	Half Term 1 - 7 weeks	Half Term 2 - 7 weeks	Half Term 3 - 6 weeks	Half Term 4 - 5 weeks	Half Term 5 - 7 weeks	Half Term 6 - 6 weeks
	INTENT		IMPLEMENTATION		IMPACT	
	 To engage students in participation in sport and fitness activities To educate students about healthy and active lifestyles To offer a wide range of opportunities to participate in sport for pleasure and for performance TO increase Social mobility To support the academy ethos & values Aims The national curriculum for physical education aims to ensure that all pupils: develop competence to excel in a broad range of physical activities are physically active for sustained periods of time engage in competitive sports and activities lead healthy, active lives 		 PE Curriculum contains a wide range of activities, delivered using the "Four Corner Model" In KS3, students will take part in blocks of activity and be assessed at the end of each one. In KS4, students take more ownership of their curriculum and select activities they would like to participate in. Students are also able to select a PE pathway as an option for KS4 The PE curriculum is taught by subject specialists, who map, plan and deliver sequences of lessons to reflect the needs of the students. PE is a valued part of our curriculum and expectations are no different to any other subject area. The delivered curriculum is tailored to meet specific needs of our social demographic whilst ensuring that statuary requirements for the subject area are met. The curriculum is delivered in blocks of activity, which encompass the "Four Corners" – Physical, Technical, Social and Psychological. This allows all learners to achieve success and highlights the importance of the different areas in a range of activities. 		 Students experience a range of activities, through performing, leading and officiating Fitness levels of students improve Physical literacy increases Students develop knowledge, skills and understanding in a range of activities. Students competing in borough wide events and regional representation Students competing at OAT events Students attend a range of extra-curricular activities Students going on to study sport at college 	
	Key Content:	Key Content:	Key Content:	Key Content:	Key Content:	Key Content:
	Team Building / OAA	Fitness	Fitness	Fitness	Striking & Fielding (e.g.longball, rounders baseball)	N/A
Year 11	Invasion Games (e.g.handball, ultimate Frisbee, football)	OR	OR	OR	Touriders basebally	
	Leadership/Officiating	Net/Wall Games (e.g. badminton, table tennis, dodgeball)	Net/Wall Games (e.g. badminton, table tennis, dodgeball)	Net/Wall Games (e.g. badminton, table tennis, dodgeball)		
		OR	OR	OR		
		Invasion Games (e.g. basketball, futsal)	Invasion Games (e.g. basketball, futsal) Leadership/Officiating	Invasion Games (e.g. basketball, futsal)		
		Leadership/Officiating	zeadership, emelating	Leadership/Officiating		
	Key Skills:	Key Skills:	Key Skills:	Key Skills:	Key Skills:	
	Technical Psychological Physical Social	Technical Psychological Physical Social	Technical Psychological Physical Social	Technical Psychological Physical Social	Technical Psychological Physical Social	
	Assessment opportunities:	Assessment opportunities:	Assessment opportunities:	Assessment opportunities:	Assessment opportunities:	
	Observations Q&A Self assessment Peer assessment Personal Bests	Observations Q&A Self assessment Peer assessment Personal Bests	Observations Q&A Self assessment Peer assessment Personal Bests	Observations Q&A Self assessment Peer assessment Personal Bests	Observations Q&A Self assessment Peer assessment Personal Bests	

	Key Content:	Key Content:	Key Content:	Key Content:	Key Content:	Key Content:
	Team Building/OAA	Invasion Games (e.g. basketball,	Invasion Games (e.g. basketball, handball)	Invasion Games (e.g. basketball,	Athletics (Track and field events)	Striking & Fielding (e.g. baseball, softball)
		handball)		handball)	Leadership	
	Invasion Games (e.g. netball, football)	OR	OR	OR	zeadersnip	Leadership
	Leadership		Fitness			
		Fitness	OR	Fitness		
		OR		OR		
		Net/Wall Games (e.g. badminton,	Net/Wall Games (e.g. badminton, table tennis, dodgeball)	Net/Wall Games (e.g. badminton,		
		table tennis, dodgeball)		table tennis, dodgeball)		
		Leadership	Leadership	Leadership		
10		·		·		
Year 10	Key Skills:	Key Skills:	Key Skills:	Key skills :	Key skills :	Key skills :
	·	Technical	Technical	Technical	Technical	Technical
	Technical Psychological	Psychological	Psychological	Psychological	Psychological	Psychological
	Physical	Physical	Physical	Physical	Physical	Physical
	Social	Social	Social	Social	Social	Social
	Assessment opportunities:	Assessment opportunities:	Assessment opportunities:	Assessment opportunities:	Assessment opportunities:	Assessment opportunities:
	Observations	Observations	Observations	Observations	Observations	Observations
	Q&A Self assessment	Q&A Self assessment	Q&A Self assessment	Q&A Self assessment	Q&A Self assessment	Q&A Self assessment
	Peer assessment	Peer assessment	Peer assessment	Peer assessment	Peer assessment	Peer assessment
	Personal Bests	Personal Bests	Personal Bests	Personal Bests	Personal Bests	Personal Bests
	1 0.0000					
	Key Content:	Key Content:	Key Content:	Key Content:	Key Content:	Key Content:
	Team Building / OAA	Fitness	Fitness	Fitness	Athletics (including track and field events)	Striking & Fielding (e.g. rounders, Kwik Cricket, longball)
	Invasion Games (e.g. Football, Netball)	OR	OR	OR		
Year 9	Landandia	Not /Mall Companies a badavista	Not (Mall Course /s or hadrointer table	Not /Mall Company to a leaduring to a	Leadership	Leadership
Уеа	Leadership	Net/Wall Games (e.g. badminton, table tennis, dodgeball) OR	Net/Wall Games (e.g. badminton, table tennis, dodgeball) OR	Net/Wall Games (e.g. badminton, table tennis, dodgeball) OR		
		Dance	Dance	Dance		
		Dance		Dance		
		OR	OR	OR		
		Invasion Games (e.g. handball, basketball, futsal)	Invasion Games (e.g. handball, basketball, futsal)	Invasion Games (e.g. handball, basketball, futsal)		
		Leadership	Leadership	Leadership		
	Key skills:	Key skills:	Key skills:	Key skills:	Key skills:	Key Skills:
				Technical	Technical	Technical
	Technical	Technical	Technical	i cermicai	recinical	recinical
	Technical Psychological	Technical Psychological	Psychological	Psychological	Psychological	Psychological
	Psychological	Psychological	Psychological	Psychological	Psychological	Psychological

	Assessment opportunities:					
	Observations Q&A Self assessment Peer assessment Personal Bests	Observations Q&A Self assessment Peer assessment Personal Bests	Observations Q&A Self assessment Peer assessment Personal Bests	Observations Q&A Self assessment Peer assessment Personal Bests	Observations Q&A Self assessment Peer assessment Personal Bests	Observations Q&A Self assessment Peer assessment Personal Bests
	Key Content:					
	Team Building / OAA	Fitness	Fitness	Fitness	Athletics (including track and field events)	Striking & Fielding (e.g. rounders, Kwik Cricket)
	Invasion Games (e.g. Football, Netball)	OR	OR	OR	,	,
		Net/Wall Games (e.g. badminton, table tennis, dodgeball)	Net/Wall Games (e.g. badminton, table tennis, dodgeball)	Net/Wall Games (e.g. badminton, table tennis, dodgeball)		
		OR	OR	OR		
		Dance	Dance	Dance		
		OR	OR	OR		
∞		Sports Hall Athletics	Sports Hall Athletics	Invasion Games (e.g. handball, basketball, futsal)		
Year	Key Skills:					
	Technical Psychological Physical Social					
	Assessment opportunities:					
	Observations Q&A Self assessment Peer assessment Personal Bests	Observations Q&A Self assessment Peer assessment Personal Bests	Observations Q&A Self assessment Peer assessment Personal Bests	Observations Q&A Self assessment Peer assessment Personal Bests	Observations Q&A Self assessment Peer assessment Personal Bests	Observations Q&A Self assessment Peer assessment Personal Bests
	Key Content:					
Year 7	Team Building / OAA	Fitness	Fitness	Fitness	Athletics (including track and field	Striking & Fielding (e.g. rounders, Kwik Cricket)
	Invasion Games (e.g. Football, Netball)	OR	OR	OR	events)	CHERELY
		Net/Wall Games (e.g. badminton, table tennis, dodgeball)	Net/Wall Games (e.g. badminton, table tennis, dodgeball)	Net/Wall Games (e.g. badminton, table tennis, dodgeball)		
Ye		OR	OR	OR		
		Dance	Dance	Dance		
		OR	OR	OR		
		Sports Hall Athletics	Sports Hall Athletics	Invasion Games (e.g. handball, basketball, futsal)		

| Key Skills: |
|---------------------------|---------------------------|---------------------------|---------------------------|---------------------------|---------------------------|
| | | | | | |
| Technical | Technical | Technical | Technical | Technical | Technical |
| Psychological | Psychological | Psychological | Psychological | Psychological | Psychological |
| Physical | Physical | Physical | Physical | Physical | Physical |
| Social | Social | Social | Social | Social | Social |
| I | | | | | |
| Assessment opportunities: |
| Observations | Observations | Observations | Observations | Observations | Observations |
| Q&A | Q&A | Q&A | Q&A | Q&A | Q&A |
| Self assessment |
| Peer assessment |
| Personal Bests |
| reisoliai bests |
| | | | | | |

Key Skills

Technical	Psychological
Embed skills	Understand what makes performance effective
 Apply principles of attacking and defending 	Compete in sports, with self and others
 Effectively use running, jumping, throwing and catching skills 	Analyse and improve performance
 Develop expertise and competency with technique 	Develop confidence
Participate in a range of sports	Achieve personal bet
Develop technique and improve performance	Take part in demanding activities
Tackle complex activities	Evaluate own performance
 Develop a variety of tactics and strategies 	 Compare performances to achieve personal best
Physical	Social
Take part in a range of physical activities	Take part in team games
Be involved in exercise	Continue to develop values of fairness and respect
 Understand short and long term effects of exercise 	Communicate with others
 Understand long-term health benefits of physical activity 	Review effective performance of peers
 Develop personal fitness, both health and skill related 	Work in a team and collaborate with others
 Physical challenge through taking part in activities 	Build trust to solve problems
Develop movement skills	Take part in community activities or sports clubs