

# Forest Town Primary School Physical Education Fitness – Healthy Lifestyles

Be Kind
Be Adventurous
Persevere
Be Responsible
Be Independent
Be Together

# KS1

Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations.

### Pupils should be taught to:

- Master basic movements including running, jumping, throwing and catching, as well as developing agility, balance and coordination and begin to apply these in a range of activities.
- Participate in team games, developing simple tactics for attacking and defending.
- Perform dances using simple movement patterns.

# KS2

Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement. They should enjoy communicating, collaborating and competing with each other.

They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success.

## Pupils should be taught to:

- Use running, jumping, throwing and catching in isolation and combination.
- Play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending.
- Develop flexibility, strength, technique, control and balance.
- Perform dances using a range of movement patterns.
- Take part in outdoor and adventure activity challenges both individually and within a team.
- Compare their performances with previous ones and demonstrate improvement to achieve their personal best.

Fitness – Healthy Lifestyles										
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6				
See FMS knowledge organiser.	Know how to develop fitness. Know how to work ind others. Know how to persever determination to work time. Recognise changes in texercising. Know that running at a allow them to run for a time – Pace.	ependently and with e and show for longer periods of their body when a slower speed will	Know how to develop fitness through challe monitor and record the To test and record be scores.  To re-test fitness score improvement.  Know that there are defitness and that each at their body differently. Know how to make the opportunities to work and improve their fitness and improve their fitness and their body differently. Know how to show perform the store of t	nges to test, neir data: nseline fitness  res and recognise  lifferent areas of area can challenge he most of at their maximum ness levels. erseverance when n they find a ne encouraged to the same. se areas for ngest activities that nis. fely and with ning new tasks. o their body during	Know the different fitness and ways to them. Know how to work organise, manage a information at a statoto test and record scores. To re-test fitness s improvement. Know how to be aw body is capable of. Know what their m and feels like and b achieve it. Know how to encorothers to work to the Know how to use of at their maximum a fitness levels. Know how to persective or when they hard and are encorothers to do the sat Know how to analy recognise areas in the most improvement. Know how different benefit their physic	with others to and record ation. baseline fitness cores and recognise vare of what their aximum effort looks be determined to urage and motivate heir personal best. pportunities to wor and improve their evere when they get find a challenge irage to support me. se data and which they make the challenge which they make the challenge irage to support me.				

Components of fitness										
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6				
	Agility		Agility		Agility					
	Balance		Balance		Balance					
	Coordination		Coordination		Coordination					
	Speed		Speed		Speed					
	Stamina		Stamina		Stamina					
			Strength	Strength		Strength				
			Power		Suppleness / Flexibility					
					Power	•				
					Reaction Time					