ATHLETICS in UPPER KEY STAGE 2 – development of skills linked to the core assessment tasks

National Curriculum Statements of Attainment		Core Assessment Tasks:
Pupils should:		Level 2 – Take Aim (throwing)
•	learn to use a broader range of skills in isolation and combination	Level 3/4 – Three Jump Challenge (jumping)
•	enjoy competing against each other	
•	develop an understanding of how to improve and learn to evaluate and recognise their own success	
•	develop strength, technique and control	

9 – 11 yrs	Year 5	Year 6
Running	 Recap on previous learning and vocabulary Perform a range of warm-up exercises specific to running for short and longer distances Explain how warming up affects performance Experiment with a variety of starting positions and evaluate impact e.g. starting from sitting position, standing and correct starting position Beginning to build a variety of running techniques and use with confidence Record peers performances and evaluate these. Pass a baton with increasing confidence 	 Recap on previous learning and vocabulary Set realistic targets for self, of times to achieve over a short and longer distance Identify the main strengths of a performance of self and others Identify parts of the a jumping run up that need to be improved Perform a range of warm-up exercises specific to running for short and longer distances Explain how warming up affects performance Explain why athletics can help stamina and strength
Jumping	 Demonstrate all 5 basic jumps showing power and control and consistency at both take-off and landing Can confidently perform a jump with more than one component e.g. triple jump Select 3 of the most appropriate jumps and perform them confidently and consecutively Confidently select an appropriate distance for run up Set realistic targets for self, when jumping for distance 	 Demonstrate all 5 basic jumps showing power and control and consistency at both take-off and landing Select 3 of the most appropriate jumps and perform them confidently and consecutively Confidently select an appropriate distance for run up Set realistic targets for self, when jumping for distance
Throwing	 Throw with greater accuracy, control and efficiency of movement using pulling, pushing and slinging action with a Vortex Howler Work in pairs, one thrower, one scorer, to create a scoring system, which includes understanding and adhering to rules. Organise small groups to SAFELY take turns when throwing and retrieving implements Set realistic targets for self, when throwing over an increasing distance and understand that some implements will travel further than others 	 Throw with greater accuracy, control and efficiency of movement using pulling, pushing and slinging action with a Vortex Howler Work in pairs, one thrower, one scorer, to create a scoring system, which includes understanding and adhering to rules. Organise small groups to SAFELY take turns when throwing and retrieving implements Set realistic targets for self, when throwing over an increasing distance and understand that some implements will travel further than others
Vocabulary	 Vortex, techniques, evaluate, consecutively, adhere, consistency, retrieving, component, slinging 	 Stamina, adhere, consecutively, consistency, stamina, appropriate, efficiency