



St George's School
PE Department
Year 9 Curriculum Map

	Activity 1	Activity 2	Activity 3	Activity 4	Activity 5	Activity 6	Activity 7	Activity 8	Activity 9	Activity 10
THE BIG IDEAS & KNOWLEDGE <i>Overview of topics or key questions</i>	Invasion Games Pupils can identify, create and manipulate space Pupils have a range of technical catch/pass skills that enable retention of possession Pupils can apply pressure on opposition to regain possession Pupils can show tactical adaption based on experiences of the game	Aesthetic Activities Pupils will develop their core and advance skills in trampolining. They will build on their foundational jumping skills previously learnt.	Traditional Team Games Pupils will develop their technical and advanced skills in rugby and lacrosse. They will build on their fundamental core skills and use problem solving to overcome game scenarios. Recognition of relevant cues to develop S-R bond.	Netwall Games Pupils will develop their core and advanced skills to allow them to become proficient in game context.	Invasion Games Clear understanding of attacking and defensive principles. Decision making and problem solving. Ability to infiltrate the game through decision making.	Health and Wellbeing Develop self awareness of what of what good health and wellbeing consists of. Experience a range of stimuli to discover personal interests in health and well-being.	Athletics Knowing advance techniques for throwing, jumping and running events. Use of run ups and preparation skills pre event.	Striking and Fielding Shot selection and placement in game context and under pressure. Organising fielding placements and strategies.	OAA Pupils will develop problem solving skills Pupils will attempt to devise tactive and strategies to solve problems working individually and as a team	Sport Education Pupils will be tasked with designing an activity of their choice. They will be responsible for organising equipment, selecting the space and groupings. Pupils will develop communication, officiating and leadership skills
SKILLS & STRATEGIES <i>Procedural knowledge, literacy and</i>	Passing chest/shoulder/one handed/two handed Catching	Half turn in and out of skills. ¼ rotation onto bed (front	Attacking strategies, defensive strategies, set plays, game scenario	Manipulating a rally through depth and width. Shot selection under	Finds ways to create scoring opportunities. Students working in a	Understanding intensity of sessions. Autonomy over workrate	Use of advanced movement patterns. Race	Advanced fielding decision making e.g. where is the ball being	Develop understanding of landmarks to identify routes	Organisation Pupils will plan a session to include a safe environment,

<p><i>numeracy skills</i></p>	<p>how? One handed/two handed Scoring Defending - individual/1:1/zonal/space Decoy/fakes and deceptions Shielding or holding space in attack Movement away or to space/defenders Leadership skills Develop high levels of resilience Understandin RAMP warm up and how it links to improved performance and focus.</p>	<p>drop/backdro p) and linking of movements</p>	<p>management.</p>	<p>pressure. Use of backhand shots in rallies to gain an advantage.</p>	<p>constrained environment.</p>	<p>in lessons. FITT principle and methods of training.</p>	<p>strategies. Competition management</p>	<p>thrown once retrieved in the field Manipulating to strike the ball into chosen area</p>	<p>Use verbal feedback to discuss how to solve problems collaboratively Develop leaderships skills to organise and plan how to solve problems</p>	<p>with appropriate equipment and grouping which allow for fair competition Communicati on Pupils will learn What positive communicatio n looks like and be able to give positive feedback Officiating Pupils will learn the roles and responsibilities of an official Leadership Pupils will learn the key characteristics of being a good leader</p>
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FEEDBACK <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.	Teacher feedback. Video analysis	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.	Peer to peer verbal feedback Teacher modelling	Peer to peer verbal feedback Teacher modelling
BREADTH <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, Basketball, 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)									
KEY VOCABULARY <i>Important words and phrases</i>	Physical Literacy Zonal marking Evasion Decision Making Manipulating space Decoy/Fakes Shielding Teamwork Collaboration Leadership Cues Attitude RAMP Resilience	Physical Literacy Skills at height Decision Making Routine selection Teamwork Peers Feedback Attitude Confidence through determination Body management Aesthetically pleasing Control	Physical Literacy Executing skills bi-laterally Decision Making Under pressure Teamwork Leadership Attitude High levels of resilience Manipulate space High pressure TCUP Tempo	Physical Literacy Accuracy Decision Making At speed Teamwork Positions on court Attitude Determination to keep attempting advanced skills Depth Width Accuracy Fluency Control	Physical Literacy Executing skills bi-laterally Decision Making Under pressure Teamwork Leadership Attitude High levels of resilience Manipulate space High pressure TCUP Tempo	Physical Literacy Movements under fatigue Decision Making Choosing intensity Teamwork pairs/groups to complete tasks Attitude High levels of resilience FITT Metrics Borg Scale EMOM AMRAP	Physical Literacy Moving efficiently Decision Making implementing advanced skills Teamwork pairs/groups to complete tasks Attitude Determination to achieve a personal best Race management Preparation	Physical Literacy Advanced skills with control Decision Making Manipulating running bases Teamwork To overcome constraints Attitude Resilience to develop advanced skills Game management Point of	Physical Literacy Moving around the site on a range of terrain Decision Making Selecting the correct route and problem solving Teamwork Working collaboratively with a range of pupils Attitude Determination	Officiating Roles and responsibilities Communication Positive and Negative feedback Organisation Appropriate equipment Grouping Leadership Characteristics Traits

Coordination
Transitioning

Execution
Recovery

contact
Stance
Anticipation
Positioning

and resilience
to overcome
problems

Orientation
Coordinates
Bearings
Landmarks