



	KELFORD SCHOOL – LONG TERM PLAN – Physical Development				
Key: EYFS Phase 1 & 2 Phase 3	Autumn 1	Autumn 2	Spring	Summer 1	Summer 2
ΤΟΡΙϹ	Who we are and Where we belong	Time travellers	Animal Kingdom	Our Beautiful Planet	Lights camera action
Cycle 1	Dance & Gymnastics Dance & Gymnastics Dance	Multi Skills Multi Skills – Striking Badminton	Ball skills – Football Ball Skills - Football Effects of Training – CV Fitness	Striking Activities Striking & Fielding Cricket	Athletics Athletics Athletics
TOPIC	Changes	Power to the people	Out of this world	We are the champions	The Carnival
Cycle 2	Dance & Gymnastics Dance & Gymnastics Dance	Multi Skills Multi Skills- Net Games Badminton & Tennis	Ball skills – Football Ball skills - Basketball Effects of Training – CV Fitness	Striking & Activities Striking & Fielding Rounders	Athletics Athletics Athletics
					Fuence Field to
ΤΟΡΙϹ	Evolution and revolution	Celebrate the world	Shaping the world	From Field to Fork – planting and planning	From Field to Fork/Glorious galleries.

 ** Rotherham United Football club deliver sessions to all classes across the academic year – when it is a class's turn to participate, they substitute the PE activity for this session and then come back to what they should have taught later in the year

Key Indicators (linked to Pupil Premium)

- 1. Engagement in regular PE/Physical activity
- 2. Raise profile of sport across school;
- 3. Increase confidence, knowledge and skills in teaching staff
- 4. Broader experiences of a range of activities
- 5. Increase participation in competitive sport





Cycle 1	Who we are and Where we belong	Time travellers	Animal Kingdom	Our Beautiful Planet	Lights camera action
Phase 1 (Year 1-3)	Dance & Gymnastics (Yr1) Listening to instructions Explore the space & environment Listen to music & explore ways of moving the body. Look at different ways to travel	Multi-Skills (Yr1) Listening to instructions Turn taking Listening to friends & peers Basic skills – throwing & catching, stopping a ball	Ball Skills -Football (Yr1) Listening to instructions Turn taking Control: Throwing & catching Rolling & passing a ball Stopping a ball Kicking into a direction with aim	Striking Activities (Yr1) Turn taking Listening to instructions Listening to friends & peers	Athletics (Yr1) Listening to instructions Turn taking Explore: Jumping Throwing Running
Phase 2 (Year 4-6)	Dance & Gymnastics (Yr4) Listening to instructions Move in coordinated way Link, combine & perform a short sequence Balance ideas	Multi-Skills (Yr4) Listening to instructions Control: Ball skills – throwing & catching, stopping & passing the ball Rules	Ball Skills - Football (Yr4) Listening to instructions Turn taking Stopping & passing Small sided games Rules	Striking & Fielding (Yr4) Listening to instructions Turn taking Reading maps & clues teamwork	Athletics (Yr4) Listening to instructions Turn taking Repeat throwing, jumping & running Explore measure – time & distance
Phase 3 (Year 7-9)	Dance & Gymnastics (Yr7) Explore movement ideas Link ideas into short routines Levels, speed, directions Performance – WWW/EBI	Multi-Skills (Yr7) Teamwork Selecting, combining & performing skills necessary Rules Boundaries of play	Effects of Training – Football (Yr7) Heartrate Warm-up & cool-down Impact of physical activity Passing & dribbling Control & accuracy Small sided games WWW/EBI	Cricket (Yr7) Throwing & catching Hitting & fielding	Athletics (Yr7) Accuracy & good technique for throwing & jumping Pace when running Measure – time & distance WWW/EBI





Cycle 2	Changes	Power to the people	Out of this world	We are the champions	The Carnival
Phase 1 (Year 1-3)	Dance & Gymnastics (Yr2) Listening to instructions Turn taking Copy & repeat movements to action songs Start to work on simple routines/sequences Coordination	Multi-Skills (Yr2) Listening to instructions Turn taking Develop basic movements – jumping, running, throwing & catching Control accuracy	Ball Skills - Football (Yr2) Listening to instructions Turn taking Control – stopping the ball Begin working with a partner	Striking Activities (Yr2) Listening to instructions Turn taking Listening to friends & peers Begin reading clues & maps	Athletics (Yr2) Listening to instructions Turn taking Control & accuracy of throws, jumps & running
Phase 2 (Year 4-6)	Dance & Gymnastics (Yr5) Control Travel & balance Imagination Sequence/routines	Multi-Skills (Yr5) Work cooperatively Control of body Accuracy of skills	Ball Skills - Football (Yr5) Power Accuracy Awareness of space Possession in small sided games	Striking & Fielding (Yr5) Group work Listening to others Clues & maps Problem solving	Athletics (Yr5) Springing & distance running Range of throwing actions Agility Control & accuracy
Phase 3 (Year 7-9)	Dance & Gymnastics (Yr8) Decide on own music to create a routine to Select, combine & perform movement ideas & balances Beat pattern Convey expression WWW/EBI	Badminton/Tennis (Yr8) Racket control – forehand & backhand Accuracy of shot over a net Hand-eye coordination Scoring system Boundaries of play WWW/EBI	Effects of Training - Football (Yr8) Heart as a muscle Recognise good health balance Control & Accuracy – stopping, passing, dribbling Scoring Outwitting an opponent Rules & regulations Boundaries of play WWW/EBI	Rounders (Yr8) Throwing & catching Spatial awareness Hitting – directional play Outwitting an opponent Rules WWW/EBI	Athletics (Yr8) Perform with greater speed, fluency & accuracy in jumping, throwing & running Measure – time & distance WWW/EBI





Cycle 3	Evolution and revolution	Celebrate the world	Spring - Shaping the world	From Field to Fork	From field to fork/ Glorious Galleries
Phase 1 (Year 1-3)	Dance & Gymnastics (Yr3)	Multi-Skills (Yr3)	Ball Skills - Football (Yr3)	Striking Activities (Yr3)	Athletics (Yr3)
	Listening to instructions	Listening to instructions	Listening to instructions	Listening to instructions	Listening to instructions
	Working in pairs	Turn taking	Turn taking	Turn taking	Turn taking
	Spatial awareness	Control	Control of ball – stopping,	Reading instructions	Control of jumps, running
	Select, combine &	Accuracy	dribbling, movements	Group discussions – clues	& throwing
	perform a simple	Working in pairs/small	Accuracy – aim & direction	Reading maps	Measurement – time &
	sequence – action songs	teams			distance
		Rules of play			
Phase 2 (Year 4-6)	Dance & Gymnastics (Yr6)	Multi-Skills (Yr6)	Ball Skills - Football (Yr6)	Striking & Fielding (Yr6)	Athletics (Yr6)
	Precision, control & fluency	Sending, receiving &	Combine stopping, moving,	Work with a partner or in	Pace during running
	Direction, levels, speed	travelling	passing skills	small groups	Power & strength
	Performances – WWW/EBI	Perform with speed, fluency	Small sided games	Map reading	Measure – time & distance
		& accuracy	Accuracy & power	Teamwork	
Phase 3 (Year 7-9)	Dance & Trampolining (Yr9)	Badminton/Tennis (Yr9)	Effects of Training - Football (Yr9)	Rounders & Cricket (Yr9)	Athletics (Yr9)
		Repeat shots – forehand &		Fielding – position of play	Competition – jumping,
	Experience a variety of	backhand	Health benefits	Hitting – accuracy, control,	running & throwing
	action songs from across the	Introduce drop shot	Design own warm-up & cool-	aim & direction	Accuracy & control
	decades	Outwitting an opponent	down routines	Scoring	Measure – time & distance
	Select & combine movement	Scoring	Games – zones	Throwing & catching	Personal best
	ideas	Boundaries of play	Attack & defence	accuracy	WWW/EBI
	Body control & tension	Doubles play	Outwitting an opponent	Boundaries & rules of play	
	Accuracy of movement	WW/EBI	Rules	WWW/EBI	
	Beat patterns		Referee WWW/EBI		
	WWW/EBI		VV VV VV/EBI		





At Kelford school, the Sensory development curriculum is bespoke and there is no aim for students to complete any aspects built into this. This type of curriculum is intended to support the overall development and progression for students and allows them to access their entitlement with regards to sensory aspects and therapies to enable both their sensory and physical development.

KELFORD SCHOOL – LONG TERM PLAN – Sensory Development				
	Activities Available	Impact of Activities		
Areas of Curriculum		This programme is designed to halt the spiral of inactivity, increase physical activity and optimise physical functioning through the learning and		
Motor Activity Training Programme (MATP)	Mobility – commando crawling, rolling, stepping onto and over objects, stepping on different surfaces Dexterity – Fine finger manipulation grasp and release and maintenance of grasp Striking – Table top activities and using upper body Kicking – laying on the ground and seated	development of skills, students will have the opportunities for: Feeling involved in a variety of activities Explore a variety of sensory and physical aspects to increase and improve concentration coordination and control Realisation -becoming aware of something new (equipment or skills) Anticipation – predicting something new (is the ball coming back?) Persistence – continuing a course of action in spite of difficulty (new skill not performed before, physical difficulties) Initiation – introduction to a new skill Enjoyment – process of taking pleasure in something		
Sensory Circuits	 3 types of activities in a circuit Alerting Organising Calming Activities should be done in a set order for best outcomes. Each activity should be done for about 1 minute The following slides are examples of ideas from each section but other ideas could be used Activities can be graded to suit individual children or as they become more skilled. 	A series of activities done at the start of the school day to help children become ready to work. Food for the brain – giving children opportunities to get the right/best sort of sensory input Repetition of activities to help them develop better processing and integration of sensory input.		





Rebound	Rebound therapy uses bounce, momentum and rhythm to facilitate active movement in a gravity free scenario. It is fun and challenging activity enjoyed by children of all ages and all abilities	This is a therapeutic exercise for individuals with a range of physical and learning disabilities on a trampoline. Rebound therapy improves both high and low muscle tone as well as cardiovascular fitness. It is appropriate for children who have a lack of awareness of body position, reduced sensation and problems with posture.
Hydrotherapy	Hydrotherapy involves carrying out exercises and specific physiotherapy techniques in warm water to help relieve pain, relax and strengthen muscles, increase circulation and subsequently improve function.	Hydrotherapy allows students who have limited mobility to maximise their mobility in water, other benefits include: Reduced pain Faster recovery from surgery Re-education and encouragement of normal movement Allows standing for those who are unable to weight-bare out of water – the buoyancy effects of water Improves walking technique Improves aerobic fitness levels Improves balance & coordination Increases strength and weak muscles Increases range of movement of joints Improves independence and function Improves circulation Mobilises and lengthens muscles Improves self-confidence Reduces fear of falling A relaxing & calming experience
Praxis Room	A range of exercises and small activities using a range of soft play equipment and apparatus.	A room developed specifically to support students to learn new skills and execute these in a controlled environment. This space is accessed on a 1:1 basis and allows for bespoke learning to take place.
White & Dark Rooms	Two separate rooms available for bespoke work on a 1:1 basis that helps supports visual impairments.	The white and dark rooms are specifically designed to encourage the development of students who require CVI support to help meet their needs as part of their bespoke curriculum. Students work 1:1 with a trained CVI specialist and work on their set targets.