



INTENT	IMPLEMENTATION	IMPACT
<p>See INTENT statement</p>	<p>ACET PE schemes of work ensure that all teachers are equipped with the secure subject knowledge required to deliver modern, high-quality teaching and learning opportunities for all areas of the PE National Curriculum. Lessons are planned alongside the ACET subject-specific progression map. Pupils are given the opportunity to practice existing skills, transfer skills from other units and learn new skills, which combine to develop new or more advanced skills/techniques. Our sequencing along with outstanding teaching create a smooth transition in order to achieve optimal learning outcomes for all pupils. Formal summative assessments are termly and a levelled through the ACET assessment criteria in line with the NC objectives for PE in KS2.</p>	<p>The units are mapped against the progression documents to ensure that learners develop detailed knowledge and skills across the full breadth of the PE curriculum through engaging and age-appropriate curriculum content.</p> <p>Wherever possible our units have strong cross-curricular links to other subjects including scientific concepts, PSHE and topic themes.</p> <p>Attainment and progress are measured using our ACET assessment criteria.</p>



Basketball

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Use of different scoring systems in order for pupils to get used to shooting into basketball nets.		Hotshots rules for basketball (ratio of boys:girls on a team).		Pupils should be taught to play competitive games, modified where appropriate, such as football, netball, rounders, cricket, hockey, basketball, badminton and tennis, and apply basic principles suitable for attacking and defending
<p>Make a series of passes using shoulder and chest to team mates moving towards a scoring area with control.</p> <p>Begin to dribble the ball when moving around the court.</p> <p>Know where space is and try to move into it.</p> <p>To shoot towards a basket using a signs of a chest push</p> <p>Understand the terms of attack and defence. Understand side line pass if the ball goes out, restart from under basket after a</p>	<p>Use a chest pass and shoulder pass to support team in scoring.</p> <p>Begin to understand the rule of double dribble and only use 1 hand for dribbling.</p> <p>Identify space to move into and show a clear target to receive a pass.</p> <p>Begin to develop power in shooting from pushing from the chest to shoot.</p> <p>Begin to use attacking a defending concepts in small sided game play.</p>	<p>Use all three passes (chest, shoulder & bounce) correctly.</p> <p>Be able to dribble in order to support a scoring opportunity or keep the ball in a defending situation.</p> <p>Defend a player and make some successful interceptions when playing as a team.</p> <p>Be able to perform a set shot using Balance. Elbow. Eyes. Flick. (BEEF)</p> <p>Begin to develop stealing alongside interceptions when playing.</p>	<p>Know which pass is best to use and when in a game.</p> <p>Know when to either pass the ball or dribble depending on game play situations.</p> <p>Understand and implement the rules for stealing.</p> <p>Draw defender away to create space for self or team.</p> <p>Know how to shooting using a set shot and begin to attempt a lay-up.</p> <p>Understand principals of attacking a defending and</p>	

<p>basket is score, retreat to half way after each basket and none contact.</p>	<p>Understand previous rules plus double dribble.</p>	<p>Understand previous rules plus stealing ball from an opponent.</p>	<p>implement them into a game situation.</p> <p>Understand previous rules plus 2 steps for a lay-up shot.</p>	
<p>Sport Specific vocabulary</p> <p>Bounce pass Cool down Court Chest pass Obstruction Overhead pass Shooting Side line Warm up</p>	<p>Dribble Double Dribble Contact Interception Javelin pass One-on-one marking/man to man marking Shoulder pass</p>	<p>Cardiovascular fitness BEEF Defend Attack Dodge Set shot Stealing Contact</p>	<p>2 steps for layup Stealing Space Dynamic stretches Toss up Hamstring Gastrocnemius Quadriceps Rebound Decision making</p>	