

## PE – Progression of Skills

### EYFS – Development Matters

Pupils should revise and refine fundamental movement skills they have already acquired. Progress towards a more fluent style of moving with developing control and grace. Develop overall body strength, co-ordination, balance 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 outside, alone and in a group. Develop overall body-strength, balance, co-ordination and agility. Further develop and refine a range of ball skills including: throwing, catching, kicking, passing, batting and aiming. Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball.

#### **EYFS – Development Matters – Early Learning Goals**

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

### Key Stage 1 - Year 1 & 2

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 co-operative physical activities, in a range of increasingly challenging situations.

#### **National Curriculum for Year 1 & 2**

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.

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

To perform dances using simple movement patterns

### Key Stage 2 - Year 3, 4, 5 & 6

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.

#### **National Curriculum for Year 3, 4, 5 & 6**

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.

Develop flexibility, strength, technique, control and balance. (for example through athletics and gymnastics)

Perform dances using a range of movement patterns.

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 & Water Safety – Year 4, 5 & 6

Pupils should be given swimming instruction.

National Curriculum for Swimming							
Swim competently, confidently and proficiently over a distance of at least 25							
Use a range of strokes effectively (for example, front crawl, backstroke and breaststroke)							
Perform safe self-rescue in different water-based situations.							
Sport	EYFS	KEY STAGE 1		KEY STAGE 2 (LOWER)		KEY STAGE 2 (UPPER)	
		Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Acquiring and Developing Skills in Gymnastics (General)						
GYMNASTICS	<p>Develop jumping in a range of ways from one space to another.</p> <p>Begin to control my body when jumping, balancing and rolling.</p> <p>Create a sequence using a jump and a balance.</p> <p>Develop a roll in a range of ways.</p> <p>Perform a sequence with confidence and control.</p>	<p>Create and perform a movement sequence with a beginning, middle and end.</p> <p>Link two actions to make a sequence.</p> <p>Recognise and copy contrasting actions (small/tall, narrow/wide).</p> <p>Travel in different ways, changing direction and speed.</p> <p>Hold still shapes and simple balances.</p> <p>Carry out simple stretches.</p> <p>Carry out a range of simple jumps, landing safely.</p> <p>Move around, under, over, and through different objects and equipment.</p> <p>Begin to move with control and care.</p>	<p>Copy, explore and remember actions and movements to create their own sequence.</p> <p>Travel in a variety of ways, including rolling.</p> <p>Hold a still shape whilst balancing on different points of the body.</p> <p>Jump in a variety of ways and land with increasing control and balance.</p> <p>Climb onto and jump off the equipment safely.</p>	<p>Link combinations of actions with increasing confidence, including changes of direction, speed or level.</p> <p>Develop the quality of their actions, shapes and balances.</p> <p>Move with coordination, control and care.</p> <p>Use turns whilst travelling in a variety of ways.</p> <p>Use a range of jumps in their sequences.</p> <p>Begin to use equipment to vault.</p> <p>Create interesting body shapes while holding balances with control and confidence.</p> <p>Begin to show flexibility in movements.</p>	<p>Create a sequence of actions that fit a theme.</p> <p>Use an increasing range of actions, directions and levels in their sequences.</p> <p>Move with clarity, fluency and expression.</p> <p>Show changes of direction, speed and level during a performance.</p> <p>Travel in different ways, including using flight.</p> <p>Control their balance recognising their centre of gravity affects balance.</p> <p>Use equipment to vault in a variety of ways.</p> <p>Begin to develop good technique when travelling, balancing and using equipment.</p> <p>Develop strength, technique and flexibility throughout performances.</p>	<p>Select ideas to compose specific sequences of movements, shapes and balances and adapt them where necessary.</p> <p>Perform jumps, shapes and balances fluently and with control.</p> <p>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.</p> <p>Confidently use equipment to vault in a variety of ways.</p> <p>Develop strength, technique and flexibility throughout performances.</p> <p>Combine equipment with movement to create sequences.</p>	<p>Create their own complex sequences involving the full range of actions and movements: travelling, balancing, holding shapes, jumping, leaping, swinging, vaulting and stretching.</p> <p>Demonstrate precise and controlled placement of body parts in their actions, shapes and balances.</p> <p>Confidently use equipment to vault and incorporate this into sequences.</p> <p>Apply skills and techniques consistently, showing precision and control.</p> <p>Develop strength, technique and flexibility throughout performances.</p>
	Rolls						
	<p><b>Rolls</b></p> <p>Curled side roll (egg roll)</p> <p>Log roll (pencil roll)</p> <p>Teddy bear roll</p>	<p><b>Log roll</b></p> <p><b>Curled side roll (egg roll)</b></p> <p><b>Teddy bear roll</b></p> <p><b>(all controlled)</b></p>	<p>Log roll (controlled)</p> <p>Curled side roll (egg roll)</p> <p>Teddy bear roll</p> <p><b>Rocking forward roll</b></p> <p><b>Crouched forward roll</b></p>	<p>Crouched forward roll</p> <p>Forward roll from standing</p> <p><b>Tucked backward roll</b></p>	<p>Forward roll from standing</p> <p><b>Straddle forward roll</b></p> <p><b>Tucked backward roll</b></p> <p><b>Backward roll to straddle</b></p>	<p>Forward roll from standing</p> <p>Straddle forward roll</p> <p><b>Pike forward roll</b></p> <p>Tucked backward roll</p> <p>Backward roll to straddle</p>	<p>Forward roll from standing</p> <p>Straddle forward roll</p> <p>Pike forward roll</p> <p><b>Dive forward roll</b></p> <p>Tucked backward roll</p> <p>Backward roll to straddle</p> <p><b>Backward roll to standing pike</b></p> <p><b>Pike backward roll</b></p>

	<u><b>Jumps</b></u> Straight jump Tuck jump Jumping jack Half turn jump	<b>Jumps</b>					
		Straight jump Tuck jump Jumping jack Half turn jump <b>Cat spring</b>	Straight jump Tuck jump Jumping jack Half turn jump Cat spring <b>Cat spring to straddle</b>	Straight jump Tuck jump Jumping jack <b>Star jump</b> <b>Straddle jump</b> <b>Pike jump</b> <b>Straight jump half-turn</b> <b>Cat leap</b>	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Straight jump half-turn <b>Straight jump full-turn</b> Cat leap <b>Cat leap half-turn</b>	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump <b>Stag jump</b> Straight jump half-turn Straight jump full-turn Cat leap Cat leap half-turn <b>Split leap</b>	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump <b>Stag jump</b> Straight jump half-turn Straight jump full-turn Cat leap Cat leap half-turn <b>Cat leap full-turn</b> Split leap <b>Stag leap</b>
		<b>Vault – with springboard and vault or other suitable raised platform, e.g. gymnastics table</b>					
	Straight jump off springboard	Straight jump off springboard <b>Hurdle step onto springboard</b> <b>Tuck jump off springboard</b>	Hurdle step onto springboard <b>Squat on vault</b> <b>Star jump off</b> Tuck jump off <b>Straddle jump off</b> <b>Pike jump off</b>	Hurdle step onto springboard Squat on vault <b>Straddle on vault</b> Star jump off Tuck jump off Straddle jump off Pike jump off	Hurdle step onto springboard Squat on vault Straddle on vault Star jump off <b>Tuck jump off</b> Straddle jump off Pike jump off <b>Squat through vault</b>	Hurdle step onto springboard Squat on vault Straddle on vault Star jump off <b>Tuck jump off</b> Straddle jump off Pike jump off Squat through vault <b>Straddle over vault</b>	
	Hops	<b>Handstands, Cartwheels and Round-offs</b>					
		Bunny hop Front support wheelbarrow with partner	Bunny hop Front support wheelbarrow with partner T-lever Scissor kick	<b>Handstand</b> <b>Lunge into handstand</b> <b>Cartwheel</b>	Lunge into handstand <b>Lunge into cartwheel</b>	Lunge into handstand Lunge into cartwheel <b>Lunge into round-off</b>	Lunge into cartwheel Lunge into round-off <b>Hurdle step</b> <b>Hurdle step into cartwheel</b> <b>Hurdle step into round-off</b>
		<b>Travelling &amp; Linking Actions</b>					
	<u><b>Travelling</b></u> Tiptoe, step, jump and hop	Tiptoe, step, jump and hop <b>Hopscotch</b> <b>Skipping</b> <b>Galloping</b>	Tiptoe, step, jump and hop Hopscotch Skipping Galloping <b>Straight jump half-turn</b>	Tiptoe, step, jump and hop Hopscotch Skipping <b>Chassis steps</b> Straight jump half turn <b>Cat leap</b>	Tiptoe, step, jump and hop Hopscotch Skipping Chassis steps Straight jump half turn <b>Straight jump full turn</b> Cat leap <b>Cat leap half turn</b> <b>Pivot</b>	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 <b>Cat leap full turn</b> Pivot
		<b>Shapes and Balances</b>					
	<u><b>Shapes and balances</b></u> Standing balances	Standing balances Kneeling balances	Standing balances Kneeling balances	<b>Large and small body part balances, including</b>	<b>1, 2, 3 and 4- point balances</b> Balances on	1, 2, 3 and 4- point balances Balances on apparatus	1, 2, 3 and 4- point balances Balances on apparatus

		Pike, tuck, star, straight, straddle shapes	<b>Large body part balances</b> <b>Balances on apparatus</b> <b>Balances with a partner</b> Pike, tuck, star, straight, straddle shapes <b>Front and back support</b>	<b>standing and kneeling balances</b> Balances on apparatus <b>Matching and contrasting partner balances</b> Pike, tuck, star, straight, straddle shapes <b>Front and back support</b>	apparatus <b>Balances with and against a partner</b> Pike, tuck, star, straight, straddle shapes <b>Front and back support</b>	<b>Part body weight partner balances</b> Pike, tuck, star, straight, straddle shapes <b>Front and back support</b>	<b>Develop technique, control and complexity of part-weight partner balances</b> <b>Group formations</b> Pike, tuck, star, straight, straddle shapes <b>Front and back support</b>
		<b>Compete/Perform</b>					
	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.
		<b>KEY STAGE 1</b>		<b>KEY STAGE 2 (LOWER)</b>		<b>KEY STAGE 2 (UPPER)</b>	
<b>Sport</b>	<b>EYFS</b>	<b>Year 1</b>	<b>Year 2</b>	<b>Year 3</b>	<b>Year 4</b>	<b>Year 5</b>	<b>Year 6</b>
		<b>Dance Skills</b>					
<b>DANCE</b>	Create movements to music.  To practise and improve a dance motif.  To remember and perform a dance.	Create a single dance movement called a motif. Copy and repeat actions. Use body parts to create shapes and movements. Change the speed and height of movements. Begin to improvise independently to create a simple dance.	Create a motif inspired by music. Change the speed and level of their actions. Copy, remember and repeat actions. Move in time to music, improving their timing with their actions. Use different transitions within a dance to link one motif to another.	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. Use simple choreographic devices such as unison, canon and mirroring.	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.	Compose individual, partner and group dances that reflect the chosen dance style. Show a change of pace and timing in their movements. 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 result of self and peer evaluation. Use more complex dance vocabulary to compare and improve work.	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. Show a change of pace and timing in their movements. Move rhythmically and accurately in 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.
		<b>Compete/Perform</b>					
		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.
		<b>Evaluate</b>					
		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.
		<b>KEY STAGE 1</b>		<b>KEY STAGE 2 (LOWER)</b>		<b>KEY STAGE 2 (UPPER)</b>	
<b>Sport</b>		<b>Year 1</b>	<b>Year 2</b>	<b>Year 3</b>	<b>Year 4</b>	<b>Year 5</b>	<b>Year 6</b>
		<b>Striking and Hitting a ball</b>					
<b>GAMES</b>	Develop the ability to control a ball in a range of ways throw accurately at a target. Use throwing skills in a small-sided game. Use a bat or racket to move and control an object. Develop the ability catch, bounce and kick a ball.	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.
		<b>Throwing and Catching a ball</b>					
		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.	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.	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.

			Use hand-eye coordination to control a ball. Vary types of throw used.	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.			
	<b>Travelling with a ball</b>						
	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.	
	<b>Passing a ball</b>						
	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.	
	<b>Possession</b>						
			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.	
	<b>Using space</b>						
	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.	
	<b>Attacking and defending</b>						
	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.	
	<b>Tactics and rules</b>						

		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.
		<b>Compete/Perform</b>					
		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.
		<b>Evaluate</b>					
		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.
		<b>KEY STAGE 1</b>		<b>KEY STAGE 2 (LOWER)</b>		<b>KEY STAGE 2 (UPPER)</b>	
		<b>Year 1</b>	<b>Year 2</b>	<b>Year 3</b>	<b>Year 4</b>	<b>Year 5</b>	<b>Year 6</b>
<b>ATHLETICS</b>		<b>Running</b>					
	Develop the ability to throw an object. Move at speed and adapt the body when moving at speed. Jump safely and in different ways.	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.	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.	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.	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	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.

		Change direction when sprinting. Maintain control as they change direction when jogging or sprinting.	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.	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.		fitness level in order to maintain a sustained run. Identify and demonstrate stamina, explaining its importance for runners.	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.
		<b>Jumping</b>					
		Perform different types of jumps: for example, two feet to two feet, two feet to one foot, one foot to same foot or one foot to opposite foot. Perform a short jumping sequence. Jump as high as possible. Jump as far as possible. Land safely and with control. Work with a partner to develop the control of their jumps.	Perform and compare different types of jumps: for example, two feet to two feet, two feet to one foot, one foot to same foot or one foot to opposite foot. Combine different jumps together with some fluency and control. Jump for distance from a standing position with accuracy and control. Investigate the best jumps to cover different distances. Choose the most appropriate jumps to cover different distances. Know that the leg muscles are used when performing a jumping action.	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.
		<b>Throwing</b>					
		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.
		<b>Compete/Perform</b>					
		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.	Perform and apply skills and techniques with control and accuracy.	Consistently perform and apply skills and techniques with accuracy and control. Take part in competitive games with a strong	Perform and apply a variety of skills and techniques confidently, consistently and with precision.



				Compete against self and others in a controlled manner.	Take part in a range of competitive games and activities.	understanding of tactics and composition.	Take part in competitive games with a strong understanding of tactics and composition.
		<b>Evaluate</b>					
		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.

		KEY STAGE 1		KEY STAGE 2 (LOWER)		KEY STAGE 2 (UPPER)	
Sport		Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
OUTDOOR & ADVENTUROUS		<b>Trails</b>					
				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 orient themselves with increasing confidence and accuracy around an orienteering course. Design and orienteering course that can be followed and offers some challenge to others. Begin to use navigation equipment to orientate around a trail.	Orient themselves with confidence and accuracy around an orienteering course when under pressure. Design and orienteering course that is clear to follow and offers challenge to others. Use navigation equipment (maps, compasses) to improve the trail.
		<b>Problem Solving</b>					
				Identify and use effective communication to begin to work as a team. Identify symbols used on a key.	Communicate clearly with other people in a team and with other teams. Have experience of a range of roles within a team and begin to identify the key skills required to succeed at each. Associate the meaning of a key in the context of the environment.	Use clear communication to effectively complete a particular role in a team. Complete orienteering activities both as part of a team and independently. Identify a key on a map and begin to use the information in activities.	Use clear communication to effectively complete a particular role in a team. Compete in orienteering activities both as part of a team and independently. Use a range of map styles and make an informed decision on the most effective.
		<b>Preparation and Organisation</b>					
				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 complete in.
		<b>Communication</b>					
				Communicate with	Communicate clearly	Communicate clearly and effectively	Communicate clearly and effectively

				others.	with others. Work as part of a team. Begin to use a map to complete an orienteering course.	with others. Work effectively as part of a team. Successfully use a map to complete an orienteering course. Begin to use a compass for navigation.	with others when under pressure. 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.
		<b>Compete and Perform</b>					
				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.
		<b>Evaluate</b>					
				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.
SWIMMING		<b>KEY STAGE 1</b>		<b>KEY STAGE 2 (LOWER)</b>		<b>KEY STAGE 2 (UPPER)</b>	
		<b>Year 1</b>	<b>Year 2</b>	<b>Year 3</b>	<b>Year 4</b>	<b>Year 5</b>	<b>Year 6</b>
					Develop basic pool safety skills and confidence in water. Develop travel in vertical or horizontal position and introduce floats. Develop push and glides, any kick action on front and back with or without support aids. Develop entry and exit, travel further, float and submerge. Develop balance, link activities and travel further on whole stroke. To show breath	Demonstrate basic pool safety skills and confidence in water Travel in vertical or horizontal position and use floats. Use push and glides, any kick action on front and back with or without support aids. Demonstrate safe entry and exit, travel further, float and submerge. Use balance, link activities and travel further on whole stroke. To show breath control. Introduction to deeper water and treading water.	Swims competently, confidently and proficiently over a distance of at least 25 metres. Uses a range of strokes effectively e.g. front crawl, backstroke and breaststroke. Performs safe self-rescue in different water-based situations.

					control. Introduction to deeper water and treading water.		
HEALTH & WELLBEING		Can describe the effect exercise has on the body. Can explain the importance of exercise and a healthy lifestyle.	Can describe the effect exercise has on the body. Can explain the importance of exercise and a healthy lifestyle. Understands the need to warm up and cool down.	Can describe the effect exercise has on the body. Can explain the importance of exercise and a healthy lifestyle. Understands the need to warm up and cool down. Carry out warm ups and cool downs effectively. Know ways they become healthier.			