



Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1/2 (Year B)	Ugly bug ball dance - Perform a complete dance to music, creating movements that show rhythm and control. (Gym) Skip to the beat - Skip with control and balance. (Hall/outdoor)	Multi-skills - Use a range of skills learned across a range of games. (Hall/outdoor) Mighty movers - Develop good technique for running circuits. (Gym)	Groovy gymnastics - Choose and use a variety of gymnastic actions to make a sequence. (Gym) Boot camp - Complete a circuit that includes activities which develop coordination and agility. (Hall/outdoor)	Brilliant ball skills - Participate in a mini sports festival, demonstrating good techniques and sporting behaviour (Hall/outdoor) Gymfit circuits - Perform a sequence of moves at different stations within a circuit with increased accuracy. (Gym)	Throwing and catching - Play a game of cricket fairly and in a sporting manner. (Hall/outdoor) Cool core - Develop and improve core strength and agility. (Gym)	Active athletics - Use learnt skills to complete an obstacle course. (Hall/outdoor) Fitness frenzy - Create a performance of gymnastic moves within a circuit. (Gym)
Year 1/2 (Year A)	Story time dance - Perform a dance in time to music and with fluency. (Gym) Skip to the beat	Multi-skills - Use a range of skills learned across a range of games. (Hall/outdoor)	Groovy gymnastics - Choose and use a variety of gymnastic actions to make a sequence.	Brilliant ball skills - Use ball skills in game-based activities following rules and	Throwing and catching - Know the tactics and skills to use in order to win a game. (Hall/outdoor)	Active athletics - Use learnt skills to complete an obstacle course. (Hall/outdoor) Fitness frenzy -



	- Skip with control and balance. (Hall/outdoor)	Mighty movers – Develop good technique for running circuits. (Gym)	(Gym) Boot camp - Complete a circuit that includes activities which develop coordination and agility. (Hall/outdoor)	demonstrating fair play. (Hall/outdoor) Gymfit circuits - Perform a sequence of moves at different stations within a circuit with increased accuracy. (Gym)	Cool core – Develop and improve core strength and agility. (Gym)	Create a performance of gymnastic moves within a circuit. (Gym)
	Extra activities throughout the year - All Stars cricket festival, Hull FC tag rugby festival, Hull FC tag rugby sessions (x1 term), South Hunsley Dodgeball tournament (Y2 children).					
Year 3/4 (Year B)	Invaders - Play in a mini football competition using skills and tactics learned. (Hall/outdoor) Skip to the beat - Skip with control and balance. (Gym)	Dynamic dance - Develop and improve dancing and performance skills. (Hall/outdoor) Mighty movers – Perform a fitness circuit incorporating boxercise moves. (Gym)	Gym sequences - Make up gymnastic sequences and perform them with fluency and clarity of movement. (Gym) Boot camp - Complete a circuit that includes activities which develop coordination and	Striking and fielding - Play a game using all the cricket skills learned. (Hall/outdoor) Gymfit circuits - Perform a sequence of moves at different stations within a circuit	Nimble nets - Play a competitive tennis game including a variety of tennis shots, demonstrating correct technique. (Hall/outdoor) Cool core – Develop and improve core strength and agility.	Young Olympians - Utilise learnt skills in a competitive situation. (Hall/outdoor) Fitness frenzy - Create a performance of gymnastic moves within a circuit. (Gym)



			agility. (Hall/outdoor)	with increased accuracy. (Gym)	(Gym)	
Year 3/4 (Year A)	African dance - Tell a story using dance gestures and step patterns with fluency. (Gym) Skip to the beat - Skip with control and balance. (Hall/outdoor)	Multi-skills - Use a range of skills learned across a range of games. (Hall/outdoor) Mighty movers – Develop good technique for running circuits. (Gym)	Groovy gymnastics - Choose and use a variety of gymnastic actions to make a sequence. (Gym) Boot camp - Complete a circuit that includes activities which develop coordination and agility. (Hall/outdoor)	Brilliant ball skills - Apply skills and tactics in small-sided target games. (Hall/outdoor) Gymfit circuits - Perform a sequence of moves at different stations within a circuit with increased accuracy. (Gym)	Throwing and catching - Play a striking and fielding game competitively and fairly using skills learned in a game situation. (Hall/outdoor) Cool core – Develop and improve core strength and agility. (Gym)	Active athletics - Use learnt skills to complete an obstacle course. (Hall/outdoor) Fitness frenzy - Create a performance of gymnastic moves within a circuit. (Gym)
	<p>Extra activities throughout the year - South Hunsley Dodgeball tournament, Hull FC Dance sessions - Cheerleading (x 1 half term), Y4 themed dance competition, Tigers Trust football festival at Airco Arena - KCOM Stadium, South Hunsley Benchball tournament, Hull FC tag rugby sessions (x1 term).</p>					
Year 5	Invaders - Learning skills to play Netball. (Hall/outdoor) Step to the beat - Perform a sequence of	Young Olympians - Learn skills and techniques for running, jumping and	Gym sequences - Make up gymnastic sequences and perform them with fluency and	Dynamic dance - Develop and improve dancing and performance skills.	Nimble nets - Apply learnt tennis skills to a game. (Hall/outdoor) Cool core – Devise a	Striking and fielding - Develop cricket skills in batting and fielding. (Hall/outdoor)



	steps in time with music. (Gym)	throwing events. (Hall/outdoor) Mighty movers – Perform a fitness circuit incorporating boxercise moves. (Gym)	clarity of movement (Gym) Boot camp - Perform complex patterns of movement in a circuit. (Hall/outdoor)	(Hall/outdoor) Gymfit circuits - Perform a fitness circuit that aims to improve strength and stamina. (Gym)	sequence of yoga/Pilates moves with fluency and accuracy. (Gym)	Fitness frenzy - Perform a sequence of moves at each station within a fitness circuit with increased accuracy. (Gym)
	<p>Extra activities throughout the year - Y5 South Hunsley Cluster Football League, Winter Festival of Sport, Hull FC tag rugby sessions (x1 half term), South Hunsley Mini-Olympics festival.</p>					
Year 6	Invaders - Learn skills and tactics to play tag rugby. (Hall/outdoor) Step to the beat - Perform a sequence of steps in time with music. (Gym)	Dynamic dance - Develop and improve dancing and performance skills. (Hall/outdoor) Mighty movers – Perform a fitness circuit incorporating boxercise moves. (Gym)	Gym sequences - Make up gymnastic sequences and perform them with fluency and clarity of movement (Gym) Boot camp - Perform complex patterns of movement in a circuit. (Hall/outdoor)	Striking and fielding - Develop rounders skills in batting and fielding. (Hall/outdoor) Gymfit circuits - Perform a fitness circuit that aims to improve strength and stamina. (Gym)	Nimble nets - Apply learnt badminton skills to a game. (Hall/outdoors) Cool core – Devise a sequence of yoga/Pilates moves with fluency and accuracy. (Gym)	Young Olympians - Learn skills and techniques for running, jumping and throwing events. (Hall/outdoor) Fitness frenzy - Perform a sequence of moves at each station within a fitness circuit with increased accuracy.



						(Gym)
	<p>Extra activities throughout the year - South Hunsley Cluster Year 6 Football League, Humberside Cup (football), South Hunsley Rounders tournament, Summer Festival of Sport, Tigers Trust tournaments, Hull FC tag rugby sessions (x1 half term), South Hunsley Orienteering event.</p>					
	<p>Other whole school events throughout the year - KS1 and KS2 Sports Days, KS2 Swimming Gala, Y5/6 Netball League, Tennis after-school clubs (Y1 - Y6), The Daily Mile Challenge, Y6 Triathlon event at St Mary's College, KS1 and KS2 Fun Run at Brantingham Park, Table Tennis lunchtime club. Hull FC experiences - Training Ground visit; Matchday experience; Meet the Player experiences, Tag Rugby after-school clubs (Y1 - Y6).</p>					