EYFS	<u>Autumn 1</u>	<u>Autumn 2</u>	Spring 1	Spring 2	Summer 1	Summer 2	
Potential Themes/ Interests of children	Starting School Autumn Harvest Family Who am I?	People Who Help Us Christmas Celebrations including Diwali	Winter Arctic environments Journeys The world around us Chinese New Year	Growing up - babies, generations Health inc. oral health Spring Easter The Farm	Life Cycles - butterflies, beans, sunflower Outdoors Gardening	Summer Hot environments Rock pools Mermaids Pirates Seaside	
Possible Celebrations & Experiences	Starting School, , Autumn, Black History Month,	Diwali , Bonfire Night, Children in Need, Remembrance Day, Advent, Christmas, Christmas Nativity People Who Help us visitors	Valentine's Day, Lunar New Year / Chinese New Year, Safer Internet Day	World Book Day, Comic Relief, Mother's Day, Pancake Day, Easter		Father's Day , Sports Day, Transition	
P.E.	Statutory Guidance from the EYFS Framework for Physical Development: Physical activity is vital in children's all-round development, enabling them to pursue happy, healthy and active lives. Gross and fine motor experiences develop incrementally throughout early childhood, starting with sensory explorations and the development of a child's strength, co-ordination and positional awareness through tummy time, crawling and play movement with both objects and adults. By creating games and providing opportunities for play both indoors and outdoors, adults can support children to develop their core strength, stability, balance, spatial awareness, co-ordination and agility. Gross motor skills provide the foundation for developing healthy bodies and social and emotional well-being. Fine motor control and precision helps with hand-eye co-ordination, which is later linked to early literacy. Repeated and varied opportunities to explore and play with small world activities, puzzles, arts and crafts and the practice of using small tools, with feedback and support from adults, allow children to develop proficiency, control and confidence.						
NURSERY General yearly Physical Development progression	 Supporting children to pick up heavier items with two hands and handling heavier objects carefully – or asking for support. Balancing on one foot for short periods of time – still or hopping. Learning to climb with care. Learning to navigate simple obstacles e.g. walking across planks, jumping off small steps. Learning how to co-ordinate a large ball e.g. rolling, throwing, catching, playing games. 						
NURSERY GROSS MOTOR	Walk and crawl confidently. Climb using two	Begin to move slowly on a balance bike.	Children putting on their own coat (needing support to	Children can kick a large ball with some control. Children	To use a balance bike more confidently. To run	To make up own movements	

Intent Vocabulary Implementation

feet at a time. Knowing how to scoop and pour e.g. sand, mud. To run around the setting with some control and direction. Clapping and stamping to music. Walk, crawl, skill, carefully, safe, safely, scoop, use, pour, dia, tools, sand, mud, water, run, careful, clappina, stamping. Children playing aames that involve walking and crawling, adults modellina good posture when walking and crawling, children supported on a climbing frame physically and verbally, children having access to mud, sand, water, children dancing and clapping during

Begin to use a climbing frame with support from an adult. Being able to use a swina with some independence. Balance, careful, bike, safe, safely, climb, high, feet, watch, hands, help, swing, kick, move, jump. Children usina balance bikes with guidance from adults in the provision, children havina access to a climbina frame and supported to use them. children usina a swing and verbally supported or modelled to how to use.

do their coat up still), Children putting on their own shoes. Going up and down stairs with control and balance. Coat. independently, by vourself, help, ask, shoes, up, down, watch, careful, safely, control, balance. Children encouraged to put on their coat and

shown how to do
this step by step,
children
encouraged to put
on their shoes and
shown how to do
this step by step,
children going up
and down stairs to
develop
confidence and
independence to
do so.

can throw a ball with some control. To beain to balance on one leg. To dance with control using different parts of their body. To use the available equipment to create an obstacle course to navigate. Kick, large, ball, hands, feet, fast, slow, watch, control, balance, lea, hop, iump, still, dance, obstacle, move, jump.

Children having a range of different sized balls to play with independently, children supported to balance on one leg and playing games where they balance on one leg, children provided with music to dance to and adults to model dances for children to follow.

with more confidence and skill. To independently use a climbing frame or similar resource. To begin to show good posture when sitting on the carpet. Balance, bike, look, watch, careful, skill, navigate, independently, climb, frame, careful, safe, straight, cross legs, cross arms, smart sitting. Children havina access to balance bikes to use

independently,

Children having

access to a

climbina frame and

obstacle like

equipment, children

aiven time to sit and

listen on the carpet

and supported to sit

correctly during this

time.

with their body. To beain to use their core muscle strenath to achieve aood posture when sitting on the floor or at the table. To be able to climb safely. Children choosing the riaht equipment to move safely. Dance. Move, Sit, sitting up, straight, smart sitting, posture, floor, carpet, table, pen, pencil, scissors, ball. racket, rope, cone. Children having music to dance to and move to. Children sitting at tables, sittina on the carpet, children

	a guided singing time.					having access to a range of tools and	
						equipment such as pens,	
						scissors, balls,	
						rackets, cones to use.	
						cories to use.	
RECEPTION	Children wil	l develop overall bod	dy strength, co-ordinati	on, balance, and agilit	y to support lessons in c	lance,	
General yearly	gymnastics						
Physical				e of tools safely and co			
Development				es, scissors, knives, forks,			
progression	Children will develop a good posture when sitting at a table (classroom and dinner times) Develop a good pencil grip ready for Year 1 writing expectations.						
RECEPTION	Begin to use their	Begin to develop	Continue to	Negotiates space	Using equipment	Negotiate	
GROSS MOTOR	core muscle	overall body;	develop overall	successfully and can	safely with	space and	
	strength to	strength, balance,	body strength,	adjust speed and	consideration to	obstacles	
Intent	achieve good	co-ordination,	balance and	direction.	others.	safely.	
Vocabulary	posture when	balance and	coordination.	Showing increasing	Move in a range of	Show	
Implementation	sitting on the floor	agility. Experiment	Strength, balance,	control with a ball.	ways confidently	strength,	
	or at the table.	moving in	coordination, climb,		including running,	balance and	
	Begin to safely	different ways.	dance, dance	Space, surroundings,	jumping, dancing,	coordination	
	use tools and	Sit, sitting up,	move, music, shape,	aware, speed,	hopping, skipping	when playing.	
	equipment.	straight, smart	shape names,	direction, control,	and climbing.	Developing in	
	Sit, sitting up,	sitting, balance,	tension, floppy.	ball, looking, racket,	Equipment, ball,	ability when	
	straight, smart	follow me, climb,	P.E Lessons focusing	hands, eyes.	cones, safety,	dancing to	
	sitting, posture,	apparatus, mats,	on strength and	Moving around	careful, running,	music.	
	floor, carpet,	slither, crawl, skip,	balance – using	during P.E lessons	jumping, stepping,	Space,	
	table, pen,	jump, hop, side	equipment to climb,	and negotiating	dancing, hopping,	carefully,	
	pencil, scissors,	step.	using mats to make	around a range of	skipping, climbing.	aware,	
	ball, racket, rope,	P.E Lessons	a range of shapes	obstacles at	Children having	surroundings,	
	Children sitting at	focusing on	with their body,	different speeds –	access to a range of tools and	direction,	
	Children sitting at tables, sitting on	strength and balance – using	listening to music and experimenting	replicating it outside in their play	equipment such as	speed, strength,	
	the carpet,	equipment to	with moving their		pens, scissors, balls,	coordination,	
	children having	climb, using mats	body, copying		rackets, cones to	play, playing,	
	access to a	to make a range	body, copying		use – children	running,	

	range of tools and equipment such as pens, scissors, balls, rackets, cones to use.	of shapes with their body, moving around the sports hall in different ways.	dance moves and creating their own.		reminded to use this carefully around other children.	jumping, hopping, skipping, climbing, moving, travelling. Adults prompting children to run safely, adults supporting children with gross motor skills by setting up activities and children having
						access to the equipment at
						all times.
RECEPTION	Children using	Children	Developing an	Children forming	Confidently using	Children using
FINE MOTOR	pencils and other	continuing to	effective pencil grip.	recognisable letters	scissors and small	the tripod
	equipment	develop their fine	Developing skill	with an effective	tools.	grip.
Intent	comfortably for	motor skills.	when using tools	pencil grip.	Beginning to use a	Using a range
Vocabulary	them.	Children	including scissors.	Letters, trace,	tripod grip to draw	of small tools.
Implementation	Children making	beginning to learn	Pencil, grip, hand,	rhymes, pencil grip.	and write	Showing
	snips in paper	correct letter	fingers, skill, scissors,	Children being	accurately.	accuracy
	either using one	formations and	snips, control.	taught letter	Scissors, small tools,	when
	hand or two.	use these in their	Adults supporting	formations, incorrect	tripod, fingers, draw,	drawing.
	Pencils, tools,	writing.	children to develop	formations being	pencils.	Tripod, pencil,
	equipment,	Pen, pencils,	their pencil grip -	corrected and	Adults supporting	grip, skill,
	safely, hand,	scissors,	verbally, moving	teachers supporting	children to develop	tools, pen,
	scissors, snips.	paintbrush, finger,	fingers, pencil grips if	children to correct	their pencil grip -	pencil,
	Pencils available	finger strong,	children need	these, Adults	verbally, moving	scissors,
	for children at all	dough, dough	support. Scissors and	supporting children	fingers, pencil grips if	weaving,
	times, scissors	disco, letter	small tools available	to develop their	children need	threading,
	available for	formation, letters,	in provision for	pencil grip –	support. Scissors and	accuracy,
	children to use,	rhymes, writing.	children as well as	verbally, moving	small tools available	drawing,

	activities for children that include mark making, name writing and snipping paper.	Fine motor activities in the class as well as adult guided activities – drawing, writing, cutting, tracing ect. Weekly handwriting lessons – children introduces to new formations to copy and then use during writing activities.	guided activities using these materials.	fingers, pencil grips if children need support.	in provision for children as well as guided activities using these materials.	detail, tracing. Adults supporting children to develop their pencil grip – verbally, moving fingers, pencil grips if children need support. Scissors and small tools available in provision for children as well as guided
POTENTIAL P.E. PASSPORT LINKS	RECEPTION – FUNDAMENTAL MOVEMENT SKILLS ALL – FINE MOTOR SKILLS	AN ADVENTURE WITH THE EMERGENCY SERVICES RECEPTION BALANCE BIKES	MULTI SKILLS BOOTCAMP NURSERY/RECEPTION YOGA	A DAY ON THE FARM NURSERY GYMNASTICS – TRAVELLING, STOPPING AND MAKING SHAPES RECEPTION- GYMNASTICS- FLIGHT, BOUNCING, JUMPING AND LANDING	NURSERY/RECEPTION ATHLETICS 1	activities using these materials. AN ENCOUNTER WITH PIRATES NURSERY- DANCE- COPY AND EXPOLRE RECEPTION- DANCE - SEASONS MULTI SKILLS BOOTCAMP

	01.11.	A 4 11° 1.00			1 (22)	01.11.
	Striking and	Multi-skills –	Dance – Animals	Invasion Games skills	Target Games 1 (PP)	Striking and
	Fielding skills 1	Bootcamp	Perform dances	1 (PP)	Throw with	Fielding skills
	(PP)Cricket	To develop core	using simple	Learn how to	accuracy to hit a	(PP)
	To develop	strength, stability	movement patterns.	intercept an	target both near	Strike a ball
	hand-eye	and resilience	Travel, Stillness,	opposing team	and far	and get into
	coordination.	Personal	Direction	Free space, Own	Work together as a	a space to
	To develop	challenge, core,	Space, Beginning,	space	team to complete	field
	catching skills	strength,	Middle	Opposite, Team	an activity	
	batting, pitch,	resilience	End, unison, canon,		Throwing, moving	Hit a ball with
	strike, on the		mirroring		target, obstacles,	a bat
	move,				speed, distance	Controlling,
	communication,					Shooting
	bowling,					Scoring
	fielding, wickets					
	Fundamental	Net and wall	Gymnastics –	Multi-skills –	Object	Athletics (PP)
	movement skills 2	games skills 1 (PP)	Balancing and	Bootcamp	manipulation	Practice a
1	(PP)	How to send and	spinning (PP)	To develop core	(PP)	variety of skills
	To work as a	receive a ball.	Balance and spin on	strength, stability	To develop control	such as
	team to	Learnt what a	a variety of different	and resilience	over an object by	running,
	complete games	ready position	body parts	Personal challenge,	throwing, kicking	hopping,
	and work on fine	looks like.	Explore a variety of	core, strength,	and dribbling.	skipping,
	motor skills	Rebound, Follow,	apparatus moving	resilience	move, kick, throw,	balancing
	Free space, Own	Aiming	in different ways		dribble, object	and throwing
	space, Opposite,	Speed, Direction,	in amoroni waya			aria irii o viirig
	Team	Passing	extension, roll, copy,			Sports day.
	100111	Controlling	pathway, along,			Accelerate,
		Cormoning	jump, land,			Baton, Relay,
			balance, tension,			Push
			curved, straight			Take off,
			corvea, siraigini			Landing,
						Evaluate
						Improve
	Target Games Tri-	Gymnastics –	Gymnastics –	Striking and fielding	Target games 3 (PP)	Athletics 2
	golf (PP)	spinning, turning,	stretching, curling,	game skills 2 (PP)	Show me how to	(PP)
	What are the two	twisting (PP)	arching (PP)	To bowl overarm	position your body	Striking and
2	different clubs	To model what	To use arms to help	To return a ball	to throw well.	Fielding -
4	called which we	these words	me hop.	underarm	Show me how to	Show me
	use in golf?	mean	To make a W shape	To strike a ball.	stand to roll a ball	what these
	036 III GOII Y	mean	to receive a catch	10 SHIKE G DOIL.	consistency,	words mean
			10 leceive a calcil		COLISISTELICY,	WOIGS ITIEGIT

	Show me how to use each of them. Power, speed, accuracy, distance, timing	Tall Narrow Spring Crawl Tension Curve	combinations, sequence, front, back, routine, transitions	bowling, behaviour, acceptance, rules, backing up	obstacles, moving target, different heights	Leap Skip Hop Overarm Underarm Leap, Skip, Hop, Overarm, Underarm
	Multi-skills Bootcamp To develop core strength, stability and resilience Personal challenge, core, strength, resilience	Invasion Games (PP) To pass a ball and o move into space to receive a pass To bend down using my knees and not by bending my back when playing a game to keep safe dodge, pass, throw, bend, receive	Yoga (PP) Why it is important to have quite while performing yoga. Show me what 3 part breathing is. Breathing, relaxation, position	Multi-skills Bootcamp To develop core strength, stability and resilience Personal challenge, core, strength, resilience	Fundamental movement skills 3 (PP) Show me how to dribble and pass a ball. Show me 3 ways to jump. Catching, Throwing, Follow, Aiming, Speed, Direction	Dance – mini beasts (PP) To describe what rhythm means To describe what space means. Feelings, Body parts, Levels Directions, Pathways, Speed Rhythm
3	Gymnastics (PP) Creating sequences using symmetrical and asymmetrical gymnastics moves Children know what symmetrical shapes look like. Children know how to work in time with a partner.	Invasion Game Skills(PP) Learning to dodge, attack and defend with a ball Children know how to travel with their head up. Children can attack and defend. attack, receive, shield, hands,	Athletics (PP) Running, jumping, throwing techniques Children know how to start a sprint race. Children know the technique associated with hurdling. Children know how to high jump. Children know the pull technique when throwing.	Invasion: Handball (PP) Attacking and defending, using various tactics Children know the various rules of handball. Children know the importance of demonstrating values of teamwork and sportsmanship.	Net and Wall: Tennis (PP) Sending and retrieving a ball using various tactics Children know what the ready position is. Children know to hit the ball with a full backswing. Children know the rules of tennis and how to score. Keeping score, Making space	Invasion: Hockey (PP) Attacking and defending, using various tactics Children know the rules of hockey. Children know the techniques for push passing.

Children know different ways of performing with a partner. Symmetrical, Asymmetrical Combination, Evaluate, Improve	feet, control, dodge, evade	Children can improve on personal bests. Time, Stamina, obstacles Underarm, Overarm, Hurdles Landing, Sprint, Steady, pace	dummy, pass, move, close down, protect space, defend	Pass/send/receive	Children know the importance of good close control. Defending, Hitting, Stance
Dance-Stone Age (Dance2Schools) Children know how to translate images in to actions to communicate meaning. Space, Repeat, Dance Phrase Improvisation, Character, Gesture, Repetition Action and reaction	Multi-skills Bootcamp To develop core strength, stability and resilience Personal challenge, core, strength, resilience	Yoga (PP) Meditation and control. Children know breathing techniques. Children know how to meditate. Children know how to relax. breathing, pose, relaxation	Gymnastics- perform a range of gymnastic movements, linking movements seamlessly (PP) Children know the difference between a point and a patch. Children can spin with control. Children know how to perform asymmetrically and symmetrically and on different levels. Children have good quality transitions between movements. Symmetrical, Asymmetrical Combination, Evaluate, Improve	Multi-skills Bootcamp To develop core strength, stability and resilience Personal challenge, core, strength, resilience	Dance- Egyptians (PP) Children know how to translate images in to actions to communicate meaning. Space, Repeat, Dance Phrase Improvisation, Character, Gesture, Repetition Action and reaction

4	Ultimate Frisbee Throw a backhand pass. Perform a crocodile catch Perform a pivot turn. Throw a curve pass. Demonstrate competence in the key skill of the game. Points, Goals, Rules, Tactics, Batting, Fielding, Offside, Pitch	Dodgeball (Net and Wall games) PP Develop the following skills: throwing, speed, agility, accuracy, dodging and teamwork. Keep possession, Keep the ball Scoring goals, Keeping score Making space, Pass/send/receive	Football - PP Dribble and control the ball in a marked-out area. Develop their agility and coordination skills. Effectively passing and receiving the ball. Develop and demonstrate sportsmanship Points, Goals, Rules, Tactics, Batting, Fielding, Offside, Pitch	Basketball (Invasion games) PP Dribble and control the ball in a marked- out area. Develop their agility and coordination skills. Effectively passing and receiving the ball. Develop and demonstrate sportsmanship Points, Goals, Rules, Tactics, Batting, Fielding, Offside, Pitch	Athletics - PP Recognise and name some athletic events and techniques. Practise existing basic running, throwing and jumping skills. Show some control and co-ordination when running and performing a jump or throw. Hurdles, Landing, Control, Preferred, Landing foot, Time Stamina, Obstacles, Stance	Rounders Catch high balls comfortably Backpedal to catch balls over me How to keep score To call my name if going for a high catch Defending, Hitting, Stance, Rounder, Backstop
	Gymnastics (Arching and bridging) PP Children will develop their balancing, flexibility and core strength throughout the gymnastic sessions. They will also begin to link skills to perform actions and sequences of movement. This will then lead onto the children being able to	Archery Demonstrate proper stance, nocking, targeting, and release techniques. Follow basic safety procedures involved in handling and using archery equipment. Develop the basic skills necessary to enjoy archery as a sport. stance, nocking, targeting, release	Multi-skills Bootcamp To develop core strength, stability and resilience Personal challenge, core, strength, resilience	Gymnastics (Skills 2 – Balance) PP Develop flexibility, strength, technique, control and balance by learning how to perform a range of: jumps, leaps, rolls, vault movements and round-offs. Choose effective linking moves to create sequences of movement. Adapt, improve and perform a movement sequence.	Dance How to listen to other people's ideas and vocalise my own thoughts Show use of Canon and changes in Formation when creating and performing group section Space, Repeat, Dance Phrase Improvisation, Character, Gesture, Repetition, Action and reaction Swimming	Athletics Travel changing direction and speed easily. Show an awareness of space and know how to use it in games. Describe what happens to their breathing and heart rate during

-	T		_	
perform with		Level, Wide, Tucked,	use a range of	different
control and		Straight	strokes effectively	activity.
poise.		Twisted,	Swim competently,	Develop
Level, Wide,		Constructive	confidently and	reaction,
Tucked, Straight			proficiently over a	control and
Twisted,		Swimming	distance of at least	consistency in
Constructive		use a range of	25 metres	their skills.
		strokes effectively		Change
		Swim competently,	front crawl, back	direction and
		confidently and	stroke, breast stroke	speed
		proficiently over a	sireke, breast sireke	Hurdles,
		distance of at least		Landing,
		25 metres		Control,
		front crawl, back		Preferred,
		stroke, breast stroke		· ·
		SHOKE, DIEUSI SHOKE		Landing foot, Time
				Stamina,
				· ·
				Obstacles,
				Stance
				Swimming
				use a range
				of strokes
				effectively
				Swim
				competently,
				confidently
				and
				proficiently
				over a
				distance of at
				least 25
				metres
				front crawl,
				back stroke,
				breast stroke
				DIEGNI NIOKE

	Dance (PP)	Yoga	Net and Wall -	Gymnastics-	Handball (PP)	Danish
	Explain what is	Children know	Tennis (PP)	mirroring and	Explain the rules of	Longball (PP)
	meant by action	breathing	Explain the rules of	contrasting (PP)	the game	Explain the
	and reaction	techniques.	the game	What does	Explain how to play	rules of the
	How did you use	Children know	Explain how to play	mirroring/contrasting	Take part in the	game
	these in your	how to meditate.	Take part in the	mean?	game, safely	Explain how
	dance last year?	Children know	game, safely	Explain/show the	Defending, Support,	to play
	Variation,	how to relax.	Court, Target, Net,	following terms:	Marking, Covering,	Take part in
	Improvisation,	Children to	Defending	Rotation	Repossession,	the game,
	Unison, Canon,	develop flexibility	Hitting, Stance,	Stamina	Attackers,	safely
	Action	and core strength	Forehand,	Tucked	Defenders, Marking,	Shooting,
	Reaction, Motif,		Backhand	Combine	_	Shield ball
	Phrase	pose, position, affirmation	Backnana		Team play	
		dilimation		Safety Detation Stansing		Width, Depth
	Interpret,			Rotation, Stamina,		
	Exploration			Tucked, Combine,		
				Safety		
	Health Related	Team building	Gymnastics-	OAA (PP)	Invasion game skills	Athletics (PP)
	Fitness (PP)	and problem	synchronisation and	Explain what	4 (PP)	Explain/show:
5	Talk about the	solving (PP)	canon (PP)	orienteering is	Explain the rules of	Landing foot
3	importance of	Explain how to	What does	Follow a map	the game	Hurdles
	keeping healthy	work well as a	canon/unison	work as a team	Explain how to play	Stance
	Explain ways in	team	mean?	team, orienteering,	Take part in the	Stamina
	which we can	Solve problems as	Explain/show the	location, direction,	game, safely	Approach
	keep healthy	a team	following terms:	accuracy	Defending, Support,	Stamina,
	health, fitness,	team,	Rotation	decordey	Marking	Time,
	wellbeing,	orienteering,	Stamina		Covering,	Projectory
	physical, mental,	location,	Tucked		Repossession	Release,
	balance	direction,	Combine		Attackers,	Performance
	balance	accuracy	Combine		Defenders	Accuracy,
		accoracy	Confort.		Marking, Team play	Target, Time
		Multi-skills	Safety		Marking, realth play	Position,
		Bootcamp			Multi-skills	Measure,
						Control
		To develop core			Bootcamp	Cornio
		strength, stability and resilience			To develop core	
		and resilience			strength, stability and resilience	
		Personal			and resilience	
		challenge, core,				

	strength, resilience			Personal challenge, core, strength, resilience	
Invasion – Tag Rugby Running: Player need speed an agility to evade defenders and make breaks toward the try line. Passing: Accurate passir is crucial, with players often using a lateral of backward pass, as forward passes are not allowed. Tagging (Defending): Players must practice reaching out to remove an opponent's tag quickly and accurately to stop their progress. Dodging: The ability to chang direction quickle	Explain/show: Landing foot Hurdles Stance Stamina Approach Leading leg, Hurdles, Throwing Speed, Accuracy, Take off, Stamina	Competitive- Skittleball Attacking Defending Teamwork Competition Chest pass landing foot, pivot and stepping Attacking, Defending, Teamwork, Competition, Chest pass, landing foot, pivot, stepping	Gymnastics – (Group Sequences PP) sequence of rolls formations and pathways change the dynamics within a sequence adapt a floor sequence to make it work on the apparatus Tension, Inverted, Judge, Dynamics, Combination, Canon Counter-tension, Counter-balance, Criteria, Performance Imaginative, Parallel, Creativity Flight, Timing,	Outdoor Activities (Residential) The importance of having a plan before I undertake a challenge How to keep a partner safe Where I need to position myself to give clear instructions and keep my partner safe How to use a simple map to navigate myself around Planning, leadership, communication, adaptability, coordination, enthusiasm	Athletics (PP) How to control my running over middle distance How running a bend differs from running a straight How to throw safely as part of a group To use my non-throwing arm to help me throw My take off foot and lead leg How to hurdle efficiently Leading leg, Hurdles, Throwing Speed, Accuracy, Take off, Stamina

	 -	-				-
	helps players					
	avoid being					
	tagged.					
	Support Play: Off-					
	the-ball players					
	should position					
	themselves to					
	receive a pass					
	when					
	the ball carrier is					
	tagged.					
	Ball Handling:					
	Players need to					
	handle the ball					
	confidently,					
	catch passes,					
	and avoid					
	dropping the					
	ball.					
	Try					
	Tag					
	Offside					
	Knock on					
	Pass					
	Tag Belt					
	Restart					
	Attack					
	Defence					
	Multi-skills	Multi-skills	Dance (Dance	Invasion - Hockey	Dodgeball (PP)	Multi-skills
	Bootcamp	Speed Stacking	through the ages	(PP)	To aim low to get an	Bootcamp
	To develop core	Hand-eye	PP)	Push passing	opponent out	To develop
	strength, stability	coordination	(Swap with AT)	Indian Dribble	Not to turn my back	core strength,
	and resilience	3-6-3 formation	A motif	Jab tackle	on the other team	stability and
	Personal	1-10-1 formation	demonstrating	Pass and move	That by moving	resilience
	challenge, core,	Speed Stacking	agility, balance,	Attack and defend.	around I make	Personal
	strength,	formation, stack,	coordination and	Push passing, Indian	myself more difficult	challenge,
	resilience	hand-eye	precision	Dribble, Jab tackle,	to hit	core,
		coordination	Change static	Pass and move,		strength,
L			actions into	Attack and defend.		resilience

trave	lling	What my own
mover	nents	strengths are and
Commur	nication	where I can improve
Good t	iming,	Who to target on
execution	on and	the opposition and
performa	nce skills	what tactics might
Improvi	sation,	be best deployed
Unison,	Canon	opponent, tactics,
Action, Re	eaction,	team, instructions,
Motif, F	hrase	honesty, resilience,
Interpret, E	ploration	coordination,
		accuracy

These topics may be subject to change depending on links with external coaches, opportunities for competitions, resources and space constraints.