P.E. Skills Progression

Early Years Outcomes	KS1 National Curriculum Aims	KS2 National Curriculum Aims
	Multi-skills (including thro	wing, jumping and running)
The main Early Years Outcomes:	Pupils should develop fundamental movement skills,	Pupils should continue to apply and develop a broader
Nursery	become increasingly competent and confident and	range of skills, learning how to use them in different
Select and use activities and resources, with help	access a broad range of opportunities to extend their	ways and to link them to make actions and sequences
when needed.	agility, balance and coordination, individually and with	of movement. They should enjoy communicating,
Increasingly follow rules, understanding why they	others. They should be able to engage in competitive	collaborating and competing with each other. They
are important.	(both against self and against others) and co-	should develop an understanding of how to improve in
Remember rules without needing an adult to remind	operative physical activities, in a range of	different physical activities and sports and learn how
<mark>them.</mark>	increasingly challenging situations. Pupils should be	to evaluate and recognise their own success. Pupils
Continue to develop their movement, balancing,	taught to:	should be taught to:
riding (scooters, trikes and bikes) and ball skills.	master basic movements including running, jumping,	use running, jumping, throwing and catching in
Go up steps and stairs, or climb up apparatus, using	throwing and catching, as well as developing balance,	isolation and in combination;
alternate feet.	agility and co-ordination, and begin to apply these in	play competitive games, modified where appropriate
Skip, hop, stand on one leg and hold a pose for a	a range of activities;	[for example, badminton, basketball, cricket,
game like musical statues.	participate in team games, developing simple tactics	football, hockey, netball, rounders and tennis], and
Use large-muscle movements to wave flags and	for attacking and defending;	apply basic principles suitable for attacking and
streamers, paint and make marks.	perform dances using simple movement patterns.	defending;
Start taking part in some group activities which		develop flexibility, strength, technique, control and
they make up for themselves, or in teams.		balance [for example, through athletics and Core
Increasingly able to use and remember sequences		Core activity];
and patterns of music that are related to music and		compare their performances with previous ones and
rhythm.		demonstrate improvement to achieve their personal
Match their developing physical skills to tasks and		best.
activities in the setting. For example, they decide		tivity and Skills
whether to crawl, walk or run across a plank.	The main KS1 national curriculum aims covered in the	The main KS2 national curriculum aims covered in the
Choose the right resources to carry out their own	Gymnastics activity and skills units are:	Gymnastics activity and skills units are:
plan.	Master basic movements including running, jumping,	Develop flexibility, strength, technique, control and
Collaborate with others to manage large items, such	throwing and catching, as well as developing balance,	balance [for example, through athletics and
as moving a long plank safely, carrying large hollow blocks.	agility and coordination, and begin to apply these in	gymnastics activity and skills].
Show a preference for a dominant hand.	a range of activities.	Compare their performances with previous ones and
· · · · · · · · · · · · · · · · · · ·		demonstrate improvement to achieve their personal
Be increasingly independent as they get dressed and undressed.		best.
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Respond to what they have heard, expressing their thoughts and feelings.

Reception

Manage their own personal needs.

Know and talk about the different factors that support overall health and wellbeing: - regular physical activity.

Revise and refine the fundamental movement skills they have already acquired: - rolling - running - crawling - hopping - walking - skipping - jumping - climbing.

Progress towards a more fluent style of moving, with developing control and grace.

Develop overall body-strength, balance, coordination and agility needed to engage successfully with future physical education sessions and other physical disciplines, including dance, gymnastics, sport and swimming.

Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.

Combine different movements with ease and fluency.

Confidently and safely use a range of large and small apparatus indoors and outdoors, alone and in a group. Develop overall body strength, balance, coordination and agility.

Explore, use and refine a variety of artistic effects to express their ideas and feelings.
Listen attentively, move to and talk about music,

expressing their feelings and responses.

Watch and talk about dance and performance art,

expressing their feelings and responses. Explore and engage in music making and dance,

performing solo or in groups.

<u>ELG</u>

Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self and against others) and cooperative physical activities, in a range of increasingly challenging situations.

Pupils should be taught to:

master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and coordination, and begin to apply these in a range of activities;

perform dances using simple movement patterns.

Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement. 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. Pupils should be taught to:

develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics activity and skills];

perform dances using a range of movement patterns;

compare their performances with previous ones and demonstrate improvement to achieve their personal best.

Athletics

Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self and against others) and cooperative physical activities, in a range of increasingly challenging situations. Pupils should be taught to:

master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities;

participate in team games, developing simple tactics for attacking and defending.

Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement. 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. Pupils should be taught to:

use running, jumping, throwing and catching in isolation and in combination;

play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending;

Be confident to try new activities and show independence, resilience and perseverance in the face of a challenge.

Explain the reasons for rules, know right from wrong and try to behave accordingly.

Manage their own basic hygiene and personal needs, including dressing.

Work and play cooperatively and take turns with others.

Negotiate space and obstacles safely, with consideration for themselves and others.

Demonstrate strength, balance and coordination when playing.

Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.

Perform songs, rhymes, poems and stories with others, and (when appropriate) try to move in time with music.

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develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics activity and skills]; compare their performances with previous ones and demonstrate improvement to achieve their personal best.

Outdoor Adventurous Activities

Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement. 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.

Pupils should be taught to:

- take part in outdoor and adventurous activity challenges both individually and within a team;
- compare their performances with previous

	ones and demonstrate improvement to achieve their personal best.
Swimming	
	Swimming is the only sport to be included within the national curriculum physical education programme of study. All primary schools must provide swimming and water safety lessons in either Key Stage 1 or 2. At Bushbury Hill, we provide swimming lessons for years 3, 4, 5 and 6. Each pupil is required to be able to do the following: • Perform safe self-rescue in different water based situations • Swim competently, confidently and proficiently over a distance of at least 25 metres • Use a range of strokes effectively, for example, front crawl, backstroke and breaststroke.

Multi-skills (including throwing, jumping and running)							
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	

Health and Fitness	Describe how the body feels when still and when exercising.	Describe how the body feels before, during and after exercise. Carry and place equipment safely.	Recognise and describe how the body feels during and after different physical activities. Explain what they need to stay healthy.	Recognise and describe the effects of exercise on the body. Know the importance of strength and flexibility for physical activity. Explain why it is important to warm-up and cool-down.	Describe how the body reacts at different times and how this affects performance. Explain why exercise is good for your health. Know some reasons for warming up and cooling down.	Know and understand the reasons for warming up and cooling down. Explain some safety principles when preparing for and during exercise.	Understand the importance of warming up and cooling down. Carry out warm-ups and cool-downs safely and effectively. Understand why exercise is good for health, fitness and wellbeing. Know ways they can become healthier.

Striking and hitting a ball	Hit a ball with a bat or racquet.	Use hitting skills in a game. Practise basic striking, sending and receiving.	Strike or hit a ball with increasing control. Learn skills for playing striking and fielding games. Position the body to strike a ball.	Demonstrate successful hitting and striking skills. Develop a range of skills in striking (and fielding where appropriate). Practise the correct batting technique and use it in a game. Strike the ball for distance.	Use a bat, racquet or stick (hockey) to hit a ball or shuttlecock with accuracy and control. Accurately serve underarm. Build a rally with a partner. Use at least two different shots in a game situation. Use hand-eye coordination to strike a moving and a stationary ball.	Use different techniques to hit a ball. Identify and apply techniques for hitting a tennis ball. Explore when different shots are best used. Develop a backhand technique and use it in a game. Practise techniques for all strokes. Play a tennis game using an overhead serve.	Hit a bowled ball over longer distances. Use good hand-eye coordination to be able to direct a ball when striking or hitting. Understand how to serve in order to start a game.
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Throwing and Catching a ball	Roll equipment in different ways. Throw underarm. Throw an object at a target. Catch equipment using two hands.	Throw underarm and overarm. Catch and bounce a ball. Use rolling skills in a game. Practise accurate throwing and consistent catching.	Throw different types of equipment in different ways, for accuracy and distance. Throw, catch and bounce a ball with a partner. Use throwing and catching skills in a game. Throw a ball for distance. Use hand-eye coordination to control a ball. Vary types of throw used.	Throw and catch with greater control and accuracy. Practise the correct technique for catching a ball and use it in a game. Perform a range of catching and gathering skills with control. Catch with increasing control and accuracy. Throw a ball in different ways (e.g. high, low, fast or slow). Develop a safe and effective overarm bowl.	Develop different ways of throwing and catching.	Consolidate different ways of throwing and catching, and know when each is appropriate in a game.	Throw and catch accurately and successfully under pressure in a game.
Travelling with a ball	Move a ball in different ways, including bouncing and kicking. Use equipment to control a ball.	Travel with a ball in different ways. Travel with a ball in different directions (side to side, forwards and backwards) with control and fluency.	Bounce and kick a ball whilst moving. Use kicking skills in a game. Use dribbling skills in a game.	Move with the ball in a variety of ways with some control. Use two different ways of moving with a ball in a game.	Move with the ball using a range of techniques showing control and fluency.	Use a variety of ways to dribble in a game with success. Use ball skills in various ways, and begin to link together.	Show confidence in using ball skills in various ways in a game situation, and link these together effectively.

Passing a ball	Kick an object at a target.	Pass the ball to another player in a game. Use kicking skills in a game.	Know how to pass the ball in different ways.	Pass the ball in two different ways in a game situation with some success.	Pass the ball with increasing speed, accuracy and success in a game situation.	Pass a ball with speed and accuracy using appropriate techniques in a game situation.	Choose and make the best pass in a game situation and link a range of skills together with fluency, e.g. passing and receiving the ball on the move.
Possession				Know how to keep and win back possession of the ball in a team game.	Occasionally contribute towards helping their team to keep and win back possession of the ball in a team game.	Keep and win back possession of the ball effectively in a team game.	Keep and win back possession of the ball effectively and in a variety of ways in a team game.
Using space	Move safely around the space and equipment. Travel in different ways, including sideways and backwards.	Use different ways of travelling in different directions or pathways. Run at different speeds. Begin to use space in a game.	Use different ways of travelling at different speeds and following different pathways, directions or courses. Change speed and direction whilst running. Begin to choose and use the best space in a game.	Find a useful space and get into it to support teammates.	Make the best use of space to pass and receive the ball.	Demonstrate an increasing awareness of space.	Demonstrate a good awareness of space.

Attacking and Defending	Play a range of chasing games.	Begin to use the terms attacking and defending. Use simple defensive skills such as marking a player or defending a space. Use simple attacking skills such as dodging to get past a defender.	Begin to use and understand the terms attacking and defending. Use at least one technique to attack or defend to play a game successfully.	Use simple attacking and defending skills in a game. Use fielding skills to stop a ball from travelling past them.	Use a range of attacking and defending skills and techniques in a game. Use fielding skills as an individual to prevent a player from scoring.	Choose the best tactics for attacking and defending. Shoot in a game. Use fielding skills as a team to prevent the opposition from scoring.	Think ahead and create a plan of attack or defence. Apply knowledge of skills for attacking and defending. Work as a team to develop fielding strategies to prevent the opposition from scoring.
Tactics and Rules	Follow simple rules.	Follow simple rules to play games, including team games. Use simple attacking skills such as dodging to get past a defender. Use simple defensive skills such as marking a player or defending a space.	Understand the importance of rules in games. Use at least one technique to attack or defend to play a game successfully.	Apply and follow rules fairly. Understand and begin to apply the basic principles of invasion games. Know how to play a striking and fielding game fairly.	Vary the tactics they use in a game. Adapt rules to alter games.	Know when to pass and when to dribble in a game. Devise and adapt rules to create their own game.	Follow and create complicated rules to play a game successfully. Communicate plans to others during a game. Lead others during a game.

Compete / Perform	Control my body when performing a sequence of movements. Participate in simple games.	Perform using a range of actions and body parts with some coordination. Begin to perform learnt skills with some control. Engage in competitive activities and team games.	Perform sequences of their own composition with coordination. Perform learnt skills with increasing control. Compete against self and others.	Develop the quality of the actions in their performances. Perform learnt skills and techniques with control and confidence. Compete against self and others in a controlled manner.	Perform and apply skills and techniques with control and accuracy. Take part in a range of competitive games and activities.	Consistently perform and apply skills and techniques with accuracy and control. Take part in competitive games with a strong understanding of tactics and composition.	Perform and apply a variety of skills and techniques confidently, consistently and with precision. Take part in competitive games with a strong understanding of tactics and composition.
Evaluate	Talk about what they have done. Talk about what others have done.	Watch and describe performances. Begin to say how they could improve.	Watch and describe performances, and use what they see to improve their own performance. Talk about the differences between their work and that of others.	Watch, describe and evaluate the effectiveness of a performance. Describe how their performance has improved over time.	Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements. Modify their use of skills or techniques to achieve a better result.	Choose and use criteria to evaluate own and others' performance. Explain why they have used particular skills or techniques, and the effect they have had on their performance.	Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.

	Gymnastics Activity and Skills										
	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6				
Health and fitness	Describe how the body feels when still and when exercising.	Describe how the body feels before, during and after exercise. Carry and place equipment safely.	Recognise and describe how the body feels during and after different physical activities. Explain what they need to stay healthy.	Recognise and describe the effects of exercise on the body. Know the importance of strength and flexibility for physical activity. Explain why it is important to warm up and cool down.	Describe how the body reacts at different times and how this affects performance. Explain why exercise is good for your health. Know some reasons for warming up and cooling down.	Know and understand the reasons for warming up and cooling down. Explain some safety principles when preparing for and during exercise.	Understand the importance of warming up and cooling down. Carry out warm-ups and cool-downs safely and effectively. Understand why exercise is good for health, fitness and wellbeing. Know ways they can become healthier.				

Create a short sequence of movements.

Roll in different ways with control.

Travel in different ways.

Stretch in different ways.

Jump in a range of ways from one space to another with control.

Begin to balance with control.

Move around, under, over, and through different objects and equipment.

Create and perform a movement sequence.

Copy actions and movement sequences with a beginning, middle and end.

Link two actions to make a sequence.

Recognise and copy contrasting actions (small/tall, narrow/wide).

Travel in different ways, changing direction and speed.

Hold still shapes and simple balances.

Carry out simple stretches.

Carry out a range of simple jumps, landing safely.

Move around, under, over, and through different objects and equipment.

Begin to move with control and care.

Copy, explore and remember actions and movements to create their own sequence.

Link actions to make a sequence.

Travel in a variety of ways, including rolling.

Hold a still shape whilst balancing on different points of the body.

Jump in a variety of ways and land with increasing control and balance.

Climb onto and jump off the equipment safely.

Move with increasing control and care.

Choose ideas to compose a movement sequence independently and with others.

Link combinations of actions with increasing confidence, including changes of direction, speed or level.

Develop the quality of their actions, shapes and balances.

Move with coordination, control and care.

Use turns whilst travelling in a variety of ways.

Use a range of jumps in their sequences.

Begin to use equipment to vault.

Create interesting body shapes while holding balances with control and confidence. Create a sequence of actions that fit a theme.

Use an increasing range of actions, directions and levels in their sequences.

Move with clarity, fluency and expression.

Show changes of direction, speed and level during a performance.

Travel in different ways, including using flight.

Improve the placement and alignment of body parts in balances.

Use equipment to vault in a variety of ways.

Carry out balances, recognising the position of their centre of gravity and how this affects the balance.

Begin to develop good technique Select ideas to compose specific sequences of movements, shapes and balances.

Adapt their sequences to fit new criteria or suggestions.

Perform jumps, shapes and balances fluently and with control.

Confidently develop the placement of their body parts in balances, recognising the position of their centre of gravity and where it should be in relation to the base of the balance.

Confidently use equipment to vault in a variety of ways.

Apply skills and techniques consistently.

Develop strength, technique and flexibility throughout performances. Create their own complex sequences involving the full range of actions and movements: travelling, balancing, holding shapes, jumping, leaping, swinging, vaulting and stretching.

Demonstrate
precise and
controlled
placement of body
parts in their
actions, shapes and
balances

Confidently use equipment to vault and incorporate this into sequences.

Apply skills and techniques consistently, showing precision and control.

Develop strength, technique and flexibility throughout performances.

				Begin to show flexibility in movements	when travelling, balancing and using equipment. Develop strength, technique and flexibility throughout performances.	Combine equipment with movement to create sequences.	
Rolls	Curled side roll (egg roll) Log roll (pencil roll) Teddy bear roll	Log roll (controlled) Curled side roll (egg roll) (controlled) Teddy bear roll (controlled)	Log roll (controlled) Curled side roll (egg roll) (controlled) Teddy bear roll (controlled) Rocking for forward roll Crouched forward roll	Crouched forward roll Forward roll from standing Tucked backward roll	Forward roll from standing Straddle forward roll Tucked backward roll Backward roll to straddle	Forward roll from standing Straddle forward roll Pike forward roll Tucked backward roll Backward roll to straddle	Forward roll from standing Straddle forward roll Pike forward roll Dive forward roll Tucked backward roll Backward roll to straddle Backward roll to standing pike Pike backward roll

	Straight jump	Straight jump	Straight jump	Straight jump	Straight jump	Straight jump	Straight jump
	Tuck jump	Tuck jump	Tuck jump	Tuck jump	Tuck jump	Tuck jump	Tuck jump
	Jumping Jack	Jumping jack	Jumping jack	Jumping jack	Jumping jack	Jumping jack	Jumping jack
	Half turn jump	Half turn jump	Half turn jump	Star jump	Star jump	Star jump	Star jump
		Cat spring	Cat spring	Straddle jump	Straddle jump	Straddle jump	Straddle jump
			Cat spring to	Pike jump	Pike jump	Pike jump	Pike jump
			straddle	Straight jump half-	Straight jump half-	Stag jump	Stag jump
Jumps				turn	turn	Straight jump half-	Straight jump half-
Ju				Cat leap	Straight jump full-	turn	turn
					turn Cat laan	Straight jump full- turn	Straight jump full- turn
					Cat leap	Cat leap	Cat leap
					Cat leap half-turn	•	·
						Cat leap half-turn	Cat leap half-turn
						Split leap	Cat leap full-turn
							Split leap
							Stag leap
Vault - with springboard and vault or other suitable raised platform, e.g. gymnastics activity and skills table		Straight jump off springboard	Hurdle step onto springboard				
or of			Straight jump off	Squat on vault	Squat on vault	Squat on vault	Squat on vault
vault ymnas			springboard	Star jump off	Straddle on vault	Straddle on vault	Straddle on vault
d and e.g. g			Tuck jump off springboard	Tuck jump off	Star jump off	Star jump off	Star jump off
gboar orm, e			springboard	Straddle jump off	Tuck jump off	Tuck jump off	Tuck jump off
sprin platf				Pike jump off	Straddle jump off	Straddle jump off	Straddle jump off
with aised					Pike jump off	Pike jump off	Pike jump off
'ault -						Squat through vault	Squat through vault
suit							Straddle over vault

Handstands, Cartwheels and Round-offs	Bunny hop	Bunny hop Front support wheelbarrow with partner	Bunny hop Front support wheelbarrow with partner T-lever Scissor kick	Handstand Lunge into handstand Cartwheel	Lunge into handstand Lunge into cartwheel	Lunge into handstand Lunge into cartwheel Lunge into round- off	Lunge into cartwheel Lunge into round- off Hurdle step Hurdle step into cartwheel Hurdle step into round-off
Travelling & Linking Actions	Tiptoe, step, jump and hop	Tiptoe, step, jump and hop Hopscotch Skipping Galloping	Tiptoe, step, jump and hop Hopscotch Skipping Galloping Straight jump halfturn	Tiptoe, step, jump and hop Hopscotch Skipping Chassis steps Straight jump half turn Cat leap	Tiptoe, step, jump and hop Hopscotch Skipping Chassis steps Straight jump half turn Straight jump full turn Cat leap Cat leap half turn Pivot	Tiptoe, step, jump and hop Hopscotch Skipping Chassis steps Straight jump half turn Straight jump full turn Cat leap Cat leap half turn Pivot	Tiptoe, step, jump and hop Hopscotch Skipping Chassis steps Straight jump half turn Straight jump full turn Cat leap Cat leap half turn Cat leap full turn Pivot

Shapes and Balances	Standing balances	Standing balances Kneeling balances Pike, tuck, star, straight, straddle shapes	Standing balances Kneeling balances Large body part balances Balances on apparatus Balances with a partner Pike, tuck, star, straight, straddle shapes Front and back	Large and small body part balances, including standing and kneeling balances Balances on apparatus Matching and contrasting partner balances Pike, tuck, star, straight, straddle shapes	1, 2, 3 and 4- point balances Balances on apparatus Balances with and against a partner Pike, tuck, star, straight, straddle shapes Front and back support	1, 2, 3 and 4- point balances Balances on apparatus Part body weight partner balances Pike, tuck, star, straight, straddle shapes Front and back support	1, 2, 3 and 4- point balances Balances on apparatus Develop technique, control and complexity of partweight partner balances Group formations Pike, tuck, star, straight, straddle shapes
			Front and back support	shapes Front and back support			

Compete/Perform	Control my body when performing a sequence of movements. Participate in simple games.	Perform using a range of actions and body parts with some coordination. Begin to perform learnt skills with some control.	Perform sequences of their own composition with coordination. Perform learnt skills with increasing control.	Develop the quality of the actions in their performances. Perform learnt skills and techniques with control and confidence. Compete against self and others in a controlled manner.	Perform and create sequences with fluency and expression. Perform and apply skills and techniques with control and accuracy.	Perform own longer, more complex sequences in time to music. Consistently perform and apply skills and techniques with accuracy and control.	Link actions to create a complex sequence using a full range of movement that showcases different agilities, performed in time to music. Perform and apply a variety of skills and techniques confidently, consistently and with precision. Begin to record their peers' performances, and evaluate these.
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				Dance			
	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Health and Fitness	Describe how the body feels when still and when exercising.	Describe how the body feels before, during and after exercise. Carry and place equipment safely.	Recognise and describe how the body feels during and after different physical activities. Explain what they need to stay healthy.	Recognise and describe the effects of exercise on the body. Know the importance of strength and flexibility for physical activity. Explain why it is important to warm up and cool down.	Describe how the body reacts at different times and how this affects performance. Explain why exercise is good for your health. Know some reasons for warming up and cooling down.	Know and understand the reasons for warming up and cooling down. Explain some safety principles when preparing for and during exercise.	Understand the importance of warming up and cooling down. Carry out warm-ups and cool-downs safely and effectively. Understand why exercise is good for health, fitness and wellbeing. Know ways they can become healthier.

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Join a range of different movements together.

Change the speed of their actions.

Change the style of their movements.

Create a short movement phrase which demonstrates their own ideas. Copy and repeat actions.

Put a sequence of actions together to create a motif.

Vary the speed of their actions.

Use simple choreographic devices such as unison, canon and mirroring.

Begin to improvise independently to create a simple dance.

Copy, remember and repeat actions.

Create a short motif inspired by a stimulus.

Change the speed and level of their actions.

Use simple choreographic devices such as unison, canon and mirroring.

Use different transitions within a dance motif.
Move in time to music.
Improve the timing of their actions.

Begin to improvise with a partner to create a simple dance.

Create motifs from different stimuli.

Begin to compare and adapt movements and motifs to create a larger sequence.

Use simple dance vocabulary to compare and improve work.

Perform with some awareness of rhythm and expression. Identify and repeat the movement patterns and actions of a chosen dance style.

Compose a dance that reflects the chosen dance style.

Confidently improvise with a partner or on their own.

Compose longer dance sequences in a small group.

Demonstrate precision and some control in response to stimuli. Begin to vary dynamics and develop actions and motifs in response to stimuli. Demonstrate rhythm and spatial awareness. Change parts of a dance as a result of self-evaluation. Use simple dance vocabulary when comparing and improving work.

Identify and repeat the movement patterns and actions of a chosen dance style.

Compose individual, partner and group dances that reflect the chosen dance style.

Show a change of pace and timing in their movements.

Develop an awareness of their use of space.

Demonstrate imagination and creativity in the movements they devise in response to stimuli. Use transitions to link motifs smoothly together. Improvise with confidence, still demonstrating fluency across the sequence. Ensure their actions fit the rhythm of the music. Modify parts of a sequence as a

Identify and repeat the movement patterns and actions of a chosen dance style.

Compose individual, partner and group dances that reflect the chosen dance style.

Use dramatic expression in dance movements and motifs.

Perform with confidence, using a range of movement patterns.

Demonstrate strong and controlled movements throughout a dance sequence. Combine flexibility. techniques and movements to create a fluent sequence. Move appropriately and with the required style in relation to the stimulus, e.g. using various levels. ways of travelling

and motifs.

			result of self and	Show a change of
			peer evaluation.	pace and timing in
			Use more complex	their movements.
			dance vocabulary	Move rhythmically
			to compare and	and accurately in
			improve work.	dance sequences.
				Improvise with
				confidence, still
				demonstrating
				fluency across their
				sequence.
				Dance with fluency
				and control,
				linking all
				movements and
				ensuring
				that transitions
				flow.
				Demonstrate
				consistent precision
				when performing
				dance sequences.
				Modify some
				elements of a
				sequence
				as a result of self
				and peer evaluation.
				Use complex dance
				vocabulary to
				compare and
				improve work.

٠	Compete / Pertorm	Control my body when performing a sequence of movements.	Perform using a range of actions and body parts with some coordination. Begin to perform learnt skills with some control.	Perform sequences of their own composition with coordination. Perform learnt skills with increasing control. Compete against self and others.	Develop the quality of the actions in their performances. Perform learnt skills and techniques with control and confidence. Compete against self and others in a controlled manner.	Perform and create sequences with fluency and expression. Perform and apply skills and techniques with control and accuracy.	Perform own longer, more complex sequences in time to music. Consistently perform and apply skills and techniques with accuracy and control.	Link actions to create a complex sequence using a full range of movement. Perform the sequence in time to music. Perform and apply a variety of skills and techniques confidently, consistently and with precision.
	Evaluate	Talk about what they have done. Talk about what others have done.	Watch and describe performances. Begin to say how they could improve.	Watch and describe performances, and use what they see to improve their own performance. Talk about the differences between their work and that of others.	Watch, describe and evaluate the effectiveness of a performance. Describe how their performance has improved over time.	Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements. Modify their use of skills or techniques to achieve a better result.	Choose and use criteria to evaluate own and others' performances. Explain why they have used particular skills or techniques, and the effect they have had on their performance.	Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.

				Athletics			
	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Health and Fitness	Describe how the body feels when still and when exercising.	Describe how the body feels before, during and after exercise. Carry and place equipment safely.	Recognise and describe how the body feels during and after different physical activities. Explain what they need to stay healthy.	Recognise and describe the effects of exercise on the body. Know the importance of strength and flexibility for physical activity. Explain why it is important to warm up and cool down.	Describe how the body reacts at different times and how this affects performance. Explain why exercise is good for your health. Know some reasons for warming up and cooling down.	Know and understand the reasons for warming up and cooling down. Explain some safety principles when preparing for and during exercise.	Understand the importance of warming up and cooling down. Carry out warm-ups and cool-downs safely and effectively. Understand why exercise is good for health, fitness and wellbeing. Know ways they can become healthier.

Running	Run in different ways for a variety of purposes.	Vary their pace and speed when running. Run with a basic technique over different distances. Show good posture and balance. Jog in a straight line. Change direction when jogging. Sprint in a straight line. Change direction when sprinting. Maintain control as they change direction when jogging or sprinting.	Run at different paces, describing the different paces. Use a variety of different stride lengths. Travel at different speeds. Begin to select the most suitable pace and speed for distance. Complete an obstacle course. Vary the speed and direction in which they are travelling. Run with basic techniques following a curved line. Be able to maintain and control a run over different distances.	Identify and demonstrate how different techniques can affect their performance. Focus on their arm and leg action to improve their sprinting technique. Begin to combine running with jumping over hurdles. Focus on trail leg and lead leg action when running over hurdles. Understand the importance of adjusting running pace to suit the distance being run.	Confidently demonstrate an improved technique for sprinting. Carry out an effective sprint finish. Perform a relay, focusing on the baton changeover technique. Speed up and slow down smoothly.	Accelerate from a variety of starting positions and select their preferred position. Identify their reaction times when performing a sprint start. Continue to practise and refine their technique for sprinting, focusing on an effective sprint start. Select the most suitable pace for the distance and their fitness level in order to maintain a sustained run. Identify and demonstrate stamina, explaining its importance for runners.	Recap, practise and refine an effective sprinting technique, including reaction time. Build up speed quickly for a sprint finish. Run over hurdles with fluency, focusing on the lead leg technique and a consistent stride pattern. Accelerate to pass other competitors. Work as a team to competitively perform a relay. Confidently and independently select the most appropriate pace for different distances and different parts of the run. Demonstrate endurance and stamina over longer distances in order to maintain a sustained run.
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ways, landing types safely. ways, landing types example to two feet to one for foot of oppose the partner possible. Land so with a Work partner to two feet to t	and control. Jump for distance from a standing position with accuracy and control. Investigate the best jumps to cover	Use one and two feet to take off and to land with. Develop an effective take-off for the standing long jump. Develop an effective flight phase for the standing long jump. Land safely and with control.	Learn how to combine a hop, step and jump to perform the standing triple jump. Land safely and with control. Begin to measure the distance jumped.	Improve techniques for jumping for distance. Perform an effective standing long jump. Perform the standing triple jump with increased confidence. Develop an effective technique for the standing vertical jump (jumping for height) including take-off and flight. Land safely and with control. Measure the distance and height jumped with accuracy. Investigate different jumping techniques.	Develop the technique for the standing vertical jump. Maintain control at each of the different stages of the triple jump. Land safely and with control. Develop and improve their techniques for jumping for height and distance and support others in improving their performance. Perform and apply different types of jumps in other contexts. Set up and lead jumping activities including measuring the jumps with confidence and accuracy.
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Throwing	Roll equipment in different ways. Throw underarm. Throw an object at a target.	Throw underarm and overarm. Throw a ball towards a target with increasing accuracy. Improve the distance they can throw by using more power.	Throw different types of equipment in different ways, for accuracy and distance. Throw with accuracy at targets of different heights. Investigate ways to alter their throwing technique to achieve greater distance.	Throw with greater control and accuracy. Show increasing control in their overarm throw. Perform a push throw. Continue to develop techniques to throw for increased distance.	Perform a pull throw. Measure the distance of their throws. Continue to develop techniques to throw for increased distance.	Perform a fling throw. Throw a variety of implements using a range of throwing techniques. Measure and record the distance of their throws. Continue to develop techniques to throw for increased distance.	Perform a heave throw. Measure and record the distance of their throws. Continue to develop techniques to throw for increased distance and support others in improving their personal best. Develop and refine techniques to throw for accuracy.
Compete / Perform	Control their body when performing a sequence of movements Participate in simple games	Begin to perform learnt skills with some control. Engage in competitive activities and team games.	Perform learnt skills with increasing control. Compete against self and others.	Perform learnt skills and techniques with control and confidence. Compete against self and others in a controlled manner.	Perform and apply skills and techniques with control and accuracy. Take part in a range of competitive games and activities.	Consistently perform and apply skills and techniques with accuracy and control. Take part in competitive games with a strong understanding of tactics and composition.	Perform and apply a variety of skills and techniques confidently, consistently and with precision. Take part in competitive games with a strong understanding of tactics and composition.

I		Talk about what	Watch and describe		•	Watch, describe	Choose and use	Thoroughly evaluate
		they have done.	performances.	performances, and use what they see	and evaluate the effectiveness of a	and evaluate the effectiveness of	criteria to evaluate own and others'	their own and others' work,
		Talk about what others have done.	Begin to say how they could improve.	to improve their own performance.	performance.	performances, giving ideas for	performance.	suggesting thoughtful and
	Perform			Talk about the	Describe how their performance has	improvements.	Explain why they have used	appropriate
	Per			differences	improved over time.	Modify their use of	particular skills or	improvements.
				between their work and that of others.		skills or techniques to achieve a better	techniques, and the effect they have	
						result.	had on their performance.	
							per for mance.	

			Out	door Adventurous Activiti	es		
	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Health and Fitness				Recognise and describe the effects of exercise on the body. Know the importance of strength and flexibility for physical activity. Explain why it is important to warm up and cool down.	Describe how the body reacts at different times and how this affects performance. Explain why exercise is good for your health. Know some reasons for warming up and cooling down.	Know and understand the reasons for warming up and cooling down. Explain some safety principles when preparing for and during exercise.	Understand the importance of warming up and cooling down. Carry out warm-ups and cool-downs safely and effectively. Understand why exercise is good for health, fitness and wellbeing. Know ways they can become healthier.

Trails	Orientate themselves with increasing confidence and accuracy around a short trail.	Orientate themselves with accuracy around a short trail. Create a short trail for others with a physical challenge. Start to recognise features of an orienteering course.	Start to orientate themselves with increasing confidence and accuracy around an orienteering course. Design an orienteering course that can be followed and offers some challenge to others. Begin to use navigation equipment to orientate around a trail.	Orientate themselves with confidence and accuracy around an orienteering course when under pressure. Design an orienteering course that is clear to follow and offers challenge to others. Use navigation equipment (maps, compasses) to improve the trail.
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environment. in activities. on the most effective.
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Preparation and Organistation		Begin to choose equipment that is appropriate for an activity.	Try a range of equipment for creating and completing an activity. Make an informed decision on the best equipment to use for an activity. Plan and organise a trail that others can follow.	Choose the best equipment for an outdoor activity. Create an outdoor activity that challenges others. Create a simple plan of an activity for others to follow. Identify the quickest route to accurately navigate an orienteering course.	Choose the best equipment for an outdoor activity. Prepare an orienteering course for others to follow. Identify the quickest route to accurately navigate an orienteering course. Manage an orienteering event for others to compete in.
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	Communicate with others.	Communicate clearly with others. Work as part of a team.	Communicate clearly and effectively with others. Work effectively as part of a team.	Communicate clearly and effectively with others when under pressure.
Communication		Begin to use a map to complete an orienteering course.	Successfully use a map to complete an orienteering course. Begin to use a compass for navigation.	Work effectively as part of a team, demonstrating leadership skills when necessary. Successfully use a map to complete an orienteering course. Use a compass for navigation. Organise an event for others.

Compete and Perform		Begin to complete activities in a set period of time. Begin to offer an evaluation of personal performances and activities.	Complete an orienteering course more than once and begin to identify ways of improving completion time. Offer an evaluation of both personal performances and activities. Start to improve trails to increase the challenge of the course.	Complete an orienteering course on multiple occasions, in a quicker time due to improved technique. Offer a detailed and effective evaluation of both personal performances and activities. Improve a trail to increase the challenge of the course.	Complete an orienteering course on multiple occasions, in a quicker time due to improved technique. Offer a detailed and effective evaluation of both personal performances and activities with an aim of increasing challenge and improving performance. Listen to feedback and improve an orienteering course from it.
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Evaluate	Watch, describe and evaluate the effectiveness of a performance. Describe how their performance has improved over time.	Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements. Modify their use of skills or techniques to achieve a better result.	Choose and use criteria to evaluate own and others' performances. Explain why they have used particular skills or techniques, and the effect they have had on their performance.	Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.

shallow water using one basic method. Kick legs from the hip and identify when this needs improvements. Put face in water and blow bubbles. Enter and exit water safely and remain safe around water. Explain what dangers to identify around water. Shallow water using one basic method to achieve the distance. Begin to swim 10m- 15m unaided using a second stroke. Begin to swim 10m- 15m unaided using a second stroke. Put face in water and breathe correctly when swimming in one identifiable stroke. Put face in water and breathe correctly when swimming in one identifiable stroke. Put face under the water and blow bubbles (begin to do this whilst swimming). Explore how to move it produced in shallow water, using one basic method to achieve this distance. Use two different strokes swimming on both front and back of this distance. Control breathing. Swim confidently and their swimming and confidence in deeper water. Explain how to remain safe in water and burner and burner water. Explain how to remain safe in water and what do if you or someone nearby get.				Swimming			
shallow water using one basic method. Kick legs from the hip and identify when this needs improvements. Put face in water and blow bubbles. Enter and exit water safely and remain safe around water. Explain what dangers to identify around water. Shallow water using one basic method to achieve the distance. Begin to swim 10m- 15m unaided using a second stroke. Begin to swim 10m- 15m unaided using a second stroke. Put face in water and bow breathe correctly when swimming in one identifiable stroke. Swim confidently and remain safe around water. Put face under the water and blow bubbles (begin to do this whilst swimming). Explore how to move in pade water and blow bubbles (begin to do this whilst swimming). Explore how to move in pade water and blow bush and the water and blow bubbles (begin to do this whilst swimming). Explore how to move in pade water and blow bush and the water and blow bush and the water and blow bubbles (begin to do this whilst swimming). Explore how to move in pade water and bush and 20m unaided in shallow water, using one basic method to achieve the distance. Begin to swim 10m- 15m unaided using a second stroke. Control breathing. Swim confidently when this suiring one to device the distance. Begin to swim 10m- 15m unaided using a second stroke. Control breathing. Swim confidently in the water and bush bush and breathe correctly when swimming in one identifiable stroke. Use a float to aid their swimming and confidence in deeper water. Explain how to remain safe in water and what do if you or someone nearby get.	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Recognise how swimming affects breathing. Identify and describe differences between different leg and arm actions. Recognise how swimming affects between different leg and arm actions. Hechniques. Begin to explain how to keep safe whilst in water and what dangers should be identified.	Reception	Year 1	Year 2	Year 3 Swim 10m unaided in shallow water using one basic method. Kick legs from the hip and identify when this needs improvements. Put face in water and blow bubbles. Enter and exit water safely and remain safe around water. Explain what dangers to identify around	Swim between 10m and 20m unaided in shallow water, using one basic method to achieve the distance. Use floats to swim longer distances with a more controlled leg kick. Join in all swimming activities confidently. Put face under the water and blow bubbles (begin to do this whilst swimming). Explore how to move in and under water. Recognise how swimming affects breathing. Identify and describe differences between different leg and arm	Swim between 10m and 20m unaided in shallow water, using one stroke. Begin to swim 10m-15m unaided using a second stroke. Put face in water and breathe correctly when swimming in one identifiable stroke. Use a float to aid their swimming and confidence in deeper water. Use a float to develop leg and arm techniques. Begin to explain how to keep safe whilst in water and what dangers should be	Swim 25m unaided in water using one basic method to achieve this distance. Use two different strokes swimming on both front and back. Control breathing. Swim confidently and fluently both on the surface and under the water. Explain how to remain safe in water and