

## **Holy Family Catholic Primary School – PE Topic Overviews**



EYFS – Reception					
Me and Myself	Movement and Development	Working with others	Dance	Fun and games	Throwing and catching inc Sports Day
		Rece	eption		
To change into PE kit  To listen and respond to instructions  To move freely and with pleasure and confidence in a range of ways, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping  To change direction when moving  To participate in games  To keep play going by responding to what others are saying or doing.  To experiment with different ways of jumping	To move and balance in different ways  To travel with confidence and skill around, under, over and through balancing and climbing equipment  To show understanding of the need for safety when tackling new challenges, and considers and manages some risks.  To move freely and with pleasure and confidence in a range of ways, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping.  To negotiate space successfully when playing racing and chasing games with other children, adjusting speed or changing direction to avoid obstacles.  To travel with confidence an skill around, under, over and through balancing and climbing equipment.	To play games with others  To share and be kind to each other  To negotiate space successfully when playing racing and chasing games with other children, adjusting speed or changing direction to avoid obstacles.  To take turns playing different roles and using different equipment  To play games in pairs and groups  To keep play going by responding to what others are saying or doing	To move in different ways  To copy actions from a teacher  To perform impressions/movements in time with music  To copy and mirror actions from a partner  To create own actions and movements	To move in lots of different ways  To run skilfully and negotiate spaces successfully, adjusting speed or direction to avoid obstacles  To show understanding of the need for safety when tackling new challenges, and considers and manages some risks.  To play games with others  To use equipment in games  To show increasing control over an object, pushing, patting, throwing, catching or kicking it  To keep score  Moves freely and with pleasure and confidence in a range of ways, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping  To observe the effect of activity on the body	To move around without a ball  To show increasing control over an object, pushing, patting, throwing, catching, or kicking it  To move with a ball  To move freely and with pleasure and confidence in a range of ways such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding, and hopping  To explore different body parts to move a ball  To explore how a ball moves  To play command games