



PE Topic: Athletics

Year: 4 Term: Summer 1

Key Knowledge/Content:

- To enjoy communicating, collaborating and competing with each other.
- To develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success.
- To use running, jumping, throwing and catching in isolation and in combination.
- To develop flexibility, strength, technique, control and balance.
- To compare their performances with previous ones and demonstrate improvement to achieve their personal best.

<u>Links to:</u>

<u>Prior learning:</u>

To remember, repeat and link combinations of actions.

Future learning:

To choose appropriate techniques for specific events.

Key vocabulary with definition: Prior vocabulary:

- Sprint To run at full speed over a short distance.
- Baton A tube that is passed in a relay race.
- Relay To work as part of a team in a race.
- Heartbeat The pulsation of the heart.
- Pulse rate The measure of your heartbeat.
- Control The authority to guide something. New vocabulary:
- Distance The length of space between two points.
- Steady pace A pace that can be maintained.
- Accuracy The quality of being precise.
- Height The measurement of something from base to top.
- Measure To ascertain the size/length of something.
- Record An account in writing.
- Leading leg The leg that goes first.
- Hurdles A series of upright obstacles for an athlete to jump over.
- Stamina The ability to sustain prolonged physical effort.
- Stance The way someone stands.

By the end of this unit

All children can: improve their personal best and fitness levels.

Most children can: be a good sportsperson and congratulate others on winning.

Some children can: consolidate and **improve** the quality, range and consistency of their athletic ability.

Background understanding for teachers and

<u>parents:</u>

This half term is Athletics, with a focus on running, jumping and throwing. The children will have the opportunity to take part in games and competitive activities involving each skill, including Sports Day.

Curriculum Driver (one): Aspiration

Evidence outcome:

To try your best and attempt to beat personal bests. To engage in competition and aspire to win.