|  | Athletics | Dance | Games-Invasion | Games - Racket | Games Strike \& Field | Gymnastics |  <br> Adventurous |
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| $\frac{\sim}{2}$ | - I can move my body forwards by walking, running, jogging, skipping and crawling <br> - A jump is lifting both of my feet off the floor <br> - Throwing means an object will move from my hand to a target | - Dance is where I move my body in different ways to create shapes <br> - I can dance to music <br> - I need space to move safely | - Balls can be used to roll and throw <br> - Balls can be different sizes <br> - In football I use my feet to kick a ball | - A bat can be used to hit a ball | - If I hit a ball it can move <br> - If I throw a ball I can aim it at a target | - A hop is on one leg, a jump can be on one or two leg <br> - I can make shapes using my body <br> - I can balance on one leg |  |
|  | - Running means I need to move my legs quicker <br> - If I pump my arms, I can go faster <br> - I bend my knees to help me land safely on two feet <br> - Objects I can throw are a beanbag or tennis ball | - A motif is a single dance movement <br> - Moving my arms, legs and body in different ways can create a motif | - Travelling means I can move in different directions <br> - Passing (a ball) means I am giving it to someone else and that could be with my hands or with my feet <br> - I can play games using balls or other equipment | - A racket can be used to hit a ball | - A bat can be used to hit a ball <br> - I can throw a ball for someone else to catch | - I can use a mat when I am doing gymnastics so my body is protected <br> - A roll is performed on the floor and a jump is where I take off <br> - I can bend my knees when I land to make it safer <br> - Log and teddy are types of rolls <br> - I can travel using a hop, skip or jump <br> - I can create different shapes with my body |  |
| $\begin{aligned} & \mathbf{N} \\ & \frac{1}{\pi} \\ & \underset{\sim}{2} \end{aligned}$ | - I know that if I change my running speed I can go slower and faster. <br> - An athletics track is an area marked out with lines that I run on <br> - A long jump means to jump as far as I can <br> - Objects I can throw are as a howler | - Motifs can be used to create a sequence of movements <br> - When I dance to music, I need to change the speed of my movements solam 'in time' | - Games have rules that I need to follow <br> - I can score goals or points in a game <br> - A team is where you play with a group of people and you are all on the same side | - I hold a racket by the handle <br> - I need to keep my eye on the ball | - An underarm throw is where by hand is lower than my waist <br> - Bowling is where I throw a ball to my partner and they hit is back to me | - There are different types of rolls, jumps and turns <br> - A log roll is where I keep my body really straight and roll across a mat <br> - A teddy bear roll is where I sit down and roll onto my back with my legs apart <br> - Straight and tuck are types of jumps <br> - A cat spring helps me to travel across a mat <br> - I can balance and hold shapes |  |
| $m$ <br> $\vdots$ <br>  <br>  | - Pumping my arms and driving my legs forward helps to run faster. <br> - A hurdle is something I jump over <br> I need an effective 'take off' and 'flight phase' when jumping for distance. <br> - Objects I can throw are a discus and a javelin | - Different themes can be used in dance to tell a story through movement <br> - Linking single dance moves together creates a sequence of dance moves which I can perform <br> - Rhythm means I am dancing in time to the music | - Attacking means that lam trying to score points <br> - Defending means I am trying to stop someone from scoring points <br> - I dodge players to get past them <br> - I mark players to stop them from receiving a ball | - I need to stand in a 'ready position' <br> - A forearm stroke is where I hit the ball on my strong side <br> - I need to turn my body to do a backhand | - In cricket and rounders I use a bat to strike the ball <br> - An overarm throw is where I have my arm above my head <br> - Striking a ball is the same as hitting a ball <br> - Fielding is when I run and collect a ball and throw it back <br> - If I catch the ball that has been hit (before it touches the ground) then the batter is out | - When I perform a forward roll, I need to tuck in my chin. <br> - When I perform a backwards roll, I need to spot my hands <br> - Vaults can be used to jump off <br> - Star, straddle and pike are all jumps that I can perform <br> - A lunge is where I push one leg forwards and balance before I perform a handstand <br> - Balancing is where I control my whole body not to fall | - Teamwork is where I need to work with others to complete a task <br> - Good communication means that I need to talk to people and take turns <br> - Instructions can help me to complete task <br> - A map tells me where I need to go |
| $\begin{aligned} & \pm \\ & \vdots \\ & \underset{\sim}{0} \end{aligned}$ | - Sprinting means I am running as fast as I possibly can <br> - A relay is where you are part of a team and you pass a 'baton' <br> - When I jump a hurdle, my 'lead leg' goes first and my 'trail leg' follows <br> - A triple jump uses a hop, skip and jump. <br> - A 'pull throw' is a technique when throwing a javelin | - A sequence of dance movements creates a movement pattern <br> - Choreograph means to create a movement pattern that can be repeated and modified to create a dance <br> - A dance can be performed on stage | - Using 'space' in a game means I am moving to receive a ball <br> - To intercept (a ball) means that I am getting the ball back or regaining possession <br> - A court, pitch, lines or grid area can be used to define the area in which I play the game | - A serve starts the game <br> - An underarm serve is where the ball/shuttlecock is hit below waist height <br> - A rally is where a ball/shuttlecock goes back and forth | - I can use a 'tee' to hit a ball from <br> - I stand in front of the wicket when I bat in cricket <br> - A bowler bowls balls overarm to the batter <br> - Kwik cricket is a cricket game <br> - I run between the wickets (or target) to score runs <br> - I can be caught out or stumped out of the game in cricket <br> - A wicket keeper stands behind the batters wicket | - Linking movements in gymnastics is called a sequence <br> - A handstand and a cartwheel can be used to travel <br> - Chassis steps, half turns and full turns can be used to link movements | - A map has symbols and keys that tell me what things are <br> - Orienteering means that I am going from one place to another using a map <br> - Ineed to follow a map carefully so 1 don't get lost |
| $\begin{aligned} & \text { ! } \\ & \frac{1}{0} \\ & \underset{\sim 1}{\sim} \end{aligned}$ | - A sprint race means I need to run as fast as I can <br> - Pacing myself in a longer distance race means going a steady speed <br> - A long jump can be performed from standing or running <br> - Throwing the discus is called a 'fling throw' <br> - Passing the baton in a relay s called a 'changeover' | - I know that transition means to go from one dance move to another to form a sequence <br> - Spatial awareness is where I need to be mindful of other dancers space in my group <br> - There are different dance styles <br> - A dance can be performed on a stage | - 'Dribbling' means I am moving with the ball with some control <br> - When defending I can 'man to man' mark which means to mark one single player out of the game to stop them getting the ball <br> - When defending, I can tackle to stop a player attacking or regain possession of the ball | - An overarm serve in tennis is where I throw the ball up and hit it whilst it is falling back down towards me <br> - When I serve, I need to aim so that the ball lands in a certain area <br> - I know badminton is played with a shuttlecock | - I need to protect my stumps from being hit in cricket <br> - If I am out it means that my go is over <br> - Sometimes the wickets are called stumps <br> - In rounders there are 4 bases <br> - To score a rounder I need to run all the way round <br> - An underarm bowl is used in rounders <br> - A back stop stands behind the batter and returns the ball to the bowler | - Forward rolls can be performed in pike <br> - Backwards rolls can be finished off on straddle <br> - A routine is where I have linked some gymnastic movements together <br> - A routine might include a roll, jump and traveling using linking steps | - A compass helps me to navigate myself and tells me where North is <br> - The 4 points of a compass are North, East, South \& West <br> - I can follow directional instructions including clockwise, anticlockwise, $90^{\circ}, 180^{\circ}$ and $360^{\circ}$ turns; |
| $\begin{aligned} & 6 \\ & \frac{2}{0} \\ & \underset{\sim}{2} \end{aligned}$ | - I know when in a sprint race that I should have a 'sprint start' and 'sprint finish' <br> - I know a standing start is used in long distance races <br> - I know a crouch start is used in sprinting races <br> - I know in between hurdles, I need to have a consistent stride pattern. <br> - I know that endurance and stamina mean to keep going <br> - I know that a push throw is using a shot putt | - I know dancing in unison means that I perform the same dance as others at the same time <br> - I know that canon means that each dancer takes it in turns to perform the dance motif I know a theatre is where a dance can be performed in front of an audience | - A warm up helps my heart to beat faster, which raises my blood flow so that oxygen can be carried around my body to my muscles ready for exercise <br> - Invasion games could include: football, hockey, netball, basketball, tag rugby and they have their own sets of rules and playing areas <br> - Speed, movement, direction and control are important when playing an invasion game. <br> - I can create rules for my own game. | - I know what a shuttlecock is. <br> - An overhead shot in badminton is where I hit the shuttlecock up high and to the back of the court <br> - A drop shot in badminton is where I place the shuttlecock just over the net in an attempt to fool the opposition <br> - A net is used to separate each side <br> - The playing areas for tennis and badminton are called courts | - Balls hit that roll over a boundary scores 4 runs <br> - Balls hit directly over the boundary scores 6 runs <br> - A wide ball is where the bowler bowls a ball too far away from the batter <br> - The crease is the area that the batter must stand to be in <br> - A fielder can stump the wickets and the batter is out if they are not stood in their crease <br> - 2 batters work in pairs <br> - There are 6 balls in an over | - Music can be used to perform gymnastics <br> - Having balance and control of my body will help me perform better <br> - Stretching my body before exercise is important so that I don't pull any muscles <br> - Neat presentation of my whole body shape is important when presenting a gymnastics routine | - Orienteering is where I use a map and navigate myself to different places <br> - There are different outdoor adventurous activities that I can take part in such as: Abseiling, climbing, and walking. |

