



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 &	Passing	Half turn in	Attacking	Manipulating	Finds ways to	Understandin	Use of	Advanced	Develop	Organisation

STRATEGIES <i>Procedural knowledge, literacy and numeracy skills</i>	chest/shoulder/one handed/two handed Catching 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 Understanding RAMP warm up and how it links to improved performance and focus.	and out of skills. ¼ rotation onto bed (front drop/backdrop) and linking of movements	strategies, defensive strategies, set plays, game scenario management.	a rally through depth and width. Shot selection under pressure. Use of backhand shots in rallies to gain an advantage.	create scoring opportunities. Students working in a constrained environment.	g intensity of sessions. Autonomy over workrate in lessons. FITT principle and methods of training.	advanced movement patterns. Race strategies. Competition management	fielding decision making e.g. where is the ball being thrown once retrieved in the field Manipulating to strike the ball into chosen area	understanding of landmarks to identify routes Use verbal feedback to discuss how to solve problems collaboratively Develop leadership skills to organise and plan how to solve problems	Pupils will plan a session to include a safe environment, with appropriate equipment and grouping which allow for fair competition Communication Pupils will learn What positive communication 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
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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	Physical Literacy Executing skills bi-laterally Decision Making Under pressure Teamwork Leadership Attitude High levels of resilience Manipulate space High pressure TCUP	Physical Literacy Accuracy Decision Making At speed Teamwork Positions on court Attitude Determination to keep attempting advanced skills Depth Width Accuracy	Physical Literacy Executing skills bi-laterally Decision Making Under pressure Teamwork Leadership Attitude High levels of resilience Manipulate space High pressure TCUP	Physical Literacy Movements under fatigue Decision Making Choosing intensity Teamwork pairs/groups to complete tasks Attitude High levels of resilience FITT Metrics Borg Scale	Physical Literacy Moving efficiently Decision Making implementing advanced skills Teamwork pairs/groups to complete tasks Attitude Determination to achieve a personal best Race	Physical Literacy Advanced skills with control Decision Making Manipulating running bases Teamwork To overcome constraints Attitude Resilience to develop advanced skills Game	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	Officiating Roles and responsibilities Communication Positive and Negative feedback Organisation Appropriate equipment Grouping Leadership Characteristics Traits

		pleasing Control Coordination Transitioning	Tempo	Fluency Control	Tempo	EMOM AMRAP	management Preparation Execution Recovery	management Point of contact Stance Anticipation Positioning	Attitude Determination and resilience to overcome problems Orientation Coordinates Bearings Landmarks	
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