

Vocabulary to be taught throughout each unit of work in PE lessons.

Please refer to the previous section prior to teaching new vocabulary to ensure that you continue to remind pupils of previous learning, and in the skill recap at the start of every PE lessons this vocabulary should be used explicitly.

Whole school focus on national and international events happening currently (e.g. world cups, European championships in different sports)

Whole school use of adaptation to suport and challenge all

Use of STEP principle (space, time, equipment, people)

	Physical Development	Personal development	Physical Education
EYFS	<ul style="list-style-type: none"> • Climb • Alternate • Skip • Hop • Music • Crawl • Walk • Grip • Independent • Posture • Handwriting • Queueing • Turn taking 	<ul style="list-style-type: none"> • Safety • Social • Play • Rules • Personal needs • Healthy • Resilience 	<ul style="list-style-type: none"> • Balance • Control • Jump • Stretch • Shape • Pattern • Dance • Twist • Turn • Fast • Slow • Touch

	Games	Athletics	Gymnastics	Dance	OAA
KS1	<ul style="list-style-type: none"> • Throw • Catch • Team 	<ul style="list-style-type: none"> • Target • Run • Jogging • Jumping • Control • Rolling • Under arm • Over arm 	<ul style="list-style-type: none"> • Balance • Travel • Jump • Roll • Sequence • Long sit • Star • Pike • Tuck • Straddle • Straight 	<ul style="list-style-type: none"> • Copy • Action (WHAT) • Space (WHERE) • Relationships (WHO) • Dynamics (HOW) • Interaction 	<ul style="list-style-type: none"> • Position • Cooperate
LKS2	<ul style="list-style-type: none"> • Attack • Defend • Invasion games • Net/wall game • Striking and fielding • Fair play • Pass • Receive • Warm up 	<ul style="list-style-type: none"> • Power • Running • Pace • Long distance • Short distance • Personal best • Landing • Javelin • Shotput 	<ul style="list-style-type: none"> • Apparatus • Leap • Control • Front support • Back support • Tension • Extension • Points • Fluency 	<ul style="list-style-type: none"> • Compose • Direction • Perform • Patterns • Rhythm • Unison • Levels • Repeat • Phrase 	<ul style="list-style-type: none"> • Orientate • Base point • Safety

	<ul style="list-style-type: none"> Shooting 	<ul style="list-style-type: none"> 		<ul style="list-style-type: none"> Stillness Express 	
UKS2	<ul style="list-style-type: none"> Advantage Tactics Pulse raising Stretching Specific passes (sweep pass, bounce pass) Offside Contact Intensity 	<ul style="list-style-type: none"> Stamina Critical Accuracy Take off Relay Change overs 	<ul style="list-style-type: none"> Squat on Bunny hop Artistic Strength Flexibility Mirror Symmetry Asymmetry 	<ul style="list-style-type: none"> Compare Choreography Canon Motifs Half beats Contrast Heavy/light 	<ul style="list-style-type: none"> Compass Trails Implement Refine