	Session	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	1 & 2	Multiskills Use running, jumping, throwing and catching in isolation and in combination.	Gymnastics Use running, jumping, throwing and catching in isolation and in combination.	Orienteering Take part in outdoor and adventurous activity challenges both individually and within a team.	Dance Compare their performances with previous ones and demonstrate improvement to achieve their personal best.	Tennis	Athletics Use running, jumping, throwing and catching in isolation and in combination.
Year 4	1	Badminton	Dance Use running, jumping, throwing and catching in isolation and in combination.	Swimming Swim competently, confidently and proficiently over a distance of at least 25 metres. Use a range of strokes effectively. Perform safe self-rescue in different water-based situations.	Tag Ruby - Chiefs Tackling Numbers Use running, jumping, throwing and catching in isolation and in combination. Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending.	Quick - Sticks Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending.	Rounders Use running, jumping, throwing and catching in isolation and in combination.
	2	Badminton	Dance Use running, jumping, throwing and catching in isolation and in combination.	Gymnastics Use running, jumping, throwing and catching in isolation and in combination.	Ultimate Frisbee Use running, jumping, throwing and catching in isolation and in combination. Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending.	Quick - Sticks Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending.	Rounders Use running, jumping, throwing and catching in isolation and in combination.
Year 5	1	'3 Ball' Use running, jumping, throwing and catching in isolation and in combination.	Tri-Golf	Lacrosse Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending. Street dance (Just4Funk)	Street dance (Just4Funk)	Striking and Fielding Use running, jumping, throwing and catching in isolation and in combination.	Athletics Use running, jumping, throwing and catching in isolation and in combination.
	2	Gymnastics Use running, jumping, throwing and catching in isolation and in combination.	Gymnastics Use running, jumping, throwing and catching in isolation and in combination.	Gymnastics Use running, jumping, throwing and catching in isolation and in combination.	Tennis or Badminton	Street Surfing	Athletics of S&F Use running, jumping, throwing and catching in isolation and in combination.
Year 6	1	Tag Rugby Use running, jumping, throwing and catching in isolation and in combination. Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending.	Lacrosse Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending.	Gymnastics Use running, jumping, throwing and catching in isolation and in combination.	Net/Racket	Net/Racket	Net/Racket
	2	Tag Rugby Use running, jumping, throwing and catching in isolation and in combination. Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending.	Invasion Games Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending.	Handball/B.ball/Netball Use running, jumping, throwing and catching in isolation and in combination. Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending.	Handball/B.ball/Netball Use running, jumping, throwing and catching in isolation and in combination. Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending.	Striking and fielding Use running, jumping, throwing and catching in isolation and in combination.	Striking and fielding Use running, jumping, throwing and catching in isolation and in combination.