



Updated July 2021	Subject Essential Knowledge – PE – Games
Embedding our	Curricular Goal:
learning culture	EYFS: Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and
	sequences of movement. They should enjoy communicating, collaborating and competing with each other. They should develop an understanding of how to
Learning to Live	improve in different physical activities and sports and learn how to evaluate and recognise their own success. Pupils should be taught to:
	• use running, jumping, throwing and catching in isolation and in combination;
	• play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply
	basic principles suitable for attacking and defending;
	 develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics];
	compare their performances with previous ones and demonstrate improvement to achieve their personal best
	KS1: Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of op portunities to extend
Living to Love	their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self and against others) and co-
	operative physical activities, in a range of increasingly challenging situations. Pupils should be taught to:
	• master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these
	in a range of activities;
	 participate in team games, developing simple tactics for attacking and defending;
	perform dances using simple movement patterns
Loving to Learn	KS2: Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and
0	sequences of movement. They should enjoy communicating, collaborating and competing with each other. They should develop an understanding of how to
	improve in different physical activities and sports and learn how to evaluate and recognise their own success. Pupils should be taught to:
	 use running, jumping, throwing and catching in isolation and in combination;
	• play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply
	basic principles suitable for attacking and defending;
	 develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics];
	 compare their performances with previous ones and demonstrate improvement to achieve their personal best

		Compone	ent 1: Health & Fit	iness		
Reception Essential Knowledge Describe how the body feels when still and when exercising.	Year 1 Essential Knowledge Describe how the body feels before, during and after	Year 2 Essential Knowledge Recognise and describe how the body feels	Year 3 Essential Knowledge Recognise and describe the effects of	Year 4 Essential Knowledge Describe how the body reacts at different	Year 5 Essential Knowledge Know and understand the reasons for	Year 6 Essential Knowledge understand the importance of warming up and
	exercise. Carry and place equipment safely.	during and after different physical activities. Explain what they need to stay healthy.	exercise on the body. Know the importance of strength and flexibility for physical activity. Explain why it is important to warm up and cool down.	times and how this affects performance. Explain why exercise is good for your health. Know some reasons for warming up and cooling down	warming up and cooling down. Explain some safety principles when preparing for and during exercise.	cooling down. Carry out warm- ups and cool- downs safely and effectively. Understand why exercise is good for health, fitness and wellbeing. Know ways they can become healthier
			: Striking and Hitt			
Hit a ball with a bat or racquet	Use hitting skills in a game. Practise basic striking, sending and receiving.	Strike or hit a ball with increasing control. Learn skills for playing striking and fielding	Demonstrate successful hitting and striking skills. Develop a range of skills in striking (and	Use a bat, racquet or stick (hockey) to hit a ball or shuttlecock with accuracy and control.	Use different techniques to hit a ball. Identify and apply techniques for hitting a tennis ball.	Hit a bowled ball over longer distances. Use good hand- eye coordination to be able to

		Position the body to strike a ball. Component 3: Th	appropriate). Practise the correct batting technique and use it in a game. Strike the ball for distance.	Accurately serve underarm. Build a rally with a partner. Use at least two different shots in a game situation. Use hand-eye coordination to strike a moving and a stationary ball. ing a Ball	different shots are best used. Develop a backhand technique and use it in a game. Practise techniques for all strokes. Play a tennis game using an overhead serve	when striking or hitting. Understand how to serve in order to start a game.
Roll equipment in different ways. Throw underarm. Throw an object at a target. Catch equipment using two hands.	Throw underarm and overarm. Catch and bounce a ball. Use rolling skills in a game. Practise accurate throwing and consistent catching.	Throw different types of equipment in different ways, for accuracy and distance. Throw, catch and bounce a ball with a partner. Use throwing and catching skills in a game. Throw a ball for distance. Use hand-eye coordination to control a ball. Vary types of throw used	Throw and catch with greater control and accuracy. Practise the correct technique for catching a ball and use it in a game. Perform a range of catching and gathering skills with control. Catch with increasing control and accuracy. Throw a ball in different ways	Develop different ways of throwing and catching.	Consolidate different ways of throwing and catching, and know when each is appropriate in a game	Throw and catch accurately and successfully under pressure in a game.

Image: Component 4: Travel with a ball in different ways. including bouncing and kicking. Travel with a ball in different ways. Travel with a ball in different ways. Travel with a ball in different ways. including bouncing and kicking. Bounce and kick a ball whist moving. Use equipment to control a ball Move a ball in different mays. Travel with a ball in different ways. Move with the ball using a mare with success. Use ball kills in a game with success. Use ball kills in a game. Stuation and fluency. More with a ball in different ways. Travel with a ball in different ways. So dribble different ways. So dribble dia in a game. Stuation with some success in a game. Stuation and link arrange of skills in a game. Stuation with some success in a game. Stuation with some success in a game. Stuation with some success in a game. Stuation and link arrange of skills in a game. Stuation with some success in a game. Stuation and link arrange of skills in a game. Stuation and link arrange of skills on the move Pass the ball with increasing apropria				Know how to keep and win back possession of the ball in a team game	Occasionally contribute towards helping their team to keep and win back possession of the ball in a team game	Keep and win back possession of the ball effectively in a team game.	Keep and win back possession of the ball effectively and in a variety of ways in a team game
Image: Section of the section of t	Component 6: Possession						
Develop a safe and effective overarm bowlDevelop a safe and effective overarm bowlMove a ball in different ways, including bouncing and kicking.Travel with a ball in different directions (side to side, forwards and backwards) with control a ballTravel with a ball in different directions (side to side, forwards and backwards) with control and fluencyBounce and kick a ball whilst moving.Move with the ball in a variety of ways with some control. Use two different ways of moving with a ball in a game.Move with the ball in a variety of ways with some control. Use two different ways of moving with a ball in a game.Move with the ball in a variety of ways with some control. Use two different ways of moving with a ball in a game.Move with the ball in a variety of ways with some control. Use two different ways of moving with a ball in a game.Use a variety of ways to dribble in a game with situation, and link these together effectively		another player in a game. Use kicking skills in a	Know how to pass the ball in	Pass the ball in two different ways in a game situation with	Pass the ball with increasing speed, accuracy and success in a	speed and accuracy using appropriate techniques in a	make the best pass in a game situation and link a range of skills together with fluency, e.g. passing and receiving the ball
tactor clow)	different ways, including bouncing and kicking. Use equipment to	different ways. Travel with a ball in different directions (side to side, forwards and backwards) with	Bounce and kick a ball whilst moving. Use kicking skills in a game. Use dribbling skills in a game.	Develop a safe and effective overarm bowl t 4: Travelling with Move with the ball in a variety of ways with some control. Use two different ways of moving with a ball in a game.	Move with the ball using a range of techniques showing control and fluency.	ways to dribble in a game with success. Use ball skills in various ways, and begin to link	in using ball skills in various ways in a game situation, and link these together

		Compon	ent 7: Using Space			
Move safely around the space and equipment. Travel in different ways, including sideways and backwards.	Use different ways of travelling in different directions or pathways. Run at different speeds. Begin to use space in a game.	Use different ways of travelling at different speeds and following different pathways, directions or courses. Change speed and direction whilst running. Begin to choose and use the best space in a game	Find a useful space and get into it to support teammates.	Make the best use of space to pass and receive the ball.	Demonstrate an increasing awareness of space.	Demonstrate a good awareness of space.
		• •	Attacking and Defe	ending	<u> </u>	
Play a range of chasing games	Begin to use the terms attacking and defending. Use simple defensive skills such as marking a player or defending a space. Use simple attacking skills such as dodging to get past a defender.	Begin to use and understand the terms attacking and defending. Use at least one technique to attack or defend to play a game successfully.	Use simple attacking and defending skills in a game. Use fielding skills to stop a ball from travelling past them.	Use a range of attacking and defending skills and techniques in a game. Use fielding skills as an individual to prevent a player from scoring	Choose the best tactics for attacking and defending. Shoot in a game. Use fielding skills as a team to prevent the opposition from scoring	Think ahead and create a plan of attack or defence. Apply knowledge of skills for attacking and defending. Work as a team to develop fielding strategies to prevent the opposition from scoring

		Componen	t 9: Tactics and Rul	es		
Follow simple ru	les. Follow simple rules to play games, including team games. Use simple attacking skills such as dodging to get past a defender. Use simple defensive skills such as marking a player or defending a space.	Understand the importance of rules in games. Use at least one technique to attack or defend to play a game successfully.	Apply and follow rules fairly. Understand and begin to apply the basic principles of invasion games. Know how to play a striking and fielding game fairly.	Vary the tactics they use in a game. Adapt rules to alter games	Know when to pass and when to dribble in a game. Devise and adapt rules to create their own game	Follow and create complicated rules to play a game successfully. Communicate plans to others during a game. Lead others during a game
Control my body when performing sequence of movements. Participate in sin games.	g a range of actions and body parts with some coordination.	ComponentPerformsequences oftheir owncompositionwithcoordination.Perform learntskills withincreasingcontrol.Compete againstself and others.	10: Compete / Perform Develop the quality of the actions in their performances. Perform learnt skills and techniques with control and confidence. Compete against self and others in a controlled manner.	Perform and apply skills and techniques with control and accuracy. Take part in a range of competitive games and activities	Consistently perform and apply skills and techniques with accuracy and control. Take part in competitive games with a strong understanding of tactics and composition.	Perform and apply a variety of skills and techniques confidently, consistently and with precision. Take part in competitive games with a strong understanding of tactics and composition.

			Compo	nent 11: Evaluate			
have Talk	about what they ve done. k about what ers have done	Watch and describe performances. Begin to say how they could improve	Watch and describe performances, and use what they see to improve their own performance. Talk about the differences between their work and that of others.	Watch, describe and evaluate the effectiveness of a performance. Describe how their performance has improved over time	Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements. Modify their use of skills or techniques to achieve a better result.	Choose and use criteria to evaluate own and others' performance. Explain why they have used particular skills or techniques, and the effect they have had on their performance.	Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.