Class 3 – Y3

PE Overview

	Autumn Term Invasion Games			Spring Term Net and Wall Games			Summer Term Striking and Fielding Games			
Area of PE										
	Swimming			Dance		Gymnastics	OAA		Athletics	
Lesson 1 – Multi-Skills/ Fundamental Skills	 Invasion Games (Y3) Find space to receive a pass Work with team mates to keep possession Send and receive against opposition Mark goal-side for defence Apply these invasion game skills within a game situation Play small sided games within a competition 			Net and Wall Games (Y3) • Send a ball over the net/wall to a desired area • Hit a forehand return successfully • Use extra pace to score points • Successfully serve in a range of net and wall games • Apply these net and wall game skills within a game situation • Play with a team or individually within a competition			 Striking and Fielding Games (Y3) Send a ball to a desired area Catch an object whilst moving Know how to bowl in a variety of striking and fielding games Know when to run and when to wait Apply these striking and fielding skills within a game Play with a team or individually within a competition 			
Lesson 2 – PE - Skills	 Swimming (Y3) Jump in from poolside and submerge Sink, push away from wall and maintain position Push and glide on the front with arms extended and log roll onto the back and vice versa Travel 5m on the front Fully submerge to pick up an object Identify 3 out of 4 key water safety messages Push and glide and travel 10m on the back Push and glide 10m on the front Exit water without using steps 		 Dance (Y3) Successfully repeat move and sequences Communicate ideas, feel and emotions Improvise routines based given stimulus 	 ♦ Use own ♦ Create a ♦ Travel w 	ts (Y3) ifferent ways n ideas for movements n variety of shapes vith control	 OAA (Y3) Keep a map orientated travelling Follow a route accurat safely 	ely and + Succes Perform	sfully run and jump one		
	Invasion Games defending, marking, opponent, space, support, position, block, pass, attack, receive, send, combination play, possession, direct play, pace, control, opposition, competition, football, netball, basketball, hockey, rugby			Net and Wall Games net, wall, aiming, desired, forehand, smashing, defending, serving, return, pace, opponent, competition, tennis, volleyball, badminton, scoring, points			Striking and Fielding Games aiming, opponent, striking, bat, racket, club, technique, space, receiving, suppo play, risk management, efficiency, bowl, pitch, competition, scoring, points			
Key Vocabulary	Swimming poolside, submerge, water safety, sink, push, glide, streamlined, extend, travel, front, back, enter water, exit water, breaststroke, front crawl, back crawl			Dance creative, creativity, interpre themes, music, shapes, rhyt beat, improvise, routines, st sequence	hm, straight, tu imulus, equipmen	s rength, flexible, coordination, ick, pike, straddle, star, t, rolls, teddy bear, forwards roll, s roll, sequence	OAA map, orientated, travellin map, route, accurate, safe	e, time limit long-dista long-jump	Athletics throwing, jumping, running, sprint, long-distance, short-distance, javelin long-jump, triple-jump, obstacles, hurdles, skipping	
Personal Challenges				Weekly mile times and personal challenges to complete during PE lessons and at playtimes / lunchtimes						
Level 1 Competitions	Intra-school competition - A team competition is incorporated into the last week of each unit of work – children compete in their rainbow groups. This encourages the promotion of the Scho creates leadership opportunities.								he School Games Values a	
Level 2&3 Competitions	PESPECT	Local Inter-Schoo	l Competition - Compete i	n inter-school competitions or	nter-school competitions organised by CGS Outreach (Festival Fridays) and Newark School Spots Organiser. Some of these events are qualifies and could lead to Lo 3 competitions (County competitions)					
eadership Skills.	Hein the teacher by	d a warm up or al activity for the class	Recognise good performances or individuals	Identify areas for development in a class mate	Demonstrate a skil technique to a gro	•	Use result data to determine winners	Within a group, lead physical activities at pla times	Present PE or sport y information in an assembly	