



**St George's School**  
**PE Department**  
**Year 8 Curriculum Map**

	Activity 1	Activity 2	Activity 3	Activity 4	Activity 5	Activity 6	Activity 7	Activity 8	Activity 9
<b>THE BIG IDEAS &amp; KNOWLEDGE</b> <i>Overview of topics or key questions</i>	<b>Invasion games</b> Pupils can recognise space Pupils can defend space, applying pressure Pupils can analyse and evaluate performance in games, providing appropriate tactical plans for improvements	<b>Aesthetic Activities</b> Pupils will be introduced to core skills of trampolining.  Develop confidence and fundamentals of jumping and landing	<b>Indoor Traditional Team Games</b> Create opportunities through game play for tactical planning and evaluation Develop technical skills which relate to running/catching/tackling/continuity/passing Enhance pupils decision making skills	<b>Traditional Team Games</b> Reinforce key skills, exposure to advanced skills.  Develop decision making in game scenarios, able to identify and attack space.  Evaluation own and team decision making.	<b>Netwall Games</b> Introduce a wider range of skills, to outwit an opponent.  Larger experience of competitive situations.	<b>Invasion Games</b> Reinforce key skills, exposure to advanced skills.  Develop decision making in game scenarios, able to identify and attack space.  Evaluation own and team decision making.	<b>Health and Wellbeing</b> Exposure to different methods of training in order to develop different areas of fitness and their well being.	<b>Athletics</b> Consolidation of key movement patterns for running, jumping and throwing events.	<b>Striking and Fielding</b> Development of directional hitting.  Students to identify space and attempt to hit the ball into space.
<b>SKILLS &amp; STRATEGIES</b> <i>Procedural knowledge, literacy and numeracy skills</i>	Develop the ability to catch and pass on the move. Develop the ability to pass the ball during competitive situations 2v1 and 3v1	Shapes - Tuck, Pike, Straddle, Seat landings and linking of movements, ½ turn in and out	Recognise space Apply core skills On ball and off ball decision making Defensive and attacking strategies	Identify space and attack space. Use of decision making to execute attacking opportunities. Develop a range of core attacking and defensive skills	Develop a greater range of attacking skills, application of spin and bi-lateral movement.	Identify space and attack space. Use of decision making to execute attacking opportunities. Develop a range of core attacking and defensive skills	Give students the ability to develop and understand short term effects of exercise on the body.	Development of running styles.  Ability to perform in recognised athletics events and in competition.	Adjusting body position in order to manipulate a ball into space.  Timing of strike  Moving body position to perform skills in the field.

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<b>FEEDBACK</b> <i>Noteworthy tasks and assessments</i>	Complete end of unit pupil feedback form.								
	Students led huddles mid and end of game.  Rewind and freeze frames used in delivery.	Peer to peer feedback	Students led huddles mid and end of game.	Students led huddles mid and end of game.  Rewind and freeze frames used in delivery.	Peer feedback	Students led huddles mid and end of game.  Rewind and freeze frames used in delivery.	Use of metrics (distance, speed, intensity)	Use of metrics (distance, speed, intensity)  Bronze Silver Gold awards	Students led huddles mid and end of game.  Rewind and freeze frames used in delivery.
<b>BREADTH</b> <i>Opportunities, trips, wider reading, cultural capital</i>	At various times through the year, the following activities are offered beyond PE lessons: Rugby, Lacrosse, Netball, Cross Country, Athletics, Cricket and Rounders. Recreational badminton, table tennis, Dance  Inter-house competitions for: Cross Country, Badminton and Basketball, Dance, Tennis, Rounders, Cricket, Athletics (Sports' Day)								
<b>KEY VOCABULARY</b> <i>Important words and phrases</i>	<b>Physical Literacy</b> Dodging Evasion Acceleration Hand Shape <b>Decision Making</b> Identify Space Cues Defending <b>Teamwork</b> Visual and verbal cues <b>Attitude</b> Resilience Determination	<b>Physical Literacy</b> Performing skills with control <b>Decision Making</b> Performing skills at correct height <b>Teamwork</b> Feedback for peers, encouragement of performer and spotting <b>Attitude</b> Developing confidence	<b>Physical Literacy</b> Dodging Evasion Acceleration Hand Shape <b>Decision Making</b> Identify Space Cues Defending <b>Teamwork</b> Visual and verbal cues <b>Attitude</b> Resilience Determination	<b>Physical Literacy</b> Perform skills with accuracy <b>Decision Making</b> Under pressure <b>Teamwork</b> Leadership <b>Attitude</b> High levels of resilience  Manipulate space, Go forward, Awareness of opportunity, Maintain	<b>Physical Literacy</b> Recognise and respond to cues effectively <b>Decision Making</b> Recognising the correct cues to allow for effective decision making. <b>Teamwork</b> Positions on court <b>Attitude</b> Confidence to attempt new	<b>Physical Literacy</b> Perform skills with accuracy  <b>Decision Making</b> Under pressure <b>Teamwork</b> Leadership <b>Attitude</b> High levels of resilience  Manipulate space, Go forward, Awareness of opportunity,	<b>Physical Literacy</b> Perform movements with correct technique <b>Decision Making</b> Choosing appropriate exercises <b>Teamwork</b> Working in pairs/groups to complete tasks  <b>Attitude</b> High levels of resilience	<b>Physical Literacy</b> Perform movements efficiently <b>Decision Making</b> When to implement advanced skills <b>Teamwork</b> Working in pairs/groups to complete tasks <b>Attitude</b> Determination to achieve a personal best	<b>Physical Literacy</b> Perform core skills with control  <b>Decision Making</b> Body manipulation to allow for directional hitting <b>Teamwork</b> Fielding aspects  <b>Attitude</b> Resilience to

		through determination  Confidence, Control, Timing, Fluency, Body tension		possession	shots  Spin, Smash, Dynamic movement	Maintain possession	Types of training, HR, BR, BT, Effects of exercise.	Race management, Preparation, Execution, Recovery	keep working on core skills in games  Point of contact, Stance, Anticipation, Positioning, Timing, Body manipulation
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