

Half-Term	Aut 1 Tag Rugby	Aut 1 Basketball	Aut 2 Dance	Aut 2 Gymnastics	Spr 1 Tennis	Spr 1 Cricket	Spr 2 Athletics	Sum 1 Swimming	Sum 2 Orienteering
Statement of Intent	To pass, catch and carry a rugby ball with control	To dribble a ball with hands, perform a chest, overhead, javelin and bounce pass.	To perform a sequence of moves in pairs using mirror and matching moves	To explore counter balance and counter tension balances on the floor and on apparatus	To play a ball into space. To begin to serve and volley.	To be able to create and apply tactics for both batting and fielding.	To throw a ball or javelin overarm, to throw a discus or quiot using a sling action. To perform a standing triple jump.	To develop their speed and precision with the variety of strokes as well as developing their water confidence which is a valued life skill.	To be able to plan an effective way to complete a mapped course.
Key Curriculum Coverage	Effectively pass and receive a ball. Travel with a ball and outwit an opponent.	To know how to pass a ball in different ways. To dribble using their hands. Outwit an opponent to shoot at a basket.	To sequence movements with control (solo). Sequence movements and travel in small groups Combine sequences to create whole group dances.	To create sequences by consistently applying flow and challenging their creativity. To evaluate and reflect on their strengths and weaknesses. To be able to give and receive feedback about their work	To play a ball into space on a court. To begin to develop a wide range of shots including the serve and volley. To create tactics in a doubles game in order to	To refine bowling, throwing, catching, stopping, retrieving and batting skills. Pupils will create, apply and refine tactics and making adaptations to their game	To use different throwing techniques. Perform the technique of a triple jump. Know how to improve their scores/	The confidence and ability to swim at least 25 metres before the end of KS2 as well as having the knowledge and skills to stay safe around water.	Follow a simple map in a familiar setting (School) Plan efficient route to complete a course.

COATHAM CE PRIMARY SCHOOL

LONG TERM YEAR 5 PLAN

					score points.				
Key Vocabulary	DETERMINATION Pass Receive Try Try-line Dodge Carry Travel	DETERMINATION Dribble Pass Receive Lay-up Shoot Possession Attack Defend	SELF BELIEF Rhythm Sequence Space Travel	SELF BELIEF Flow Levels Counterbalance Counter tension Unison Canon	PASSION Tactics Outwit Space Accuracy Forehand Backhand Volley Serve	PASSION Tactics Bowling Run out Wicket-keeper No ball Wide Bye	HONESTY Height Distance Accelerate Throw Equipment Triple Jump Personal best	TEAMWORK Survival Treading water Front crawl Back stroke Butterfly Inhale	RESPECT Orienteering Map Route Check points communication