# Track and field. Strength. Judge. Trajectory.

Recapped Key Vocabulary	
Relay	Safety
Baton	Rules
Targets	Set
Records	Over take
Distances	Power
Accuracy	Combination

# Why are we learning this?

In Year 6 pupils are often taught to improve their skills in the following areas: running, jumping, throwing and catching. Through these activities, children will develop control,

balance, flexibility and technique.

# Why is it important?

To encourage pupils to learn to lead a physically active life. To help bridge the transition to KS3 athletics,

# GGA-Year 6 - PE – Athletics Summer Term

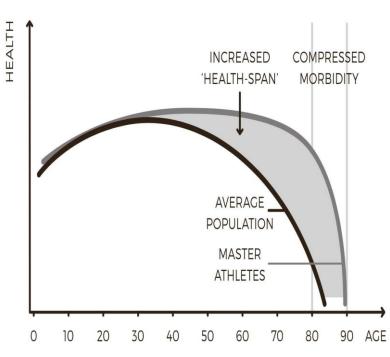
# Skills that I am going to learn.

Become confident and expert in a range of techniques and recognise their own success.

Apply strength and flexibility to a broad range of throwing, running and jumping activities.

Work in collaboration and demonstrate improvement when working with self and others.

Able to run as part of a relay team working at their maximum speed.





# GGA- Year 6 - PE – Cricket Summer Term

# Vocabulary

vocabulal y	
Tactics,	Shots,
Straight bat	Sweep Shot
Stance,	Cross,
Balls,	Forward
Shine	Turn
Offensive,	Wide,
No Ball,	Seam

# **Repeated Vocabulary**

Stance,	Fielding
Bails,	Boundary,
Field,	Defensive,
Innings,	Offensive

# Why are we learning this?

To understand the nuances and intricacies of playing competitive cricket so pupils can develop their overall view of the sport.

# Why is it important?

To take the playing and understanding of the game to the next level and ensuring pupils are KS3 ready for competitive cricket.

# Skills that I am going to learn.

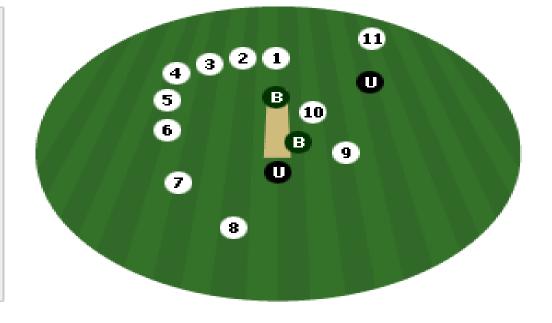
Attempt a small range of recognised shots in isolation and in competitive scenarios.

Use a range of tactics for attacking and defending in role of bowler, batter and fielder.

Become confident and expert in a range of techniques and recognise their own success.

Work in collaboration and demonstrate improvement when working with self and others.

- 1 Wicketkeeper
- 2 First slip
- 3 Second slip
- 4 Third slip
- 5 Gully
- 6 Cover
- 7 Mid-off
- 8 Bowler
- 9 Mid-on
- 10 Short leg
- 11 Fine leg
- **B** Batsman
- **U** Umpire



# GGA- Year 6 PE – Rounders Summer Term

# Predict, Place, Select, Tactics, Stance Pitch Layout

# **Repeated Vocabulary**

Defensive	Stance
Вох	Umpire
Batting square	Over,
Bowling square	Back stop
Offensive	Shot

## Why are we learning this?

To develop and add extra skills and tactics to your game to help become more competitive.

### Why is it important?

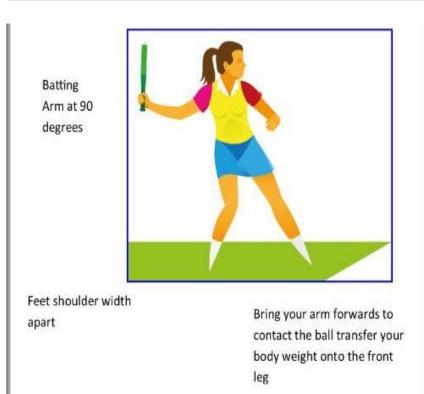
Rounders is a popular and important part of PE, particularly at KS3 and 4. It is important pupils understand and have a good grounding of the basic skills and tactics and are able to implement these in preparation for the next stages in their PE learning journey.

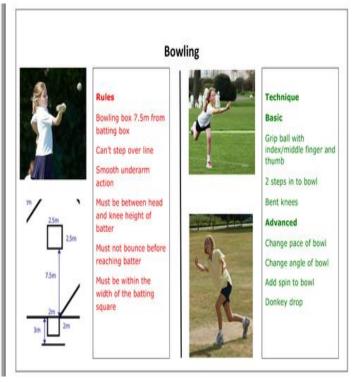
# Skills that I am going to learn.

Work in collaboration and demonstrate improvement when working with self and others.

Play small sided games using standard Rounders pitch layout.

Use a range of tactics for attacking and defending in role of bowler, batter and fielder.





# GGA- Year 6 - PE – Tennis Summer Term

Vocabulary	
Scoring system,	Court Lines,
Serve	Lob

Repeated Vocabulary	
Volley	Overhead
Singles	Doubles
Backhand	Tactics

# Why are we learning this?

To continue to add new and more advanced shots, tactics and game play to raise the level of the all round tennis player. This will be in preparation for KS3 and competitive tennis.

# Why is it important?

Tennis teaches you how to believe in yourself and how to trust your instincts.

Through preparation, endurance, confidence, determination, and teamwork, tennis teaches you how to succeed. It also helps prepare for the pupils next stage in their tennis development through KS3 and beyond.

# Skills that I am going to learn.

Develop backhand shots. Introduce the lob.

Begin to use full tennis scoring systems.

Continue developing doubles play and tactics to improve.

Can play in singles and doubles games.



Number of Points Won	Corresponding Call
0	"Love"
1	"15"
2	"30"
3	"40"
4	"Game"

Points Score Examples	Corresponding Call
3-4	"Advantage out"
4-3	"Advantage In"
4-4, 5-5, 6-6, etc.	"Deuce"
4-6, 3-5	"Game"