

Athletics

1/4	Admedes	S. C. C. I.
Y1	I can use varying speeds when running	<u>Run-</u> fast, slow Jump
	I can explore footwork patterns	<u>Throw</u> , high, low, far, close, aim
	I can explore arm mobility	Equipment- cones, beanbags, balls
	I can explore different methods of throwing	
	I can practise short distance running	
Y2	I can run with agility and confidence	Run- sprint, jog, agility Jump-high/long jump Throw- Overarm/ underarm, distance, height, accuracy Equipment – skipping ropes, javelins, relay batons, Health
	I can hurdle an obstacle and maintain effective running style	
	I can learn the best jumping techniques for distance	
	I can throw different objects in a variety of ways	
	I can run for distance	
	I can run in relay-style team races	
	I can complete an obstacle course with control and agility	
	I can compete with myself and against others, knowing if I improve	
Y3	I can run in different directions and at different speeds, using a good technique	Run – Quickness, high knees Jump- Take off Flight phase Landing Throw- Push throw Equipment-hurdles
	I can focus on arm and leg action to improve sprinting technique	
	I can begin to combine running with jumping over hurdles	
	I can choose an appropriate running technique for the distance	Fitness
	I can improve throwing technique	
	I can use one and two feet to take off and land with	
	I can develop an effective take off for standing long jump	
	I can develop effective flight phase for standing long jump	
	I can perform a push throw (tennis ball/ chest pass)	
	Compete in a mini competition, recording scores	
Y4	I can select and maintain a running pace for different distances	Run-Endurance, Heart rate Jump-Hop, skip/step, jump (triple jump) Throw-Pull throw Wellbeing Equipment-trundle wheel
	I can demonstrate good running technique in a competitive	
	situation	
	I can understand which technique is most effective when jumping for distance	
	I can combine a hop, skip and jump for standing triple jump	
	I can practise throwing with power and accuracy	



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	I can perform a pull throw (javelin, cricket, football throw in)	
	I can measure throw distance with some support	
	I can explore different footwork patterns	
	I can utilise all the skills learned in this unit in a competitive situation	
	I can begin to measure distances jumped with support if needed	
Y5	I can use correct technique to run at speed	Run-Standing Vertical Jump, - Efficient, Power (explosive power) Throw-fling throw Equipment-Discus/coit
	I can develop the ability to run for distance	
	I can use techniques of relay running, e.g. baton handover	
	I can throw with accuracy and power	
	I can perform a fling throw	
	I can investigate different jumping techniques, understanding which is most effective for distance	
	I can perform the standing triple jump more confidently	
	I can develop an efficient technique for standing vertical jump (jumping for height)	
	I can demonstrate these techniques in competitive situations	
	I can measure jumps and throws with more accuracy and limited support	
Y6	I can investigate running styles and changes of speed	Run-Reaction time Jump Throw-heave throw Equipment-shotput
	I can use reaction time to start a race quickly	
	I can work as a team to competitively perform a relay	
	I can independently select the best running pace for a distance	
	I can practise throwing with power and accuracy	
	I can build speed for a sprint finish	
	I can maintain control at each stage of the triple jump	
	I can understand which technique is most effective when jumping for distance	
	I can set up and lead a jumping activity, including measuring accurately	
	I can perform a heave throw (shotput) I can support others to improve their personal best	
	I can take part in competitive events using these skills	