to use quick feet whilst sprinting. Be able to use the ready position in a rally.	Run Jump Throw 1 Be able to move quickly whilst being aware of others around. Be able to create power with their legs to turn at speed. Be able to move through an obstacle course with speed and control. Be able to choose the best throw for different situations. Be able to use quick feet whilst sprinting. Be able to use static and dynamic balances.	Hit Run Catch 1 Be able to hit a ball and score points running to cones. Be able to defend a target by kicking. Be able to bowl underarm with control. Be able to hit a ball using different bats and techniques. Be able to throw accurately to a base. Be able to hit a ball into space, away from fielders.
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	Year 3 - Physical Education	Year 3 - Physical Education	Year 3 - Physical Education	Year 3 - Physical Education	Year 3 - Physical Education	Year 3 - Physical Education
Focus	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6
<b>Knowledge</b>	Tennis Know how to keep score in a game of tennis. Know how to describe different styles of shots in tennis. Know what the Ready Position is in tennis. Know why you move towards the ball to return it. Know how to play with a partner over a net. Know how to start a point in tennis. Know what court boundaries are.	Gymnastics 1 Know what 'unison' means in a gymnastics context. Know what it means to show extension in a shape. Know ways to move in and out of shapes with fluency. Know how to use rolls effectively in a sequence. Know how to exert power in a jump. Know how to use unison effectively with a partner and group.	Dance 1 Know what a duet is and what it means to perform using action and reaction. Know why unison is essential when performing as a whole class. Know how to demonstrate character through actions and movement. Know how to respond to a range of narratives and appreciate how dance can bring stories to life. Know ways to focus during a performance to connect with the audience. Know how to offer and receive constructive feedback.	Netball Know when to use a chest pass. Know dodging can be used in netball and other invasion games. Know how to show that you are ready to catch the ball. Know when to use a bounce pass. Know the role of the goal shooter. Know when to use a shoulder pass.	Swimming Know how to stay balanced whilst travelling in water. Know how to lift feet off the ground with support. Know how to move the body with the hands. Know how to put a face in the water. Know how to move from a prone floating to a standing position. Know how to move from a supine floating to a standing position. Know how to swim using back crawl leg kicks. Know how to push and glide with a float. Know how to use the sculling technique. Know how to swim in the prone position using 'doggy paddle'. Know how to move from gliding to swimming in 'doggy paddle'. Know how to maximise swimming distance.	Swimming Know how to stay balanced whilst travelling in water. Know how to lift feet off the ground with support. Know how to move the body with the hands. Know how to put a face in the water. Know how to move from a prone floating to a standing position. Know how to move from a supine floating to a standing position. Know how to push and glide with a float. Know how to use the sculling technique. Know how to swim in the prone position using 'doggy paddle'. Know how to move from gliding to swimming in 'doggy paddle'. Know how to maximise swimming distance.
<b>Application</b>	Tennis Be able to use the ready position to return a ball. Be able to hit the ball to different parts of the court using a forehand hit. Be able to perform an underarm serve to start a rally. Be able to move towards a ball to return it over the net. Be able to play cooperatively with a partner to keep the ball moving over the net. Be able to perform forehand hits to score points in a competition.	Gymnastics 1 Be able to show full extension during a balance. Be able to move in and out of contrasting shapes with fluency. Be able to perform a sequence using different types of rolls. Be able to perform powerful jumps from low apparatus. Be able to use props in our dance sequence Be able to use facial expressions to bring life and emotion to our dance Be able to take on the role of director to help others improve their dance	Dance 1 Be able to perform a jazz square and use it in our dance Be able to move in and out of contrasting shapes with fluency. Be able to perform a sequence using different types of rolls. Be able to perform powerful jumps from low apparatus. Be able to use props in our dance sequence Be able to use facial expressions to bring life and emotion to our dance Be able to take on the role of director to help others improve their dance	Netball Be able to catch a netball. Be able to perform quick, accurate chest passes. Be able to use dodging to get free from our opponent. Be able to use a bounce pass to feed the goal shooter. Be able to throw for distance using a shoulder pass. Be able to collect a loose ball.	Swimming Be able to keep their balance by pushing and pulling against the water. Be able to lift our feet off the ground and make shapes in the water. Be able to use our hands to move forward. Be able to put our faces in the water. Be able to stand again after floating on our front. Be able to stand again after floating on our backs. Be able to swim using back crawl leg kicks. Be able to push and glide with a float. Be able to use the 'sculling' technique to swim on our backs. Be able to move from a glide into a doggy paddle. Be able to swim as far as we are able on our front and back. Cricket Know how to hit a straight drive that travels along the floor. Know how to bowl accurately underarm. Know how to move towards a delivered ball to hit it consistently. Know when to use a long barrier to stop a moving ball. Know when to use an overarm throw. Know how the wicketkeeper supports the fielding team.	Swimming Be able to keep their balance by pushing and pulling against the water. Be able to lift our feet off the ground and make shapes in the water. Be able to use our hands to move forward. Be able to put our faces in the water. Be able to stand again after floating on our front. Be able to stand again after floating on our backs. Be able to swim using back crawl leg kicks. Be able to push and glide with a float. Be able to use the 'sculling' technique. Be able to move from a glide into a doggy paddle. Be able to swim as far as we are able on our front and back. Cricket Know how to hit a straight drive that travels along the floor. Know how to bowl accurately underarm. Know how to move towards a delivered ball to hit it consistently. Know when to use a long barrier to stop a moving ball. Know when to use an overarm throw. Know how the wicketkeeper supports the fielding team.
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	Year 4 - Physical Education	Year 4 - Physical Education	Year 4 - Physical Education	Year 4 - Physical Education	Year 4 - Physical Education	Year 4 - Physical Education
Focus	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6
<b>Knowledge</b>	OAA Know how to listen and suggest ideas when working as a team. Know how to talk to teammates to help complete a task. Know how to guide teammates to complete a task. Know what orienteering is. Know how to use a map to plot a route. Recognise and recall common map symbols.	Tag Rugby Know why consistency in passing is needed to build an attack. Know where you would pick up a ball from the floor. Know what it means to keep possession as a team. Know how to evade defenders when running at speed. Know how to identify space in a game. Know some elements of fitness needed for tag rugby. Hockey Know how to perform a pass. Know why players use a straight dribble. Know what benefits of using a stick. Know why a stick pass is used in hockey. Know how to turn with the ball. Know why it is important to move with speed into space to receive a pass. Know why playing with rules is important.	Swimming Know how to stay balanced whilst travelling in water. Know how to lift feet off the ground with support. Know how to pull through the water with the hands. Know how to put a face in the water. Know how to move from a prone floating to a standing position. Know how to move from a supine floating to a standing position. Know how to swim using back crawl leg kicks. Know how to push and glide with a float. Know how to use the sculling technique. Know how to swim in the prone position using 'doggy paddle'. Know how to move from gliding to swimming in 'doggy paddle'. Know how to maximise swimming distance. Gymnastics 1 Know what the word composition means in relation to gymnastics. Know what the STEP principle is. Know several actions that require gymnasts to take their weight on their hands. Know 5 compositional ideas. Know what cooperation is in a PE context. Know how to judge a basic gymnastic sequence. Netball Know why you bring the ball to your chest to protect it. Know where you are allowed to go on the court. Know the foul rule. Know the free rule. Know why good marking is essential. Know some preliminary moves.	Tennis Know the purpose of the ready position. Know where the ball is in the court. Know what would be a backhand shot. Know when to play a pull shot when batting. Know how to stop a bouncing ball when fielding. Know how to set up a game of French cricket independently. Dance 1 Know how gestures, jumps and turns help convey character. Know how to use different steps and shapes. Know what formations and position one and use them in trio. Know how to improvise within a group to build and create a dance phrase. Fitness Know how exercises work best in a Tabata. Know the principles of an AMRAP workout. Know how perseverance is used in a ladder workout. Know the benefits of a 'for time' workout. Know why determination and perseverance are important when trying to set a new personal best.	Cricket Know how to score single runs. Know where the crease is and its purpose in a game. Know what a wicket is and a wicket shot. Know when to play a pull shot when batting. Know how to stop a bouncing ball when fielding. Know how to set up a game of French cricket independently. Rounds Know how you hit the ball in different directions. Know and play the role of the backstop. Know what a wicket is and its purpose in a game. Know how to use the wicket to stop the ball. Know how to improve and stamp rules to maximise your runs. Know how to make decisions when running between posts. Know and use a scoring system. Know and describe successful play in a game.	

Application	OAA - Year 4	Tag Rugby	<p><b>Swimming</b> Be able to keep their balance by pushing and pulling against the water. Be able to lift our feet off the ground and make shapes in the water. Be able to use our hands to move forward. Be able to put our faces in the water. Be able to stand again after floating on our front. Be able to stand again after floating on our backs. Be able to move from a glide into a doggy paddle. Be able to move from a glide into a float. Be able to push and glide from the side of the pool. Be able to use the 'sculling' technique to swim on our backs. Be able to use 'doggie paddle' to swim a short distance on our front. Be able to move from a glide into a doggy paddle. Be able to swim as far as we are able on our front and back.</p> <p><b>Hockey</b> Be able to perform a push pass with accuracy. Be able to perform a straight dribble to maintain possession. Be able to use reverse-stick to control a ball. Be able to use a slip pass to send the ball over longer distances. Be able to turn to keep the ball under control and move into space. Be able to develop new skills in competitive situations and look to improve.</p>	<p><b>Swimming</b> Be able to keep their balance by pushing and pulling against the water. Be able to lift our feet off the ground and make shapes in the water. Be able to use our hands to move forward. Be able to put our faces in the water. Be able to stand again after floating on our front. Be able to stand again after floating on our backs. Be able to move from a glide into a doggy paddle. Be able to move from a glide into a float. Be able to push and glide from the side of the pool. Be able to use the 'sculling' technique to swim on our backs. Be able to use 'doggie paddle' to swim a short distance on our front. Be able to move from a glide into a doggy paddle. Be able to swim as far as we are able on our front and back.</p> <p><b>Gymnastics 1</b> Be able to perform a 6-element sequence that uses changes in speed and direction. Be able to use the STEP principle to create a partner sequence. Be able to take weight on hands, showing control. Be able to develop a sequence using compositional ideas, e.g. changing speed. Be able to cooperate as a group to refine a short sequence. Be able to cooperate as a group to refine a short sequence. Be able to compare and judge sequences.</p> <p><b>Netball</b> Be able to protect the ball once we have caught it. Be able to use basic shooting techniques in a game. Be able to perform one-to-one marking. Be able to pivot once we have caught the ball. Be able to use quick feet. Be able to use preliminary moves.</p>	<p><b>Swimming</b> Be able to return to the middle of the court after playing a shot. Be able to use the forehand in game situations accurately. Be able to intercept a moving ball with one hand Be able to attempt to bowl overarm. Be able to play a pull shot and attempt it in a game. Be able to use forearm and backhand shots to score points in a competitive situation.</p> <p><b>Tennis</b> Be able to create a solo dance using some performance skills. Be able to remember, perform and master a dance phrase. Be able to apply relationship variations to a trio dance phrase. Be able to respond effectively and sensitively to the ideas of others. Be able to use gestures to create a secret mission ending in the dance. Be able to perform a secret agent dance with control, precision and skill.</p>	<p><b>Cricket</b> Be able to hit the ball in different directions. Be able to anticipate when to run to score singles. Be able to intercept a moving ball with one hand Be able to attempt to bowl overarm. Be able to play a pull shot and attempt it in a game. Be able to field a bouncing ball effectively.</p>	
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Focus	Year 5 - Physical Education	Module 1	<p><b>Year 5 - Physical Education</b></p>	<p><b>Year 5 - Physical Education</b></p>	<p><b>Year 5 - Physical Education</b></p>		
			<p><b>Tag Rugby</b> OAA</p>	<p><b>Swimming</b> Gymnastics 1</p>	<p><b>Basketball</b> Dance 1</p>		
Knowledge	Tag Rugby	Swimming	<p><b>Tag Rugby</b> Know what a defensive line is. Know how accurate passing is important in invasion games and give examples. Know when you would use a pop pass. Know what a formation is in invasion games. Know the benefits of the magic diamond formation. Know the purpose of the 3-step rule. OAA Know some different forms of communication. Know how to quickly and safely control points. Know the importance of remembering and recalling locations. Know how to communicate with a group when leading them in a task. Know how to be creative when building marshmallow towers. Know how to decipher simple Morse Code. Know how to justify the method used to complete a task, explaining why certain choices were made and if any changes would be needed next time.</p>	<p><b>Basketball</b> Know how to jump into the water safely. Know how to sink and roll underwater. Know how to use the correct leg kick action in front crawl. Know how to surface dive. Know how to transition from one floating position to another. Know how to kick using breaststroke leg action. Know how to do a handstand underwater. Know how to do a somersault underwater. Know how to use sculling technique to swim with face in the water. Know how to smoothly transition from swimming on front to back. Know how to kick underwater using the breaststroke technique. Know how to select the best stroke to win a race. <b>Gymnastics</b> Know why a round-off is a more complex skill to perform. Know a range of ways to bring symmetry to partner work. Know what counterbalance means in the context of gymnastics Know how to use existing knowledge of compositional ideas with balance work. Know how to give thoughtful and constructive feedback.</p>	<p><b>Netball</b> Know how to jump into the water safely. Know how to sink and roll underwater. Know how to use the correct leg kick action in front crawl. Know how to surface dive. Know how to transition from one floating position to another. Know how to kick using breaststroke leg action. Know how to do a handstand underwater. Know how to do a somersault underwater. Know how to use sculling technique to swim with face in the water. Know how to smoothly transition from swimming on front to back. Know how to kick underwater using the breaststroke technique. Know how to select the best stroke to win a race. <b>Gymnastics</b> Know some of the stylistic qualities of Bollywood dance. Know what a transition is and its importance in creating flow in dance. Know the term aesthetics means in relation to dance. Know the stylistic features of Line Dance. Know what a wall pattern is in Line Dancing Know the cultural origins of both Bollywood and Line Dancing.</p>	<p><b>Tennis</b> Know why you must move to hit the ball before the second bounce. Know when you might play an overhead shot. Know how to mark out a run-up for the long jump. Know what a volley is and when you would use it. Know different doubles formations and when to use them. Know which event(s) a push throw is used in. Know where to perform a baton exchange in a relay race. Know how a positive mindset as a team helps when performing a task. Know how to use the STEP principle to adopt a task.</p>	<p><b>Athletics</b> Know what a leg of a relay race is. Know how to pace a run over longer distances. Know how to mark out a run-up for the long jump. Know what a volley is and when you would use it. Know different doubles formations and when to use them. Know which event(s) a push throw is used in. Know where to perform a baton exchange in a relay race. Know how a positive mindset as a team helps when performing a task. Know how to use the STEP principle to adopt a task.</p>
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Application	Tag Rugby	Swimming	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>		
			<p><b>Module 1</b> OAA</p>	<p><b>Module 2</b> Tag Rugby</p>	<p><b>Module 3</b> Basketball</p>		
Knowledge	Tag Rugby	Swimming	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>		
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Application	Tag Rugby	Swimming	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>		
			<p><b>Module 1</b> OAA</p>	<p><b>Module 2</b> Tag Rugby</p>	<p><b>Module 3</b> Basketball</p>		
Knowledge	Tag Rugby	Swimming	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>		
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Application	Tag Rugby	Swimming	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>		
			<p><b>Module 1</b> OAA</p>	<p><b>Module 2</b> Tag Rugby</p>	<p><b>Module 3</b> Basketball</p>		
Knowledge	Tag Rugby	Swimming	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>		
			<p><b>HoH PE Curriculum Document</b></p>	<p><b>HoH PE Curriculum Document</b></p>	<p><b>HoH PE Curriculum Document</b></p>		
Application	Tag Rugby	Swimming	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>		
			<p><b>Module 1</b> OAA</p>	<p><b>Module 2</b> Tag Rugby</p>	<p><b>Module 3</b> Basketball</p>		
Knowledge	Tag Rugby	Swimming	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>		
			<p><b>HoH PE Curriculum Document</b></p>	<p><b>HoH PE Curriculum Document</b></p>	<p><b>HoH PE Curriculum Document</b></p>		
Application	Tag Rugby	Swimming	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>		
			<p><b>Module 1</b> OAA</p>	<p><b>Module 2</b> Tag Rugby</p>	<p><b>Module 3</b> Basketball</p>		
Knowledge	Tag Rugby	Swimming	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>		
			<p><b>HoH PE Curriculum Document</b></p>	<p><b>HoH PE Curriculum Document</b></p>	<p><b>HoH PE Curriculum Document</b></p>		
Application	Tag Rugby	Swimming	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>		
			<p><b>Module 1</b> OAA</p>	<p><b>Module 2</b> Tag Rugby</p>	<p><b>Module 3</b> Basketball</p>		
Knowledge	Tag Rugby	Swimming	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>		
			<p><b>HoH PE Curriculum Document</b></p>	<p><b>HoH PE Curriculum Document</b></p>	<p><b>HoH PE Curriculum Document</b></p>		
Application	Tag Rugby	Swimming	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>		
			<p><b>Module 1</b> OAA</p>	<p><b>Module 2</b> Tag Rugby</p>	<p><b>Module 3</b> Basketball</p>		
Knowledge	Tag Rugby	Swimming	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>		
			<p><b>HoH PE Curriculum Document</b></p>	<p><b>HoH PE Curriculum Document</b></p>	<p><b>HoH PE Curriculum Document</b></p>		
Application	Tag Rugby	Swimming	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>		
			<p><b>Module 1</b> OAA</p>	<p><b>Module 2</b> Tag Rugby</p>	<p><b>Module 3</b> Basketball</p>		
Knowledge	Tag Rugby	Swimming	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>		
			<p><b>HoH PE Curriculum Document</b></p>	<p><b>HoH PE Curriculum Document</b></p>	<p><b>HoH PE Curriculum Document</b></p>		
Application	Tag Rugby	Swimming	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>		
			<p><b>Module 1</b> OAA</p>	<p><b>Module 2</b> Tag Rugby</p>	<p><b>Module 3</b> Basketball</p>		
Knowledge	Tag Rugby	Swimming	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>		
			<p><b>HoH PE Curriculum Document</b></p>	<p><b>HoH PE Curriculum Document</b></p>	<p><b>HoH PE Curriculum Document</b></p>		
Application	Tag Rugby	Swimming	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>		
			<p><b>Module 1</b> OAA</p>	<p><b>Module 2</b> Tag Rugby</p>	<p><b>Module 3</b> Basketball</p>		
Knowledge	Tag Rugby	Swimming	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>	<p><b>Year 6 - Physical Education</b></p>		