

PE	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	<p>Week 1 Transition</p> <p>Week 2 Fundamentals To develop balancing whilst stationary and on the move. Parachute Games To take turns and share the parachute correctly. To listen attentively to instructions.</p> <p>Week 3 Fundamentals To develop running and stopping. Parachute Games To cooperate and work as part of a team. To listen attentively to instructions.</p> <p>Week 4 Fundamentals To develop changing direction. Parachute Games To use accurate movements to move the parachute.</p> <p>Week 5 Fundamentals To develop jumping and landing. Parachute Games To make the parachute move using repeated actions.</p> <p>Week 6 Fundamentals To develop hopping and landing with control. Parachute Games To use actions to move a ball around the parachute.</p> <p>Week 7 Fundamentals To explore different ways to travel. Parachute Games To use co-ordination to move the ball.</p>	<p>Week 1 Dance To be able to move safely around others. To use counts of 8 to know when to change action. Yoga To be able to copy yoga poses.</p> <p>Week 2 Dance To explore different body parts and how they move. To show an awareness of space, themselves and others. Yoga To develop flexibility when posing.</p> <p>Week 3 Dance To explore different body parts and how they move. Yoga To develop balance when posing.</p> <p>Week 4 Dance To express and communicate ideas through movement. To explore travelling movements, directions and levels. Yoga To remember and repeat actions.</p> <p>Week 5 Dance To copy and repeat actions. To move safely with confidence and imagination. Yoga To create yoga poses.</p> <p>Week 6 Dance To move with control and coordination. To link, copy and repeat actions. Yoga To create a yoga flow.</p> <p>Week 7 Indoor spaces out of bounds due to Christmas performance.</p>	<p>Week 1 Acorns – Ball Skills To develop rolling a ball to a target. To develop stopping a rolling ball. Conkers – Gymnastics To copy and create shapes with your body. To be able to create shapes whilst on apparatus.</p> <p>Week 2 Acorns – Ball Skills To develop accuracy when throwing to a target. To develop bouncing and catching a ball. Conkers – Gymnastics To develop balancing and taking weight on different body parts. To develop jumping and landing safely.</p> <p>Week 3 Acorns – Ball Skills To develop dribbling a ball with your feet. To develop kicking a ball. Conkers – Gymnastics To develop rocking and rolling. To copy and create short sequences linking actions together.</p> <p>Week 4 Acorns – Gymnastics To copy and create shapes with your body. To be able to create shapes whilst on apparatus. Conkers – Ball Skills To develop rolling a ball to a target. To develop stopping a rolling ball</p> <p>Week 5 Acorns – Gymnastics To develop balancing and taking weight on different body parts. To develop jumping and landing safely.</p>	<p>Week 1 Acorns – Athletics To learn to move at different speeds for varying distances. To develop a foundation for balance and stability. Conkers – Sports Day Sports Day practise</p> <p>Week 2 Acorns – Athletics To develop agility and co-ordination. To explore hopping, jumping and leaping for distance. Conkers – Sports Day Sports Day practise</p> <p>Week 3 Acorns – Athletics To develop throwing for distance. To develop throwing for accuracy. Conkers – Sports Day Sports Day practise</p> <p>Week 4 Acorns – Sports Day Sports Day practise Conkers – Athletics To learn to move at different speeds for varying distances. To develop a foundation for balance and stability.</p> <p>Week 5 Acorns – Sports Day Sports Day practise Conkers – Athletics To develop agility and co-ordination. To explore hopping, jumping and leaping for distance.</p> <p>Week 6 Acorns – Sports Day Sports Day practise Conkers – Athletics To develop throwing for distance. To develop throwing for accuracy.</p>	<p>Week 1 Acorns – Games To work safely and develop running and stopping. To develop throwing and learn how to keep score. Conkers – Bikes To turn and steer. To negotiate obstacles.</p> <p>Week 2 Conkers – Games To work safely and develop running and stopping. To develop throwing and learn how to keep score. Acorns – Bikes To turn and steer. To negotiate obstacles.</p> <p>Week 3 Acorns – Games To be able to play games showing an understanding of the different roles within it. To follow instructions and move safely when playing tagging games. Conkers – Bikes To continue to negotiate obstacles. To know how to stop.</p> <p>Week 4 Conkers – Games To be able to play games showing an understanding of the different roles within it. To follow instructions and move safely when playing tagging games. Acorns – Bikes To continue to negotiate obstacles. To know how to stop.</p> <p>Week 5</p>	<p>Week 1 Acorns – Bike Skills To scoot and glide around obstacles. Conkers – Intro to F’ball To develop dribbling.</p> <p>Week 2 Conkers – Bike Skills To scoot and glide around obstacles. Acorns – Intro to F’ball To develop dribbling.</p> <p>Week 3 Acorns – Bike Skills To develop confidence in balance bike riding. Conkers – Intro to F’ball To develop dribbling around obstacles.</p> <p>Week 4 Conkers – Bike Skills To develop confidence in balance bike riding. Acorns – Intro to F’ball To develop dribbling around obstacles.</p> <p>Week 5 Acorns – Bike Skills To introduce a pedal bike. Conkers – Intro to F’ball To develop passing.</p> <p>Week 6 Conkers – Bike Skills To introduce a pedal bike. Acorns – Intro to F’ball To develop passing.</p> <p>Week 7 Acorns – Bike Skills To consolidate learnt bike skills.</p>

			<p>Conkers – Ball Skills To develop accuracy when throwing to a target. To develop bouncing and catching a ball. Week 6 Acorns – Gymnastics To develop rocking and rolling. To copy and create short sequences linking actions together Conkers – Ball Skills To develop dribbling a ball with your feet. To develop kicking a ball.</p>		<p>Acorns – Games To work co-operatively and learn to take turns. To work with others to play team games. Conkers – Bikes To scoot and glide. Week 6 Conkers – Games To work co-operatively and learn to take turns. To work with others to play team games. Acorns – Bikes To scoot and glide.</p>	<p>Conkers – Intro to F’ball To use dribbling and passing to score a goal.</p>
<p>Y1/2 A</p>	<p>Send & Receive: 1.Rolling and throwing the ball towards a target 2.Receiving a rolling ball and tracking 3.Send and receive a ball with feet 4. Throwing and catching over short distance 5.Throwing and catching over longer distance 6. Apply send and receive skills to small games.</p> <p>Target Games: 1.Underarm throwing towards a target 2.Throwing for accuracy 3.Underarm and overarm throwing for accuracy 4.Throwing for accuracy and distance 5.Selecting correct technique 6. Develop throwing for accuracy and distance</p> <p>Fundamentals: 1. Developing balance, stability and landing safely 2.changes in the body when running at different speeds 3.changing direction and dodging 4.Exploring jumping, hopping and skipping actions 5.Coordination and combing jumps 6.combination jumping and skipping</p> <p>Fundamentals:</p>	<p>Gymnastics: 1.Explore travelling movements 2.Develop stability and control when balancing 3.Technique and control when performing shape jumps 4.Develop technique in the barrel, straight and forward roll 5.Build strength to take body weight on hands 6.Safely explore key skills on apparatus</p> <p>Dance: 1.Travelling actions count of 8 2.Remember and repeat actions responding to stimulus 3.Copy, remember and repeat actions 4.Copy, repeat and perform 5.Use expression and show changes in expression 6.Use different pathways when travelling.</p> <p>Ball Skills: 1.Co-ordination and control when dribbling with hands 2.Accuracy when rolling a ball 3.Throw with accuracy towards a target 4.Catch with two hands 5.control and coordination when dribbling with feet 6.Track a ball</p>	<p>Strike & Field: 1.Underarm throwing and catching 2.Develop overarm throwing 3.Strike a ball with hand and equipment 4.Retrieve a ball when fielding 5.Understand how to get the batter out 6.develop decision making</p> <p>Net & Wall: 1.Defend space, use the ready position 2.Play against opponent and keep score 3.develop control when handling a racket 4.Develop racket and ball skills 5.send a ball with racket 6.develop hitting over a net</p> <p>Team Building: 1. Co-operate and communicate 2.Explore and develop teamwork skills 3.develop communication skills 4.communicate to lead a partner 5.Plan with a partner and small group to solve problems 6.communicate with small group to solve challenges</p> <p>Athletics: 1.Move at different speeds for varying distances 2.Develop foundation for balance and stability 3.Develop agility and coordination 4.Explore hopping, jumping and leaping for distance 5.Develop throwing for distance</p>			

	<ul style="list-style-type: none"> 1. Developing balance, stability and landing safely 2.changes in the body when running at different speeds 3.changing direction and dodging 4.Exploring jumping, hopping and skipping actions 5.Coordination and combing jumps 6.combination jumping and skipping 		6.Develop throwing for accuracy
Y1/2 B	<p>Fitness:</p> <ul style="list-style-type: none"> 1. Run for long periods 2. Co-ordination and timing 3.individual skipping 4. Stamina & agility 5. exploring exercises 6. The ABC <p>Invasion Games:</p> <ul style="list-style-type: none"> 1.What is Possession 2.Skills needed to score 3.Stopping goals 4.Gaining possession 5.Marking 6.Attacking & defending <p>Yoga:</p> <ul style="list-style-type: none"> 1.Copy and repeat yoga poses 2.Awareness of strength 3.Awareness of flexibility 4.Copy and remember actions 5.Create a flow 6.Explore poses and create yoga flow <p>Dance:</p> <ul style="list-style-type: none"> 1.Repeat, link and choose actions 2. Create actions and accurately copy others' 3.Perform in unison 4.Mirror a partner 5.Copy repeat and create actions 6.Create and perform a short phrase 	<p>Ball skills:</p> <ul style="list-style-type: none"> 1.Roll a ball to hit a target 2.Coordination and stop a ball 3.Dribbling with a ball 4.Kicking a ball 5.Throwing & Catching 6.Dribble a ball with hands <p>Target games:</p> <ul style="list-style-type: none"> 1.Power when aiming at a target 2. Overarm throwing and scoring 3.Kicking towards a target 4.Striking towards a target 5.Hit a moving target 6.Select appropriate skills to play a game <p>Gymnastics:</p> <ul style="list-style-type: none"> 1.Perform gymnastics shapes 2.Use shapes to create balances 3.Link travelling actions and balances using apparatus 4.Jumps 5.Rolling 6.sequence work on apparatus 	<p>Athletics:</p> <ul style="list-style-type: none"> 1.Developing sprinting action 2.Jumping for distance and height 3.Develop technique when jumping for height. 4. Develop throwing for distance 5. Develop throwing for accuracy 6. Develop all techniques <p>Strike & field</p> <ul style="list-style-type: none"> 1.Tracking and collecting of the ball 2.Develop accuracy in underarm throw 3. Develop accuracy in overarm throw. 4.Striking for distance and accuracy 5. Develop decision making to get the batter out 6. Develop decision making when under pressure <p>Team building:</p> <ul style="list-style-type: none"> 1.Follow instructions and work with others 2. Co-operate and communicate in a small group to solve challenges 3.Develop planning to solve challenges 4.Communicate effectively and develop trust 5. Work as a group to solve problems 6. Work with a group to copy and create a basic map. <p>Net & wall:</p> <ul style="list-style-type: none"> 1.Racket familiarisation 2. Throw to a target 3. Use the ready position 4.Returning the ball with hands 5. Return the ball using a racket 3.Defending space and outwitting your opponents
Y3/4 A	<p>Dance unit 3:</p> <ul style="list-style-type: none"> 1.Create actions in response to stimulus and in unison 2.Create actions to move in contact with a partner or interact with a partner 3.Understand how dynamics affect the actions performed 	<p>Golf:</p> <ul style="list-style-type: none"> 1.Explore hitting technique and aiming towards a target 2.Explore shot accuracy 3.Explore technique for putting 	<p>Handball:</p> <ul style="list-style-type: none"> 1.Throwing and catching on the move 2.Move towards goal or away from defender 3.Developing accuracy when shooting

	<p>4.Remember and repeat actions using dynamics to clearly show different phrases 5.Choose actions that relate to an idea 6.Understand formations and use transitions</p> <p>Ball Skills: 1 & 2.Develop confidence and accuracy when tracking a ball 3.Explore a variety of throwing techniques 4.Develop catching skills using one and two hands 5.Dribbling a ball with hands 6.Use tracking, sending and dribbling skills with feet</p> <p>Netball: 1.Passing and moving and play within footwork rule 2.Passing and moving toward a goal 3.Develop movement skills to lose a defender 4.Defend an opponent and try to win the ball 5.Develop shooting action 6.Play using netball rules</p> <p>Netball: 1.Passing and moving and play within footwork rule 2.Passing and moving toward a goal 3.Develop movement skills to lose a defender 4.Defend an opponent and try to win the ball 5.Develop shooting action 6.Play using netball rules</p>	<p>4.Explore technique for chipping 5.Explore techniques for short game 6.Explore techniques for long game</p> <p>Dodgeball: 1.Learn rules of dodgeball and apply to a game 2.Throwing towards a moving target 3.Using jumps, blocks, dodges and ducks to avoid being hit 4.Catching a dodgeball at different heights 5.Learn how to block using the ball 6.Understand the rules of dodgeball and play in a tournament</p> <p>Football: 1.Controlling the ball and dribbling under pressure 2.Develop passing to teammate 3.Control the ball with different parts of the body 4.Change direction with the ball using inside and outside hook 5.Tracking opponents and the ball 6.Apply rules and tactics to a tournament</p> <p>Gymnastics: 1.Create interesting point and patch balances 2.stepping into shape jumps with control 3.Develop straight, barrel and forward roll 4.Transition smoothly into and out of balances 5.Create sequences with matching and contrasting actions and shapes 6.Create a partner sequence incorporating equipment.</p>	<p>4.Apply individual and team defending skills 5.Change direction and speed to lose defender and move into space 6.Maintain possession when in attack</p> <p>Rounders: 1.Play different roles in a game and begin to think tactically 2.Develop bowling action and learn rules for bowling 3.Run around the outside of bases, knowing when to stop 4.Field a ball using two handed pick up and short barrier 5.Develop betting technique and where to hit the ball 6.Apply skills and rules to play rounders</p> <p>Athletics – Unit 3: 1.Develop sprinting techniques 2.Develop changeover in relay events 3.Develop jumping technique in a range of approaches and take off positions 4.Develop throwing for distance and accuracy 5.Develop throwing for distance in a pull throw 6.Develop officiating and performing skills</p> <p>Tennis: 1.Develop racket and ball control 2.Develop retuning the ball using forehand groundstroke 3.Rally using forehand 4.Develop two handed backhand 5.Learn to score and play against an opponent 6.Work collaboratively with a partner to compete against others.</p>
Y3/4 B	<p>Fitness: 1.Developing an awareness of what your body is capable of. 2.Develop speed and strength 3.Complete actions to develop co-ordination 4. Complete actions to develop agility 5.Complete actions to develop balance 6.Complete actions to develop stamina</p> <p>Fundamentals: 1.Develop balancing and understand the importance of this skill 2.Understand how to change speed and demonstrate good techniques when running at different speeds. 3.Demonstrate changes of speed and direction to outwit others 4.Develop technique and control when jumping, hopping and landing 5.Develop skipping in a rope 6.Apply fundamental skills to a variety of challenges.</p>	<p>Cricket: 1. Overarm throwing and catching 2.Develop underarm bowling 3.Learn how to grip the bat and develop batting technique 4.Field a ball using two handed pick up or short barrier 5.Develop overarm bowling technique 6.Apply skills learnt to mini cricket</p> <p>Tag Rugby: 1. Throwing, catching and running with the ball 2.Develop an understanding of the tagging rules 3.Begin to use the ‘forward pass’ and ‘off side’ rule 4.Dodge defender and move into space when running towards the goal 5.Develop defending skills and use them in a game situation 6.Apply the rules in a tournament</p> <p>Gymnastics Unit 4:</p>	<p>OAA: 1.Co-operation and team work 2. Develop trust and teamwork 3.Involve all team members in an activity and work towards a collective goal 4.Develop trust whilst listening to others and following instructions 5.Identify objects on a map, draw and follow a simple map 3.Developing navigational skills</p> <p>Athletics Unit 4: 1.Develop stamina and an understanding of speed and pace in relation to distance 2.Develop power and speed in the sprinting technique 3. Develop technique when jumping for distance 4.Develop power and technique when throwing for distance 5.Develop a pull throw for distance and accuracy 6.Develop officiating and performing skills</p> <p>Tennis Unit 4:</p>

	<p>Dance Unit 4:</p> <ol style="list-style-type: none"> 1.Choosing actions related to a theme 2.Dynamics, space and relationships 3.Choreographing as individuals and groups 4.Remember and repeat actions and create dance ideas 5.Use action and reaction when creating ideas with a partner 6.Develop own choreography <p>Hockey:</p> <ol style="list-style-type: none"> 1.Sending the ball with a push pass 2.Develop receiving the ball 3.Develop dribbling using the reverse stick 4.Develop moving into a space after passing the ball 5.Use an open stick tackle to gain possession 3.Apply attacking and defending principles and skills in a hockey tournament 	<ol style="list-style-type: none"> 1.Individual and partner balances 2.Develop control in performing and landing rotation jumps 3 & 4.Develop straight, barrel, forward and straddle roll 5.Develop strength in inverted movements 6.Create a partner sequence to include apparatus 	<ol style="list-style-type: none"> 1.Develop hitting the ball using forehand 2.Develop returning the ball using forehand 3. Develop backhand and understand when to use it 4.Work cooperatively with a partner to keep a continuous rally going 5.Use simple tactics in a game to outwit an opponent 6.Demonstrate honesty and fair play <p>Basketball:</p> <ol style="list-style-type: none"> 1.Develop the attacking skill of dribbling 2.Use protective dribbling against an opponent 3.Develop the bounce and chest pass and begin to recognise when to use them 4.Develop tracking and defending an opponent 5.Develop the technique for the set shot 6.Apply the skills, rules and tactics to a mini tournament
5/6 A	<p>Dance Unit 5:</p> <ol style="list-style-type: none"> 1. Create a dance using a random structure and perform the actions showing quality and control 2. Understand how changing the dynamics of an action changes the appearance of the performance 3.Use relationships and space to change how a performance looks 4.Work with a group to create poses and link then together using transitions 5.Use choreographing devices when working as a group 6.Copy and repeat movements in the style of Rock n Roll <p>Dodgeball:</p> <ol style="list-style-type: none"> 1.Recap the rules and apply to a game 2.Develop throwing at a moving target 3.Use jumps, dodges and ducks to avoid being hit 4.Develop catching to get an opponent out 5.Select and apply tactics in the game 6.Develop officiating skills and referee a dodgeball game <p>Hockey:</p> <ol style="list-style-type: none"> 1.Dribbling to beat a defender 2.Develop sending the ball using a push pass 3.Develop receiving the ball with control 4.Move into space to support a teammate 5.Develop using an open stick (block) tackle and jab to gain possession 6.Apply the rules and skills in a hockey tournament <p>Badminton:</p>	<p>Basketball:</p> <ol style="list-style-type: none"> 1.Develop protective dribbling against an opponent 2.Move into space to support a teammate 3.Choose when to pass and when to dribble 4.Track an opponent and use defensive techniques to win the ball 5.Perform a set shot and a jump shot 6.Apply the rules and tactics to a tournament <p>Gym Unit 5:</p> <ol style="list-style-type: none"> 1.Perform symmetrical and asymmetrical balances 2.Develop straight, straddle and backward roll 3.Explore different methods of travelling, linking actions in both canon and synchronisation 4.Perform progressions of inverted movements 5.Explore matching and mirroring using actions both on the floor and on apparatus 6.Create a partner sequence using apparatus <p>Golf:</p> <ol style="list-style-type: none"> 1.Develop putting technique and accuracy 2.Develop the technique for chipping 3.Develop technique for short game 4.Develop technique for long game 5.Select the appropriate shot for the situation 6.Design a course and select the appropriate shot for the situation 	<p>Athletics Unit 5:</p> <ol style="list-style-type: none"> 1.Apply different speeds over varying distances 2.Develop fluency and coordination when running for speed 3.Develop technique in relay changeovers 4.Develop technique and coordination in the triple jump 5.Develop throwing with force for longer distances 6.Develop throwing with greater control and technique <p>OAA:</p> <ol style="list-style-type: none"> 1.Build communication and trust whilst showing awareness of safety 2.Work as a team to solve problems, sharing ideas and collaborating with one another 3.Develop tactical planning and problem solving 4.Share ideas and work as a team to solve problems 5.Develop navigational skills and map reading 6.Use a key to identify objects and locations <p>Tennis:</p> <ol style="list-style-type: none"> 1.Develop returning the ball using a forehand groundstroke 2.Develop returning the ball using a backhand groundstroke 3.Work cooperatively with a partner to keep a continuous rally 4.Develop underarm serve and understand the rules of serving 5.Develop the volley and understand when to use it 6.Use a variety of strokes to outwit an opponent <p>Handball:</p>

	<ol style="list-style-type: none"> 1. Develop footwork and the forehand and backhand grip 2. Develop backhand serve over the net and develop a rally using overhead forehand clear 3. Develop the forehand serve over a net 4. Learn how to score and play in competitive games 5. Develop the backhand clear and apply this to a game 6. Show respect, honesty and fair play 		<ol style="list-style-type: none"> 1. Develop a variety of passes and know when to use each to help maintain possession 2. Use stepping, dribbling and passing skills to create space, move towards goal and away from defenders 3. Use defending skills to stop an opponent from scoring 4. Select and apply the appropriate skills to score goals 5. Use defensive skills to gain possession 6. Maintain possession under pressure
Y5/6 B	<p>Dance Unit 6:</p> <ol style="list-style-type: none"> 1. Copy and repeat a set phrase showing confidence in movements 2. Working collaboratively with a partner to explore and develop the dance idea 3. Use changes in level and speed when choreographing 4. Copy and create actions using a prop as a dance stimulus 5. Use choreographing devices to improve how the performance looks 6. Select actions and dynamics to convey different characters <p>Football:</p> <ol style="list-style-type: none"> 1. Dribbling under pressure 2. Pass the ball accurately to help maintain possession 3. Use different turns to keep the ball away from defenders 4. Develop defending skills to gain possession 5. Develop goalkeeping skills to stop the opposition from scoring 6. Apply the rules and tactics to a game of football <p>Fitness:</p> <ol style="list-style-type: none"> 1. Develop awareness of what the body is capable of 2. Develop speed and stamina 3. Develop strength using own body weight 4. Develop coordination through skipping 5. Perform actions that develop agility 6. Develop control whilst balancing <p>Tag Rugby:</p>	<p>Cricket:</p> <ol style="list-style-type: none"> 1. Develop throwing and catching accuracy 2. Develop batting accuracy and directional betting 3. Develop catching skills (close/deep catching and wicket keeping) 4. Develop overarm bowling technique and accuracy 5. Develop a variety of fielding techniques and use them within a game 6. Develop long and short barrier and apply them to a game situation <p>Gymnastics Unit 6:</p> <ol style="list-style-type: none"> 1. Develop straddle, forward and backward roll 2. Develop counter balance and counter tension 3. Perform inverted movements with control 4. Perform the progressions of a headstand and a cartwheel 5. Use flight from hands to travel over apparatus 6. Create a group sequence using formation and apparatus <p>Volleyball:</p> <ol style="list-style-type: none"> 1. Develop the fast catch volley 2. Volley the ball using a set shot 3. Develop the dig and understand when to use it 4. Keep continuous rally going over the net 5. Develop the underarm serve and learn the rules of serving 	<p>Rounders:</p> <ol style="list-style-type: none"> 1. Developing bowling action and understand the role of a bowler 2. Develop batting technique 3. Make decisions about where and when to send the ball to stump a batter out 4. Develop a variety of fielding techniques and when to use them in a game 5. Develop long and short barriers in fielding and know when to use them 6. Apply the rules and skills to a tournament <p>Tennis Unit 6:</p> <ol style="list-style-type: none"> 1. Develop forehand groundstroke 2. Return the ball using a backhand groundstroke 3 & 4. Develop the volley when to use it in a game situation 5. Develop accuracy on the underarm serve and learn to sue the official scoring system 6. Work cooperatively and employ tactics to outwit an opponent. <p>Athletics Unit 6:</p> <ol style="list-style-type: none"> 1. Work collaboratively with a partner to set a steady pace 2. Develop own and others sprinting technique 3. Develop power, control and technique for the triple jump 4. Develop power, control and technique when throwing for distance 5. Develop throwing with force and accuracy for longer distances

	<ol style="list-style-type: none">1. Develop attacking principles, understanding when to run and when to pass2. Use the 'forward pass' and 'offside' rules3. Play games using tagging rules4. Develop dodging skills to lose a defender5. Develop drawing defence and understanding when to pass6. Apply rules and tactics to a game	<p>6. Apply the rules, skills and tactics to a game</p> <p>Netball:</p> <ol style="list-style-type: none">1. Develop passing and moving2. Use attacking principle of creating and using space3. Change direction and lose a defender4. Defend ball side and know when to go for interceptions5. Develop shooting action6. Use and apply skills and tactics to small sided games	<p>6. Work collaboratively in a team to develop the officiating skills of measuring, timing and recording.</p>
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