## **Subject PE 2** Subjects/Lessons weekly

## 9E - Explorer Curriculum -

Year	2025 – 2026 Autumn 1	2025 – 2026 Autumn 2	2025 – 2026 Spring 1	2025 – 2026 Spring 2	2025 – 2026 Summer 1	2025 – 2026 Summer 2
Mastery and Independe nce	Topic: Football, Rugby	Topic: Basketball, Hockey	Topic: Table tennis, Badminton, Gymnastics	Topic: Handball, Health related fitness	Topic: Cricket, Tennis	Topic: Athletics, Fielding and striking
	Suggested Key Questions: - What makes a good team? - What tactics can we use? - How can we support each other?	Suggested Key Questions: - How do we stay in control? - What is a successful attack? - What is good defence?	Suggested Key Questions:  - What does fitness mean? - How does training help us? - What is your heart rate?	Suggested Key Questions:  - What makes a good routine? - Can you lead a warm-up? - How do we perform confidently?	Suggested Key Questions:  - How can we improve our scores?  - What events do you enjoy?  - What does personal best mean?	Suggested Key Questions:  - What skills do you need in a game? - What's your role in a team? - How can we support each other?
	Key Skills and Knowledge:  Football: Using space effect matches. Rugby: Linking passes, evacompetition formats.	Key Skills and Knowledge:  Basketball: Zone defence, fast breaks, shooting under pressure, leading a warmup.  Hockey: Intercepting, tracking movement, using width, team roles. Leadership and strategy development.	Key Skills and Knowledge:  HRF: RPE scale use, personal fitness log, benefits of aerobic and strength training, HIIT circuits.  Handball: Movement in defence, jump shot intro, team shape, positional play. Emphasise personal targets and self-reflection.	Key Skills and Knowledge:  Full routines with balances, rolls and apparatus, group sequence creation, peer feedback.  Emphasis on independence and presentation.	Key Skills and Knowledge:  Sprint (timed), 200m pacing, standing long jump, javelin with control, relay with handover zones. Focus on setting goals and reviewing progress.	Key Skills and Knowledge:  Rounders: Bowling with accuracy, tactical fielding, scoring strategies, team communication.  Tennis: Rallying with consistency, scoring a set, net play, adapting tactics. Final focus on autonomy, fair play and peer coaching.

# Curriculum intent (overview) - To deepen students' skills and knowledge through a broad and balanced curriculum which

			prepare	es students for adulth	nood.		
Links to Gatsby Benchmarks:	3: Pupils encouraged to lead warm-ups. 4: Link teamwork and communication to sports coaching. 5: Invite from a SEN football club (e.g., PAN disability league).		3: Increased use of peer feedback and communication boards. 4: Highlight roles like first aiders, referees, game organisers. 6: Pupils to organise a mini tournament or festival.	3: Monitor own HR using ac 4: Link to personal trainer, g 5: Meet a gym coach in sch	ap&eePspibbesresnteilen/obymen ym4:in&otrumetot,torpeofotmfibi oo6oRleccallobymoutines to re	3: Personal best charts total outilessessment เลือง เกี่ยง เกี่ยง เกี่ยง เกี่ยง เกี่ยง fegt ยา คุณคุณ officiating and coaching at events. 5/6: Invite ex-pupil now in college sports course to speak.	3: Increased independence in roles and pendence in roles and respectively. (Scoles, umpire, captain).  4: Talk about seasonal jobs in sports camps.  5: Run a sports day and invite visitors to act as event officials.
Progression	Map: Skills	and Knowledge	(Years 7–9)				
Strand / Dom	ain	Year 7 Foundation		Year 8 Development		Year 9 Mastery and Independence	
Locomotor S (Running, Jun	- Walk log sprint in short hursts		<ul><li>Pacing and sprint technique</li><li>Running over varied distances (e.g. 60m, 100m)</li><li>Jumping with control (vertical and horizontal)</li></ul>		<ul> <li>Sprint start and transitions</li> <li>Combine movement in sequences</li> <li>Record personal bests and refine technique</li> </ul>		
Object Contr (Throwing, Ca Striking)		<ul> <li>Catch and throw large/small objects</li> <li>Use of underarm throw in games</li> <li>Hit a stationary ball (e.g., off a tee)</li> </ul>		<ul><li>Develop catching accuracy in small games</li><li>Overarm and underarm throw with target</li><li>Striking with bat/racket with direction</li></ul>		<ul> <li>Strike with intent and control</li> <li>Throw for distance and accuracy</li> <li>Consistent catching in gameplay</li> </ul>	
Ball Skills		- Basic passing (chest, bounce)		- Move while dribbling (both hands/feet)		- Use of tactics in passing	

## **Spatial Awareness**

Control)

(Passing, Dribbling, Ball

## - Follow 1-2 step rules

"my turn")

- Stay in set zones

#### **Game Understanding** - Learn what attack/defence mean

#### (Tactics, Rules) - Begin to take turns

### Teamwork and Communication

## - Know when body feels tired or sweaty

- Take part in team games with support

- Follow group cues and visual instructions

- Use simple phrases to interact (e.g. "pass",

- Take part in warm-up routines

- Stationary dribbling (feet/hands)

- Recognise teammate/opponent positions

- Basic control with foot/stick

- Understand safe movement

- Recognise stretching

### **Gymnastics / Body** Control

**Fitness and Health** 

Awareness

## - Create body shapes on floor

- Basic balances alone
- Simple rolling (log, pencil)

#### **Athletics Events**

#### - Try a range of events (run, jump, throw) - Use basic techniques for each - Understand take-off, run-up

- Move while dribbling (both hands/feet)
- Pass under pressure
- Trap/control incoming ball
- Move into space to receive ball
- Begin to mark opponents
- Use width in team games
- Understand simple tactics (e.g. finding space, keeping possession)
- Apply more rules independently

## - Use agreed signals or Makaton for passing/defence - Lead a partner/small group

- Share simple responsibilities (e.g. bib monitor)
- Begin to resolve minor disagreements
- Identify heart rate increase
- Learn how exercise affects the body (sweating,
- Understand why fitness is important
- Balances with partner
- Combine movement and shape in sequences
- Use low-level apparatus
- Apply rules of each event (e.g. no stepping on takeoff board)
- Measure distance/time

- Use of tactics in passing
- Maintain control while changing direction
- Combine dribbling and passing in games
- Create space with movement
- Cover space defensively
- Direct others into space
- Choose appropriate tactics (e.g. press/hold in defence)
- Lead warm-ups or explain rules
- Apply strategies during game play
- Communicate clearly in a team setting
- Offer encouragement or direction to peers
- Use RPE scale to self-assess
- Name fitness components (e.g. strength, stamina)
- Reflect on personal progress and effort
- Full sequence with multiple movements
- Refine technique with peer/teacher feedback
- Perform confidently to peers
- Improve scores with refined techniques
- Record and analyse own performance
- Lead/support others in events

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Strand / Domain	Year 7 Foundation	Year 8 Development	Year 9 Mastery and Independence
		- Begin to compete against self	
Striking & Fielding Games	<ul><li>Hit a ball off tee</li><li>Understand positions (batter, fielder)</li><li>Know when to run</li></ul>	<ul><li>Bowl underarm with some control</li><li>Anticipate where to throw the ball</li><li>Catch under pressure</li></ul>	<ul><li>Tactical positioning (e.g. backing up)</li><li>Hit into space to score</li><li>Take on leadership in small-sided games</li></ul>
Reflection & Self- Evaluation	<ul><li>Say what they enjoyed or found hard</li><li>Recognise when they improved</li><li>Use thumbs up/down or symbols</li></ul>	<ul> <li>Identify strengths with support</li> <li>Begin to use visual scales (1–5, emoji faces) for effort</li> <li>Talk about what to improve next time</li> </ul>	<ul><li>Reflect using structured sentence starters</li><li>Record personal bests</li><li>Offer feedback to others constructively</li></ul>

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