





PE Passport

Sporting Achievements/Hobbies

Record your sporting achievements. School clubs you have attended? Teams you have played in? Competitions you have entered? Events you have won? Sporting Hobbies you enjoy in and out of school?

Assessment Summary: Please tic	ck completed areas
Invasion Games \bigcirc	Net/Wall Games 🔘
Striking/Fielding 🔘	Dance 🔘
Gymnastics (Athletics 🔘
Swimming	Outdoor Activities 🔘
Health/Fitness 🔾	
Teacher Comments / Signature	
	Date:
Parents Comments / Signature	
	Date:



Snainton CE School

Yr 3/4 PE Passport

Name:____

Your record of PE, sporting experiences and achievements





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PE Passport

Personal Details

Name:
Age:
Teacher:
Favourite sport/activity:
Sporting Hero(es):
Is there a new sport/activity you would like to try:

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Tick when you see evidence of each statement reached



Teacher Assessment

Games Throw and catch with control and accuracy. • Strike a ball and field with control. • Choose appropriate tactics to cause problems for the opposition. • Follow the rules of the game and play fairly. • Maintain possession of a ball (with, e.g. feet, a hockey stick or hands). • Pass to team mates at appropriate times. • Lead others and act as a respectful team member.	B 000000	A0000000	D0000000
Dance Plan, perform and repeat sequences. Move in a clear, fluent and expressive manner. Refine movements into sequences. Create dances and movements that convey a definite idea. Change speed and levels within a performance. Develop physical strength and suppleness by practising moves and stretching.	000000	000000	000000
Gymnastics Plan, perform and repeat sequences. • Move in a clear, fluent and expressive manner. • Refine movements into sequences. • Show changes of direction, speed and level during a performance. • Travel in a variety of ways, including flight, by transferring weight to generate power in movements. • Show a kinaesthetic sense in order to improve the placement and alignment of body parts (e.g. in balances experiment to find out how to get the centre of gravity successfully over base and organise body parts to create an interesting body shape). • Swing and hang from equipment safely (using hands).	00000 0 0	00000 0	00000 0
Athletics Sprint over a short distance up to 60 metres. • Run over a longer distance, conserving energy in order to sustain performance. • Use a range of throwing techniques (such as under arm, over arm). • Throw with accuracy to hit a target or cover a distance. • Jump in a number of ways, using a run up where appropriate. • Compete with others and aim to improve personal best performances.	000000	000000	000000
Swimming Swim between 25 and 50 metres unaided. • Use more than one stroke and coordinate breathing for the stroke being used. • Coordinate leg and arm movements. • Swim at the surface and below the water.	0000	0000	000
Outdoor and Adventurous Activities • Understand the need to show accomplishment in managing risks. • Show an ability to both lead and form part of a team. • Support others and seek support if required when the situation dictates. • Show resilience when plans do not work and initiative to try new ways of working. • Use maps, compasses and digital devices to orientate themselves.	00000	0000	0000

Some Key Language/Vocabulary

attack

feint

space

mark

opponent

intercept





Outdoor and **Adventurous Activities**

I can use/interpret a map	$\circ\circ$
I recognise signs and symbols on a map	$\circ\circ\circ$
I have taken part in orienteering activities	000
I can work with others to solve problems	000
I can work safely in an unfamiliar environment	000
Some Key Language/Vocabulary	
map orientate symbols hazards	scale
birdseye view checkpoint	

Health and Fitness

I understand what I need to do to keep fit and healthy	R A G
I know some activities to raise my heart rate	000
I can name some muscles in my body	000
I understand the need to warm up and cool down	000
ome Key Language/Vocabulary	

stamina strength suppleness hamstrings quadriceps biceps triceps

PE Experiences/Techniques **Games-Invasion**

7 8	$\mathbf{R} \wedge \mathbf{G}$
I know how to attack and find a space	000
I know how to defend and intercept a pass	000
I know how to keep possession	000
I have worked in small teams to play and score a gam	e 🔾 🔾 🔾
I have taken on different roles in some games	000
I can follow rules to play games successfully	000
I have umpired mini versions of recognised games	000
I can pass a ball or other equipment accurately	000
I can dribble a ball in a controlled manner	000
I can catch different balls or different equipment	000
I have made up a new invasion game	000
I can communicate well to help my team mates	000
I have been successful at	
To improve my performance I must	

defend

dribble

dodge

covering

shield

communicate

backhand

spike

block

forehand

rally

groundstroke

serve return

G



ready-position

smash

volley

dig



Games-Net/Wall



T	R A G		R A
I can use a forehand and backhand stroke	000	I can swim with good technique: Front crawl	00
I can use a range of other shots eg. volley, serve, smash,	000	Back stroke	00
I understand where to hit a ball/shuttlecock to move an opponent out of position	000	Breaststroke Butterfly	00
I have played a number of different net/wall games	000	I can swim 25m (red) 200m (amber) 800m (green)	$\circ \circ$
using a variety of equipment		I can swim underwater	$\circ \circ$
I understand how to score in a variety of different games	000	I can float in a variety of different ways	$\circ \circ$
I can communicate well with others on my team	$\circ \circ \circ$	I am confident and safe in water	$\circ \circ$
		I can push and glide from the pool side	$\circ \circ$
have been successful at		I have been successful at	
To improve my performance I must		To improve my performance I must	
Some Key Language/Vocabulary		Some Key Language/Vocabulary	
Some itely Language, rocasarary			

strokes

glide

float

surface dive

scul1

tread water

streamlined

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A

Athletics

		·			R A G
	ickly using go stride, keepio			gh	000
I know the t	echniques need	ded to run	longer di	stances	000
I can pass a	nd receive a l	oaton corr	ectly		000
I know what	to do to jump	for heigh	t		000
I know what	to do to jump	for dista	nce		000
	the basic ted ball or javel		or throwing	g	000
I know how t	o turn and th	row eg. di	scuss		000
I can use a	push action e	g. shot pu	tt		000
To improve my	performance 1	I must			
Some Key La	nguage/Voca	bulary			
sprint	long distan	ce s	tamina	techn	ique
relay	baton	sling	push	1	throw

To improve my performance I must

Games-Striking/Fielding

	R A G
I can strike a ball with a bat	
I know where to hit a ball to increase the chances of scoring	000
I know how hard to hit a ball	000
I know how to bowl accurately	000
I can use good fielding skills	000
I know how hard to throw the ball to my team-mates	000
I know where to stand so the other team can't score	000
I can communicate well with my team mates	000
I have been successful at	

Some	Key	Language/Voca	abulary		
lwod		strike	field	communicate	stance





ymnastics

	R A G
I have performed dances from different times/places	000
I have performed different styles of dances eg. street, country, disco	000
I can share ideas and work with a partner to create a short duet	
I can compose a short phrase of movement lasting 10-20 seconds and repeat it.	000
I can work creatively as part of a group	000
I can decide how a piece of music makes me feel	000
I can use my face as well as my body to express a feeling or idea	
To improve my performance I must	Т
Some Key Language/Vocabulary gesture pathways stillness pattern	S
expression improvise interpret	<u> </u>

	KAU
I can perform an individual sequence with a number of different actions	000
I can perform a sequence with a partner in different ways eg. unison, mirror, canon	000
I can smoothly link actions together in different ways	5000
I have worked on small apparatus eg. mats, benches, agility tables	000
I have worked on large apparatus eg. climbing frames, ropes	000
I can work safely in gymnastics	000
I have been successful at	
T. : T	
To improve my performance I must	

Some Key Language/Vocabulary
roll balance travel jump tension control
flexible stretch canon mirror unison sequence