Year 7	Physical Education Curriculum Map									
	1	2	3	Autur	n Term 5	6	7	8	9	
Football	Ball familiarisat ion and control -Passing and receiving	Keeping possessio n	Dribbling -Turns and close control -Cruyff -Drag back	Defending 1 v 1 -Jockeying -Tackling -2v1	Attacking -2v1 -1v1 (Fundament als- change of pace/ direction	Small sided games -focus on space	Small sided games -shooting focus	Defending as a unit -player to player	Attacki ng as a unit -rondo - triangl e shape	
Rugby	Passing and catching - Zone ball - Any direction touch	Introducti on to tag rugby	Principle s of attack - Go forward - Support	How to evade defenders - 3v1 - 2v1 - 3v2	Defensive principles -tag games and communicat ion	Introductio n to tackling	Body shape in contact	Rucking		
Netball	Passing & Receiving - Chest, Bounce & Shoulder Pass	Footwork & Pivoting	Positiona I Play – GK, GD, WD, C, WA, GA & GS	Netball Game – focus on positions, where they start and are allowed to go	Attacking Play – Dodging	Shooting – Two- handed (BEEF)	Netball Game – can they shoot under pressure?		J	
Basketba II	Ball Familiarisa tion	Passing & Receiving (Chest/Bo unce Pass)	Dribbling , including V dribble	Shooting - Set Shot - Shooting under pressure	Introduction to a Lay-up	Fundamen tals of attack	Fundame ntals of defence - Intercepti ng - Rules	Games for understan ding/ applicatio n		
Fitness	Warm up and cool down Effects of	Muscular system/ muscular endurance based	Circuit training	Principles of training: Circuit training -Progressive overload	Aerobic endurance -MSFT/ 12 min Coopers run	SAQ T test Illinois agility run	Rowing Races and enduranc e	Fatigue inducing exercise Continuou	Fatigue inducin g exercis e	

	exercise: Flexibility	tests					s training	Fartlek trainin g
Floor Gymnasti cs	Shapes, levels and balances -adding into a sequence	Introductio n to rolls -using rolls in transition	Modes of travel -using as transitio n -using low apparatu s -jumps and transitio n	Gymnastics stability and strength: -headstands -handstands -frog hold -cartwheels	Routine creation and performanc e	Routine creation and performan ce		9