

Knowledge Organiser: Athletics Y6

Links to the PE National Curriculum

- They should enjoy communicating, collaborating and competing with each other.
- They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success.
- Develop running, jumping, throwing and catching in isolation and in combination.
- Develop flexibility, strength, technique, control and balance.
- Compare their performances with previous ones and demonstrate improvement to achieve their personal best.

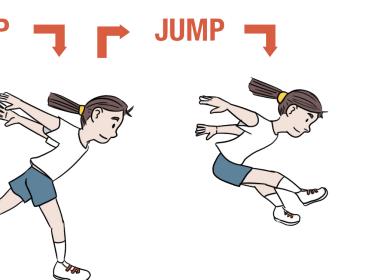
Key Skills: Physical

- Pacing
- Sprinting
- Running over obstacles hurdles
- Jumping for distance triple jump
- Jumping for height high jump
- Fling throwing for distance discus
- Push throwing for distance shot put

- Social: Negotiating
- Social: Collaborating with others
- Emotional: Perseverance

Key Skills: S.E.T

- Emotional: Determination
- Thinking: Observing and providing feedback



Official Athletic Events Jumping

100m, 200m, 400m Hurdles Triple jump Relay

Middle distance 800m, 1500m Long distance

Running

Sprinting

5,000, 10,000 Steeplechase

Long jump

Jump for distance

Jump for distance

High jump Jump for height

Pole vault Jump for height

Throwing

Discus Fling throw

Shot

Push throw

Hammer

Fling throw

Javelin Pull throw

Key Vocabulary:

technique torce continuous pace trajectory officiate stride momentum transfer of weight flight compete rotation

Teacher Glossary

Lead leg: refers to the leg that clears the hurdle first

Trail leg: refers to the leg that clears the hurdle second

Changeover: where a baton is passed from one person to another

Flight: the time the performer spends in the air in jumping events

Hop: take off on one foot and land on the same foot

Leap: take off on one foot and land on the other. Also known as a step

in triple jump

Jump: take off and land on two feet

Push throw: when the performer pushes the item through the air