

	Year 1	Year 2	Year 3
Term 1	Aquatics Follow me Following instructions in games	Aquatics I play fairly Understanding game rules and developing fair play	Aquatics
Term 2	PMP (Perceptual Motor Programme) Follow instructions and basic movement and language patterns	Play time Basic movement patterns in playground games	High flyers Fun Ferns Football and Jump Jam
Term 3	Pass to me Passing and catching skills Athletics	Kiwi Gym Fun Athletics	Game sense Invasion games Athletics
Term 4	Aquatics	Aquatics	Take aim and fire Improving throwing and catching skills Aquatics

	Year 4	Year 5	Year 6
Term 1	Aquatics	Criss-cross Timing and coordination in skipping	Aquatics
Term 2	Bounce Large ball skills	Try it Basic skills of Touch	Everyone counts Interpersonal skills in game play
Term 3	Wheely safe Road safety and spatial awareness Athletics	Run, jump, throw Athletics	T.E.A.M Sports Education Athletics
Term 4	Springboard Movement in gymnastics	Aquatics	Strike out T Ball