

Enriching lives every day; enabling our school community to learn, achieve and flourish through living 'life in all its fullness'



Year 1 Athletics

Curriculum Link:

To master basic movements including running, jumping, throwing and catching			
Key Information	Learning	Key PE Skills	
Unit	Previous Learning	Competing and Performing	
Subject Name: PE Year Group: 1 Term: 3 (H2) Unit Name: Athletics Spiritual Development Through the study of Physical Education, children will develop an understanding of the importance of physical health and how this can promote positive emotional development. "I say this because I know what I have planned for you," says the Lord. "I have good plans for you. I don't plan to hurt you. I plan to give you hope and a good future."	Physical Development Negotiate space and obstacles safely, with consideration for themselves and others. Demonstrate strength, balance and coordination when playing. Move energetically, such as running, jumping, dancing, hopping, skipping and climbing. Personal, Social and Emotional Development Work and play cooperatively and take turns with others Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. Give focused attention to what the teacher says, responding appropriately even when engaged in activity, and show an ability to follow instructions involving several ideas or actions. Other Create a short sequence of movements. Roll in different ways with control. Travel in different ways. Stretch in different ways. Jump in a range of ways from one space to another with control. Begin to balance with control.	Engage in competitive activities and team games.	
Big Ideas	Year 1 Learning	Health and Fitness & Preparation	



Glossary

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To develop skills such as running at different speeds, changing direction, jumping, throwing, measuring performance and improving their scores.	 To move at different speeds over varying distances. To develop balance. To develop changing direction quickly. To explore hopping, jumping and leaping for distance. To develop throwing for distance. To develop throwing for accuracy. To develop throwing for accuracy. 	 Recognise and describe how the body feels during and after different physical activities. Explain what they need to stay healthy.
Key Information	Learning	Key PE Skills
Vocabulary	Future Learning:	Evaluation and Communication
run jog jump throw speed height distance warm-up cool-down teamwork	 To develop the sprinting action. To develop jumping for distance. To develop technique when jumping for height. To develop throwing for distance. To develop throwing for accuracy. To select and apply knowledge and technique in an athletics carousel. 	 Watch or describe performances of themselves and others - begin to say what went well and what didn't go well. Follow simple rules to play games, including team games.



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Baton: A short stick or tube passed from runner to runner in a relay race. **Bell Lap:** The final lap in a distance race, signalled by the ringing of a bell.

Competitive: The act or process of trying to get or win something others are also trying to get or win.

Decathlon: An athletic competition combining 10 track and field events.

Discus: A heavy disk thrown in discus.

False Start: Failed start of a race, usually caused by a runner moving forward before the race has begun.

Field: Events in athletics that involve throwing, jumping and vaulting.

Hammer: A 16-pound metal ball attached to a wire for throwing in an athletic contest.

Heptathlon: An athletic competition combining 7 track and field events. **High jump:** Sport in which competitors jump over a bar that is raised.

Lap: One circuit of a running track or a racetrack.

Long jump: An athletic event in which competitors jump as far as possible along the ground in one leap.

Pole-vault: An event in which competitors vault over a high bar with the aid of an extremely long, flexible pole. **Relay:** Race between teams of runners in which each team member in turn covers part of the total distance.

Shot put: An athletic contest in which a very heavy metal ball is thrown as far as possible.

Sprint: A short, fast race run over a distance of 400 metres or less.

Tactics: Methods and plans that players and teams use to increase their chances of winning.

Track and Field: Sporting events based on the skills of running, jumping and throwing.

Triple Jump: An event in which competitors leap as far as possible by performing a hop, a step and a jump.