



Year 3 PE Curriculum Map – Autumn

Year 3 will have a 2-week block of swimming lessons during the Autumn term.

Autumn 1 <i>Invasion: Football</i>		Autumn 2 <i>Swimming</i>	
Lesson 1	To develop an understanding of how to dribble the ball keeping possession to beat an opponent.	Lesson 1	
Lesson 2	To develop dribbling in order to keep control and possession of the ball.	Lesson 2	
Lesson 3	To introduce passing and receiving in order to keep possession of the ball.	Lesson 3	
Lesson 4	To use pupil' prior knowledge and understanding of passing and dribbling, to create space whilst keeping possession, developing this concept into mini games.	Lesson 4	
Lesson 5	To develop passing, moving and dribbling building up into mini games where pupils must keep possession in order to win.	Lesson 5	
Lesson 6	To bring together the suggested sequence of learning into a level 1 tournament.	Lesson 6	
Autumn 1 <i>Outdoor Adventurous Activity: Orienteering</i>		Autumn 2 <i>Dance – Wild Animals</i>	
Lesson 1	To introduce the concept of a map or a plan and to be able to use a key correctly to help us navigate.	Lesson 1	To respond to different stimuli being able to sustain characters to add drama and emotion to the dance.
Lesson 2	To learn how to use a map to follow a route.	Lesson 2	To build on the character work adding drama and emotion to dance and to create motifs in pairs.
Lesson 3	To challenge pupils to orientate a map, locate points on the map, then travel to them and record what they find.	Lesson 3	To execute a wider variety of movements singly and in extended sequences, with a partner.
Lesson 4	To orientate a map and locate points in a set order and allocated time.	Lesson 4	To sustain their characters to add drama and emotion to their dance.
Lesson 5	To orientate a map and locate points in a set order and allocated time.	Lesson 5	To extend dance skills by using more complex actions.
Lesson 6	To bring the orienteering topic together into a competition.	Lesson 6	To bring together the choreography from the suggested sequence of learning to create a final performance.