P.E – Year 1 – Spring Term

STORYTIME DANCE / BOOT CAMP (Two lessons per week)



MULTI SKILLS / FITNESS FRENZY

Prior Learning

EYFS OBJECTIVES COVERED

Y1 OBJECTIVES FROM UNITS - BALL SKILLS, GYMNASTIC CIRCUITS, COOL CORE STRENGTH

Key vocabulary for this unit

STORY TIME DANCE
Rap
Beat
Beat
Gesture
Perform
Rapta of 4 and 8

BOOT CAMP
Exercise
Fitness
Heart rate
Co-ordination
Circuit

Beats of 4 and 8 Circuit

MULTI SKILLS FITNESS FRENZY

Balance Flexible
Push Fitness
Agility Circuit
Co-ordination Crab

Balance Agility Aim Balance Transition Learning Sequence	Core strength
Story Time Dance	 To link travelling moves with a change in direction To develop gestures as an image in dance and ways of travelling in time to music To dance in beats of 4 or 8 To perform a dance in time to music
Multi-Skills	 To aim a variety of balls and equipment accurately To travel in different directions with control and fluency To use agility, balance and co-ordination when performing activities
Boot Camp	 To understand how to prepare the body for exercise To understand what fitness means To understand what happens to the heart rate during exercise To develop agility and co-ordination
Fitness Frenzy	 To complete circuits of activities which develop agility and co-ordination To explore running at different speeds To improve agility and co-ordination and improve core strength
Assessment milestones	
STORY TIME DANCE MULTI SKILLS	

- To move in time to the music
- To perform dance moves that flow smoothly
- To use gesture and expression

BOOT CAMP

- To perform simple patterns of movement
- To demonstrate the correct technique for activities
- To understand what happens to the heart rate during exercise

- To aim a variety of balls accurately
- To perform balances using a number of different parts of the body
- To co-ordinate the upper and lower body together
- To change direction quickly whilst running

FITNESS FRENZY

- To perform a skipping circuit
- To perform simple patterns of movement
- To understand the importance of core strength and agility