

PHYSICAL EDUCATION Year 7 Curriculum End Points and Key Vocabulary

	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Ethos Links	STEM – basic numeracy skills, basic movement science of the body Learning Habits: Organisation, Planning	Milton Keynes – opportunities available, role models Learning Habits: Communication, Learning from mistakes	Milton Keynes – local challenges Character – leadership, kindness Learning Habits: Listening, Thinking	Character – Resilience, Confidence, commitment STEM- scoring Learning Habits: Resilience	STEM – basic numeracy skills, hand-eye co- ordination Character – resilience Learning Habits: Perseverance, Questioning	Character – resilience, tolerance, working as a team, leadership MK – links to clubs Learning Habits: Analysing, Evaluating
Unit	Physical Literacy	Invasion Games	Problem Solving	Individual Challenges	Maximum Performance	Team Games
Learning End Points	By the end of this unit students will know and understand: Components of a warmup. Reasons for doing a warmup. Technique for running — arms in, high knees, head straight. Increase the size of a jump — use arms.	By the end of this unit students will know and understand: The importance of communication in team games. How to attack in a team game. How to defend in a team game. Some rules of rugby/ netball/basketball/football.	By the end of this unit students will know and understand: Importance of a cool down. Some rules of badminton. OAA – outdoor adventurous activities, orienteering, map reading.	By the end of this unit students will know and understand: The importance of a healthy, active lifestyle. Some rules of cricket. Technique – how to hold a bat correctly, how to change body position depending on	By the end of this unit students will know and understand: Technique of throwing athletics equipment – discus, javelin, shot. Safety aspects of athletics.	By the end of this unit students will know and understand: How to run and pass a ball effectively. How to shoot a ball. How to hold a tennis racket correctly. Some rules of tennis and rounders.

				the type of hit.		
	Co-ordination	Pass	Serve	Distance (metres)	Distance (metres)	Captain
	Balance	Tackle	Tram lines	Time (minutes/secs)	Time (minutes/secs)	Coach
	Agility	Defending	Net	Weights	Weight	Attacking Hit
	Mobility	Attacking	Shuttlecock	Components of	Projection	Defensive Hit
Key Vocabulary	Flexibility	Marking	Map reading	fitness	Angle	Keeper
	Power	Goalkeeping	Leader	Cardiovascular	Javelin	Swing
	Strength	Foul	Orienteering	endurance	Shot Put	Hand-Eye Co-
	Stamina	Offside		Speed	Discus	Ordination
	Reaction Time	Penalty				