

Seaview Primary Curriculum 2022/2023

	Autumn 1		Autumn 2		Spring 1		Spring 2		Summer 1		Summer 2	
Year 1	Real PE: Physical	Mulit-skills Rolla Ball	Real PE: Social	Dance Moving Along	Real PE: Creative	Gym Making Shapes	Real PE: Cognitive	Games Beanbag Throw	Real PE: Personal	Athletics Colour Match	Real PE: Health and Fitness	Games 10 point hoop
Year 2	Real PE: Physical	Invasion Games Piggy in the middle	Real PE: Social	Dance Cat Dance	Real PE: Creative	Gym Families in Action	Real PE: Cognitive	Striking and Fielding Games Kick Rounders	Real PE: Personal	Athletics Off, Up and Away	Real PE: Health and Fitness	Net and Wall Games Mini Tennis I
Year 3	Real PE: Physical	Invasion games 3 Touch Ball (Football)	Real PE: Social	Dance Round the clock	Real PE: Creative	Gym Balancing Act	Real PE: Cognitive	Striking and fielding Games Run the loop	Real PE: Personal	Athletics Faster / Higher/ Further	Real PE: Health and Fitness	Net and Wall Games / OAA Target Baggers / Search and Rescue
Year 4	Real PE: Physical	Invasion games End Zone (Hockey)	Real PE: Social	Dance Indian Dance	Real PE: Creative	Gym Partner Work	Real PE: Cognitive	Striking and fielding Games Arc Rounders	Real PE: Personal	Athletics Furthest Five, Take Aim And Pass the Baton	Real PE: Health and Fitness	Net and Wall Games /OAA Mini Tennis 2 / Communicati on Challenge and Safely Across Durham

Year 5	Real PE: Physical	Invasion games Grid Rugby	Real PE: Social	Dance What's so Funny?	Real PE: Creative	Gym Acrobatic Gymnastics	Real PE: Cognitive	Striking and fielding Games Zone Rounders	Real PE: Personal	Athletics distance challenge	Real PE: Health and Fitness	Net and Wall Games /OAA What a racquet! / Crystal Challenge
Year 6	Real PE: Physical	Invasion games Tag Rugby	Real PE: Social	Dance Making the Grade	Real PE: Creative	Gym Group Dynamics	Real PE: Cognitive	Striking and fielding Games Zone Cricket	Real PE: Personal	Athletics 3 Jump challenge / distance challenge	Real PE: Health and Fitness	Net and Wall Games/ OAA Long and Thin or Short and Fat (Badminto n) / Beat the clock