

FOWEY PRIMARY SCHOOL PE KNOWLEDGE ORGANISER



Year 1 Athletics

National Curriculum objectives

Master basic movements including running, jumping, throwing, and catching, as well as developing balance, agility, and co-ordination. and begin to apply these in a range of activities

Kev Learning

- Run fast from a standing start developing speed and coordination
- Jump and throw, developing coordination, agility, and rhythm
- Run and kick for accuracy and speed
- Basic throw, catch and skip developing hand-eye coordination and ball handling and throwing skills
- Basic bowl and step throwing with agility and with skill

Equipment

Mats or grass area

Marker cones (one for each Pupil)

Stopwatch

Foam javelins

6 balls

Coloured bands (1 each)

Large playing area

Hoops Sponge ball

Cones/skittles

Bean bags

Safety lines

Key Vocabulary

Aim: Preparing to throw or hit the ball towards a given target or in a specific direction.

Bowl: To roll a ball along the ground.

Catch: To grab or capture the ball in your hand.

Direct: Point or line up towards something - e.g. direct your arm towards a target.

Distance: Length covered e.g. by a runner, by a throw, by a jump.

Driving: Powerful pushes and kicks.

Javelin: A light foam spear-shape thrown over a distance.

Relay: A sport event which has several stages which are performed by different

members of the team.

Run: Faster than a walk and having both feet off the ground at times.

Sprint: A full speed run over a short distance.

Strong leg: Your stronger leg - that is normally used to jump from.

Target: A mark which is aimed at when throwing accurately.

Throw: To send something through the air when released from the hand using arm

swing and movement.

Key Questions

Which technique helps to throw the ball higher?

Do you have a preferred kicking leg?

What went well and how could you improve?

How do you make a bowl shorter?

Safety

• Remove all jewellery including earrings • Long hair must be tied back • Wear suitable footwear • Use correct techniques • Complete a warm-up and cool-down