## Physical Education Vision Map

### Year 1 – Fitness

Crucial K	nowledge	è
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- My heart in in my chest (near my school badge)
- My heart holds blood
- My heart beats faster when I move a lot
- Moving my body helps to keep me healthy

#### Intent

- Making my heart beat faster
- Understand the changes in my heartbeat
- Keep my body moving for longer
- Running

# Year 1 – Team Building

## **Crucial Knowledge**

- A group is three or more people
- A team is a group of people working together to win
- Team work means listening to each person in my team
- Talking in my team means sharing ideas and asking for help

#### Intent

- · Working with a friend
- Working with lots of friends in a group
- Team work: listening and watching
- Team work: talking

## **Crucial Knowledge**

- Dance is when we move to music
- Sequence means in an order
- Gymnastics is when our body is strong whilst balancing.
- Balancing is when something doesn't fall over

### Intent

- Ways my body can move
- Dance moves
- Dance sequences
- Gymnastics: roll, jump, balance
- Gymnastic sequences

# Year 1 – Attacking and defending

## **Crucial Knowledge**

- Attack is when you try to get something
- Defend is when you try to stop something
- A point is a score. We get this when we win.

### Intent

- Scoring a point
- How to get more points
- Defending: stopping others from getting points
- Better defending

## **Crucial Knowledge**

- There are lots of different size and shapes of ball
- Different sports use different balls
- Rolling is where the ball travels along the floor
- Throwing is where the ball travels in the air
- We use our feet to kick
- A target is where we want the ball to go
- An aim is when we try to get the ball in a target

## Intent

- Exploring a ball
- Rolling and throwing
- Catching
- Kicking
- Aiming towards a target

Year 1 – Athletics

# **Crucial Knowledge**

- A sprint is running as quickly as you can
- Distance means a long way.
- I bend my knees when I jump and land on both feet

#### Intent

- Sprint
- Distance throwing (on object)
- Jumping