

<u>Curriculum Plan 2022-24</u> <u>Year 9</u>

Learning overview for Physical Education:			Year Group: 9		
Sport	Key topics/ SoW	What most pupils will learn (Prior assessment may alter starting point & content)	Key skills used	How will this learning be assessed?	
Netball	Tactics/Decision making. Set Plays Blocking Umpiring Skills Fitness for netball.	 Decision making skills developed within the game/game scenarios. Revisiting set plays, including centre passes, throw-ins, circle play. Blocking attacking players. Confidence in umpiring with a good understanding of all rules. Understanding of the fitness requirements specific to netball. 	 Blocking GS, GA and WA on centre passes and circle play. Examining double marking. 	Self and peer assessment. Link to the theory component taught. Teacher assessment at the start, middle and end of the unit. School based umpiring award.	
Basketball	Dribbling, Shooting and Passing recap. Tactics and positions. Fouls Violations Refereeing Positions in offence and defence Fitness for Basketball	 Recap on Three correct points of dribbling technique. Recap Three different types of shot. (Jump Shot, Lay-up, Set Shot) progress on from Year 8 SOW. Three different types of Passes. (Bounce, Chest, Over the shoulder in games and practices. Different positions. Defence and Offence strategies. (Half Court and full court and when is the 	_	Self, peer and teacher assessment at the start, middle and end of the unit.	



		right time to use which one and how to use help/cover defence) Different types of fouls and what happens in different scenarios. Knowing of eight violations (Back Court, Travelling and double dribble, 3 seconds in the key and Tip-off violation, defence violation under the basket, 8 second rule and charging violation)	 Game understanding with regards to what happens in different situations, with fouls and violations. Team fouls and personal fouls. Rules of the game controlled by pupils. Half court and full court man-man defence. Creating space on Offence with the use of a screen and attacking plays. Pupils refereeing the games and applying rules to the table officials. Positions of point guard, shooting forward, small forward, post and power forward. 	
Football	Passing - short/long/maintaining possession Principles of attack Principles of defence Transition in play Adapting tactics in play	 How maintaining possession through accurate passing challenges the opposition and creates space. Attack: Go forward, maintain possession, support, score. Defence: Go forward, contest possession, support, close down space. Transition at pace, having prescanned to identify space and areas to attack. Being able to adapt the tactics to be successful against different team structures. 	possession.Attack at pace, utilising the principles of play and techniques previously learnt.	Self, peer and teacher assessment at the start, middle and end of the unit. Link to the theory component taught. Use of video analysis (teacher and pupil) to assess strengths and improvements of own and peer performances.



			opposition tactics and working to exploit them.	
Rugby	Rules of the game. Mastery of techniques and skills. Principles of play. Tactics. Teamwork, leadership and leadership teams.	 Development of knowledge of rules of the game. Comprehensive implementation of laws. Mastery of passing, running, agility and tackling. 8-man scrum and lineout, including ruck and maul as platform for attack. Development of kicking. Ideas for breaking down/beating a defence. Creating and maintaining pace in attack. Offloading ball out of contact. Defensive pressure to win ball back. Effective use of turnover ball. Tactical astuteness. Understanding of positional responsibilities. Leadership skills for executing game plan. Joint decisionmaking. 	 Evasive running, creativity, decision-making under pressure. 	Self, peer and teacher assessment of skills applied in competitive situations. Formative and summative.
	Safety Expectations	 Recap of the key safety requirements. 	 Re-visit the key safety requirements such as equipment checks, spotting, getting 	
Trampolining	Basic Shapes & Twists Basic Body Landings	 Further development of body tension and control through all areas covered. 	on and off the trampoline and landing.Further development of the basic	middle and end of the unit. Link to the theory component taught.



	Advanced Twists	 Development of shaped body 		Use of video analysis (teacher
		landings.		and pupil) to assess strengths
	Somersaults	 Development of front somersaults (hands and knees forward 		and improvements of own and peer performances.
	Routines	turnover to back/feet, ¾ front somersault to back, front somersault). Introduction to backward rotation: back somersault progressions. Greater emphasis on linking moves to perform routines that demonstrate the use of swing time, consistency of height and tariffs. Understanding of the fitness requirements specific to trampolining. Further development and understanding of the roles of a coach and judge, including the understanding of aesthetic appreciation.	body landings, swivel hips, roller, ½ turntable, cradle, full turntable, cat twist). • Continuation of front somersault progressions (hands and knees forward turnover to back/feet, ¾ front somersault to back, front somersault). • Introduction of back somersault progressions (Back pull over). • Development of routine choreography linking a range of basic and advanced skills.	
Table Tennis	Tactical play Transitioning between attack and defence	 Adapting to your strengths whilst recognising and working to exploit your opponent's weaknesses. 	footwork to play all shots from a position of	Self and peer assessment. Video assessment where



	Combining different elements of spin Developing changes of pace in the attack	 Developing tactics to complement your strengths. The ability to combine spin when serving and in general game play e.g. top and side spin. Developing and understanding how changes of pace, as opposed to a one-dimensional game, are beneficial to attacking play. 	 Ensuring consistency and variation on all shots to allow players to have a well-rounded tactical plan and employ this during gameplay. Implementing spin on the ball and developing the ability to respond to the spin your opponent uses. The ability to play close to, and away from the table to change the pace and not allow your opponent to settle into a playing rhythm. 	he
Fitness	Principles of training SMART targets Evaluation of PEP Methods of Training Fitness testing	 Application of Principles of training to 6-week training programme Linking SMART targets to training Goal setting 	 Provide evaluation of 6 week training programme Calculate target hr zone and understand how it relates to improving fitness Link fitness training methods to fitness requirements in specific sports Reasons for fitness testing: to identify strengths and/or weaknesses in a performance/the success of a training programme to monitor improvement to show a starting level of fitness to inform training requirements 	tart,



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			 to compare against norms of the group/national averages to motivate/set goals 		
Athletics	Speed – 100m, 200m, 3/400m. Endurance – 800m, 1500m Throwing – Discus: sling, Javelin: throw, Shot Putt: push Jumping – Long and Triple Relay – 4x100m 4x400m	 Explore fundamental skills underpinning the actions throwing, sprinting, endurance and jumping Lead warm-ups appropriate to the different events (pulse raising for 800m+1500m, mobility and power for throwing events) Introduce techniques to increase distance/reduce time/measurement jumped Develop common techniques throughout the different events e.g. transfer of weight on the throwing events Be able to officiate all events and recording of scores Understanding of the fitness requirements specific to different events and link to the various components of fitness, and how, if the component of fitness was improved would their performance be improved. 	Starts, bend running, continuous running, sprint finish, cadence of leg strides. Analysis of performance through visual feedback. Pupils timing races, officiating races and monitoring progress over time. Throwing: Positioning of body, transfer of weight, arm action, power in the arm, hip action and follow through of launch. Analysis of performance and feedback to both self and others. Jumping:	Self, peer and teacher assessment at the start, middle and end of the unit. Each event is assessed by measurement of distance and time. All measurements are recorded on tracker. Each event to be categorise as B, S&G	



Aerobics	Warm up Main: six basic moves, dance-a-cise, floorwork, yoga and cool down. Choreography, composition, routines, collaborative work, leading others, giving feedback	Pupils to be able to lead other lesson sections as relevant, including: Six basic moves, dance-a-cise, zumba, step aerobics, floor work, yoga, and cool down, etc	movement memory. Yoga concentrates on flexibility	Self/peer assessment. Teacher assessment start, middle and end. Link to the theory component taught throughout the term. Completion of the form / homework.
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Striking/Fielding	Rules of the game Tactics Directional hitting Bowling Fielding Umpiring	 Specific rules of the game: e.g. if the ball is dropped after stumping a post the stump does not count and they can run on but don't score. Tactics: why might you use that rule? When you have little or no batters remaining. Directional hitting Bowling – communication with team, varying bowls, accuracy of bowls Fielding – accurate throws, decision making on where to throw to, helping other fielders out if necessary. Understand relationship between 1st base and 3rd base/short fielder to get nonscoring batters out. Confident umpiring – correct terminology "no ball high/low/wide", "half rounder scored", "backwards hit, wait at first" etc. Scoring – only half a rounder if you don't hit the ball etc. 	gameplay – tactically withholding where they are aiming to make it harder for the fielders. Bowling: developing their bowling technique and improved accuracy.	Self/peer assessment Teacher assessment start, middle and end. Student led umpiring Link to theory component taught
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