

Year Group	1	Term	Autumn 1	Subject	PE	Topic	Real Gym - Unit 1 Shape and travel	
						Key Question	How can I make a shape with my body?	
Prior Learning and other Curriculum Links	Reception I can skip, hop, stand on one leg and can hold a pose for a game like musical statues (3-4) I can continue to develop movement; balancing, riding (scooters, trikes and bikes) and ball skills (3-4)					Skills statements	Side-step in both direction - I can gallop, leading with either foot - I can hop either foot - I can skip - I can stand still for 10 seconds	
Fundamentals	Gymnastics: Know tuck, star, straddle, straight and pike and use these on floor and low apparatus					Key Facts/Sticky Knowledge	To know the difference between a variety of gymnastics shapes. To perform a variety of shapes on some PE apparatus safely To know how to dismount apparatus safely To travel safely on the floor To travel safely on a range of apparatus	
Our Curriculum Journey	Stunning Start: Children will begin by learning a range of gymnastic shapes. Beginning with standing on two feet, on front and on back. They will then explore front support, back support, dish and arch. After they have gained experience of each shape, the children will perfect them through a shape game.  Journey: The children will use their knowledge of the different shapes they have learnt and demonstrate them on various small apparatus, like benches, trying hard to keep their balance. Following this, the children will work with a partner to match the shapes, using the same side and direction as well as mirroring shapes where they will explore the opposite side and direction. This will all be repeated on large scale apparatus.  Showcase:							

After perfecting the different shapes, the children explore how they can use each shape and travel using different body parts

across the floor, low and high apparatus. The children will ex[lore moving over, on top of, under, along, through

Key	Jump	Key Vocabulary	Straight, Tuck, Ball, Pike, Straddle
Vocabulary	Direction	(new)	Front support, Back support
(revisited)	Run		Bunny Hop, caterpillar walk, crab walk, roll, bear walk,
(	Нор		
	Skip		
	Balance		