	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Substantive	Body Changes	Body	Body Changes	Body Changes	Body Changes	Body Changes	Body Changes
Knowledge		Changes					
	Understand		Understand	Awareness of body	Awareness of body	Awareness of body	Awareness of body
	why exercise	Understand	why exercise	changes before,	changes before,	changes before,	changes before,
	is important.	why exercise	is important.	during and after	during and after	during and after	during and after
		is important.		exercise.	exercise.	exercise.	exercise.
	Understand		Understand				
	body changes	Understand	body changes	Awareness of how	Awareness of how	Awareness of how	Awareness of how
	such as	body	such as	exercise is	exercise is important	exercise is important	exercise is
	change in	changes	change in	important for a	for a healthy body	for a healthy body	important for a
	heart rate,	such as	heart rate,	healthy body and	and lifestyle.	and lifestyle.	healthy body and
	shortness of	change in	shortness of	lifestyle.			lifestyle.
	breath and	heart rate,	breath and		Awareness of how	Awareness of how	
	sweating.	shortness of	sweating.	Awareness of how	exercise can help	exercise can help	Awareness of how
		breath and		exercise can help	support our mental	support our mental	exercise can help
	<u>Team Games</u>	sweating.	<u>Team Games</u>	support our mental	wellbeing.	wellbeing.	support our mental
			Engage in	wellbeing.			wellbeing.
	Work	T	competitive		Understanding the	Understanding the	
	individually	<u>Team Games</u>	activity.	Understanding the	importance of	importance of	Understanding the
	and as part of	Engage in	Work	importance of	exercise and sport in	exercise and sport in	importance of
	a team.	competitive	individually	exercise and sport	social environments.	social environments.	exercise and sport
		activity.	and as part of	in social	T 0	- 0	in social
	Use equipment		a team.	environments.	<u>Team Games</u>	<u>Team Games</u>	environments.
	safely	Work		Teen Comes	- -	Identify a number of	Teem Comes
	_ .	individually	Able to reflect	<u>Team Games</u>	To play games	rules across a range	<u>Team Games</u>
	Engage in	and as part	on		competitively.	of games and their	Identify a number
	physical	of a team.	performance.	To play games	Develop a new read	importance.	of rules across a
	activity while	Ammhukaaia	Dovelor	competitively.	Develop a range of tactics across a		range of games
	following rules.	Apply basic	Develop simple tactics.	competitively.		Demonstrate good	and their
		movements in a range of			range of sports.	teamwork,	importance.
		activities.					

Invasion	Use	Use equipment	Develop a range of	Reflect on own	sportsmanship and	Demonstrate good
Games	equipment safely	safely	tactics across a	performance.	resilience.	teamwork, sportsmanship and
To be able to	,		range of sports.	To develop	Understand how to	resilience.
move and stop confidently, negotiating the	<u>Invasion</u> Games	Invasion Games	Reflect on own performance.	teamwork and team play.	use equipment safely.	Understand how to use equipment
space around them	To be able to throw a	To kick accurately	To develop teamwork and	Become familiar with some basic rules of	Pupils to assess their own, and other,	safely.
effectively.	ball/beanbag with	towards a target.	team play.	certain games.	performance and provide positive	Pupils to assess
Show good control over	accuracy.	To travel whilst	Become familiar with some basic	Understand how to use equipment	comments and areas for improvements	their own, and other, performance
their bodies when exploring different skills.	To be able to show an	moving a ball with your feet	rules of certain games.	safely	Improvements	and provide positive comments and areas for
Start showing	awareness of space.	or apparatus.	Understand how to	Invasion Games	Invasion Games	improvements
an ability to use their	To be able to	To develop knowledge of	use equipment safely	To know when to move within a game.	To develop team work through	Invasion Games
dominate hand to work with a	catch a ball/beanbag	stronger and weaker sides	Invasion Games	To know when to	communication.	To further develop knowledge of
partner in different activities.	with some control.	of the body.	Develop their	pass during a game.	To play games competitively.	attacking and defending.
Explore and	To observe, describe and	To dribble around various	dribbling skills with a stick and/or a ball	Show an awareness of space and know	To pass a ball	To know how to
use skills effectively for	copy what others are	cones and objects.	To use space	how to use it in games.	towards a space for a team mate to	intercept a pass.
particular games.	doing.	To kick the ball	within the pitch area	To travel using	receive.	To know how to invade as a team.
Communicate effectively with others.	To work collaborativel	confidently with the inside of your foot.	To develop knowledge of	change of direction and speed easily.	To apply a range of tactics and	

	y with a	Invasion	attacking whilst	Describe what	strategies for	To communicate
Net and Wall	partner.	Games	invading	happens to their	defence and attack.	effectively with
Games	1			bodies when		team mates.
	Invasion	To aim, strike	To keep	warming up.	To understand how	
Guide a ball	Games	& follow	possession whilst	5 1	it feels to win and	To develop
around space		through	dribbling	To play games	lose.	sportsmanship.
using a piece	To aim and	towards a		competitively.		-F F -
of equipment.	strike an	target.	Develop their		To develop	To develop
	object	ion gett	dribbling skills with	To develop	knowledge of	teamwork.
<u> </u>	towards a set	To hit an	a stick and/or a ball	teamwork and team	attacking and	
To show	target.	object with	Develop game	play.	defending.	To further develop
control and	laigeti	varying power	awareness	picyi	doronanigi	knowledge of
balance in	To balance a	using a racket.	awareness	To develop attacking	To know how to	defending.
basic	ball on a	denig a raditet		and defending skills.	'mark' an opponent.	derendingi
movement.	racket with	To be able to	Develop effective	and derending ender		To dribble a ball
- .	control.	hit a ball or	communication	To consolidate	To further develop	with control and
To show	o o na o n	object towards	skills when working	dribbling using a	their understanding	fluency using foot
spatial	To recognise	a partner.	in a team	football and/or a	of space.	or hockey stick.
awareness	and begin to	6 p 6 1 1 1 1 1		hockey stick.	or opacor	or noonoy onon
during running	use space in	To explore a	Invasion Games	noonoy onom	To recognise the	To further develop
& chasing	games.	badminton		Develop skills in	importance of rules	knowledge of
games.	gamee	racket and	To identify &	finding and using	within games.	attacking.
	To attempt to	shuttlecock.	describe some	space.	Within gamoo.	attaoking.
To run around	strike a ball		rules of tennis &	00000	Invasion Games	Invasion Games
& over objects,	over and	To attempt a	badminton.	Invasion Games		Invasion Games
demonstrating	beyond a	'forearm' or	baammon.		To develop	To strike a ball or
control &	target.	'bump' pass	To consolidate the	To develop reaction	acceleration &	object towards a
balance.	largeti	(Volleyball).	underarm serve	time and agility.	speed.	target or goal with
- ·	To attempt to		technique.			power and
To become	'set' a ball in	Striking and		To explore	To consolidate	accuracy.
familiar with	the air	Fielding	To explore	backhand hitting.	backhand and	accuracy.
the names of			forehand hitting.		forehand strokes.	
			ioronana muny.			
l	L	l		l	l	

different types	repetitively	To be able to	To move towards a	To attempt an	To explore the	To develop aerobic
of equipment.	(Volleyball).	work	ball or object	overhand serve in	'lobbing' technique in	fitness.
		effectively	before striking it.	tennis.	tennis.	
To hit or push	Striking and	within a small				To develop overall
an object	Fielding	group.	To explore the	To develop	To understand how	volleyball skills:
towards a			'serve' technique	knowledge of	to manipulate the	set, forearm, serve
stationary	To work	To attempt to	(volleyball/badmint	returning & rallying.	opponent with shot	& spike.
target.	collaborativel	create a group	on).		selection.	
-	y with a	game using		To attempt to 'Spike'		To develop overall
Striking and	partner.	small	Striking and	in volleyball.	Striking and Fielding	badminton skills:
Fielding		equipment.	Fielding			serve and smash.
	To use a			To jump for height &	To develop a range	
To develop	range of	To develop	To be able to strike	distance.	of skills associated	To develop overall
hand-eye co-	small	agility and co-	a ball with some		to catching and	tennis skills:
ordination.	equipment.	ordination.	accuracy.	To explore different	fielding	fore/backhand,
				body positions in		service and lob.
To be able to	To throw to a	To negotiate	To vary the speed	flight.	To develop	
throw a ball in	partner with	space	and direction of a		underarm and	To play
the right	developing	effectively in	ball.	Striking and Fielding	overarm throwing	competitively and
direction.	accuracy.	group games.			techniques	evaluate
			Perform the basic	Throw an object with		performance.
To be able to	<u>Dance</u>	To develop co-	skills needed for	varying speed and	To develop bowling	
take turns with		ordination	the games with	accuracy.	technique using	Striking and
a partner.	To be able to	when running.	control and		overarm and	<u>Fielding</u>
	'mirror' a		consistency.	Throw an object or	underarm	
To develop	partner's	<u>Dance</u>		ball overarm.	techniques	To field as a
spatial	movements.		To develop			collaborative team
awareness.		Able to	understanding of	Choose appropriate	<u>Athletics</u>	unit.
	To be able to	demonstrate	distance and power	positioning when		
To run with	listen and	star and arch	when striking	fielding.	To begin a sprint in	To strike a ball or
developing	observe.	shapes.			the crouching	object 'cleanly'
			<u>Athletics</u>		position.	

control and	Able to	Able to	To consolidate	Intercept an object	To throw a discus	using different
fluency.	demonstrate	demonstrate	different throwing	or ball.	with developing	equipment.
	large and	folk dance	techniques.		technique.	- 1
Dance	expansive	actions.		Work collaboratively		To retrieve,
	shapes.		To attempt a	in small teams.	Develop the basic	intercept and stop
Explore and		Able to	javelin throw with		skills for	a ball when
copy basic	Able to	demonstrate	correct technique.	To be able to strike	acceleration.	fielding.
body actions	demonstrate	happy and	1	a ball with some		5
and rhythms.	swinging	energetic	To be able to pass	accuracy.	To develop	To strike a ball or
	actions with	dynamics.	& receive a relay		knowledge of how to	object using both
To be able to	the arms.	-	baton.	To vary the speed	gain & maintain	sides of the body.
negotiate		Able to use the		and direction of a	fitness.	
space confidently,	Able to	space to	Continually	ball.		Recognise their
using	demonstrate	create different	develop awareness		Dance	own and other's
appropriate	heavy and	formations.	of distance	Perform the basic		strengths.
strategies.	strong			skills needed for the	Able to develop	
0	dynamics.	Able to	<u>Dance</u>	games with control	relationships -	Athletics
To be able to		develop		and consistency.	unison.	
use their	Able to	relationships –	To develop the			To choose
bodies to	perform in	folk dance	ability to jump from	To develop	Able to explore the	appropriate
imitate motifs	slow motion.	moves with a	a standing and	understanding of	space around them	techniques for
from stories		partner.	moving position	distance and power	 entrances and 	specific events.
and topics	Able to			when striking.	exits.	
Athletics	develop	Athletics	Able to			Too choice the
<u>/ (())000</u>	relationships	_ .	demonstrate	<u>Athletics</u>	Able to explore time	correct jumping
Learn skills of	– canon.	To run in a	physical skill – looking at the		 continuous and 	style for distance or
running,		coordinated &	hands whilst	To jump hurdles with	sustained.	height.
jumping and	<u>Athletics</u>	fluent way over	dancing	developing	O man a stille s	
throwing with a	То	obstacles.		technique.	<u>Gymnastics</u>	To sustain pace
range of	To consolidate	Dovelop	Able to express		Chave also a	over longer
equipment.	appropriate	Develop awareness of	happy dynamics		Show clear	distances.
	appropriate	awareness of			differences between	

Jumping from	running	distance &	Able to	To communicate	levels, speeds and	Learn to measure
a standing	technique.	weight.	demonstrate	clearly with partners	directions.	& record
position and a		inoight.	physical skill –	& teammates.		performance.
moving	To jump with	To throw a	looking at the	a teamnates.	Perform actions,	performance.
position.	control &	range of	hands whilst	To consolidate	shapes and	Dance
	balance on	different	dancing	different throwing	balances clearly,	Dance
Jumping and	landing.	throwing		techniques.	consistently and	Able to express
landing on one	lanung.	implements.	Gymnastics	techniques.	fluently.	•
foot and two	Tojumo	impiements.		To ottomat a journin	nuenny.	attitude and strong
feet.	To jump	Developing	To build strength	To attempt a javelin	Demonstrate hady	dynamics.
	whilst	Developing	through pushing &	throw with correct	Demonstrate body	
Running while	travelling.	awareness of	pulling motions.	technique.	tension and	Able to develop
changing	T (1	distance &		-	extension.	physical skill -
direction.	To throw	height.	To perform with	To be able to pass &		strength in upper
Increasing and	towards a	T 1 % 1 1 1 <i>K</i>	developing	receive a relay	Adapt sequences to	body.
decreasing speed of	stationary	To hit a ball off	symmetry.	baton.	include a partner or	
running	target.	a tee.		_	a small group.	Able to explore
depending on			To use a change of	<u>Dance</u>		space - directions
instruction	Gymnastics	<u>Gymnastics</u>	direction in		Vary direction, levels	and formation.
given.			between jumps.	Able to manipulate	and pathways.	
9.000	To move	To control my	·····	body parts in order		Able to develop
Identify when	from one	body whilst	To copy and add to	to make various	<u>OAA (Team</u>	relationships –
to stop due to	body position	balancing &	a shape.	shapes.	<u>Building)</u>	leading and
a task needing	to another.	travelling.	a onapor	Listen to the music		following.
to be done.			To find different	and dance	Take on various	
	To perform	To turn whilst	ways to exit and	accordingly.	roles when working	Able to
Throwing	balances on	jumping.	enter apparatus.		as a team.	demonstrate
underarm	different			Listen to and copy	F allen and since	unison as a group.
across various	levels.	To consolidate	OAA (Team	instructions and	Follow and give a	
distances.		the positions	Building)	techniques provided.	wide range of instructions that are	<u>Gymnastics</u>
	Show a clear	front, back &			clear and concise.	
<u>Gymnastics</u>	beginning &	side support.		Gymnastics		Move supporting
	end to					body parts further

Using a range of body parts	shapes/sequ	To think of more than one	Develop problem solving through	To porform the	Communicate effectively in order to	away from each other.
to balance.	ences.	more than one way to create	team challenges	To perform the shapes 'Skydiver' &	reach a successful	
ldentify different areas	To further explore the	a sequence wh	Communicate effectively in order	'Bridge'.	outcome most of the time.	Hold and receive body weight.
of contact with	large and small	ich follows a set of 'rules'.	to solve various problems.	To make movements	<u>Swimming</u>	Stretch, extend and
order to perform	apparatus.	To climb	Follow instructions	accurate, clear and consistent.	To perform correct	elevate unused body parts.
various balances.	To balance on small	safely.	carefully.	To begin to use	breast stroke arm action.	To develop the use
	body parts with control.	Travel, showing	<u>Swimming</u>	counter balance.	To perform correct	of counter balance.
		change of speed and	To perform correct front crawl arm	To introduce symmetry into	breast stroke leg action.	To use small points to create a spin.
		direction.	action.	routines and shapes.	To perform correct	OAA (Team
		Develop body awareness	To perform correct front crawl leg	To combine action, balance and shape.	breathing technique to breaststroke.	Building)
		through varying body	action.	OAA (Team	To evaluate &	Take on various roles when working
		balances.	To breath correctly	Building)	compare techniques.	as a team and ensure these roles
		To perform 'Teddy bear' &	with face in and out of water.	Follow and give a wide range of	Discuss safe self- rescue.	are undertaken effectively and
		'Pencil' rolls.	To demonstrate	instructions.		efficiently.
		To adopt the positions	'Push & Glide'.	Develop problem solving through team		Follow and give clear instructions
		'happy cat' &	Discuss safe self- rescue.	challenges while ensuring a		that contribute to success.
		'angry cat'.		successful outcome		

		Create, remember and perform simple movement sequences.	has been achieved some of the time. Communicate efficiently and effectively in order to solve various problems.	Communicate effectively in order to reach a successful outcome almost all of the time. Swimming
			Swimming To perform correct back crawl arm action.	To consolidate front/back crawl. To consolidate breast stroke
			To perform correct back crawl leg action. To regulate breathing.	technique. To tread water for a sustained period of time.
			To evaluate their own performance. Discuss safe self-	To swim a distance of 25 metres. Discuss safe self- rescue.
Disciplinary Knowledge	and skills. Once they have may to choose different strategies a	stered the specific skills and the best way to app	ities for the children to choose and apply their own ac , they have opportunities to apply these within sports roach different challenges. When the children know m and knowledge around tactics become more comple	and games and therefore have nore, they remember more and

						eir performances and re nber more and do more	
Evidence	Tapestry	Termly	Termly	Termly	Termly Competitions	Termly Competitions	Termly
and	Physical	Competitions	Competitions	Competitions			Competitions
Interpretati	Development	IPEP	IPEP	IPEP	IPEP	IPEP	
on	Teacher Judgement						IPEP
	5						Swimming
							Assessment
Key	Jump	DANCE	DANCE	DANCE	DANCE	DANCE	DANCE
, Vocabulary	Catch	Travel	Travel	Travel	Travel	Travel	Travel
	Нор	Stillness	Stillness	Stillness	Stillness	Stillness	Stillness
	Skip	Direction	Direction	Direction	Direction	Direction	Direction
	Stop	Space	Space	Space	Space	Space	Space
	Go	Body parts	Body parts	Body parts	Body parts	Body parts	Body parts
	Balance	Levels	Levels	Levels	Levels	Levels	Levels
	Follow	Speed	Speed	Speed	Speed	Speed	Speed
	Move		Games	Space	Space	Space	Space
	Fast	Games	Striking	Repetition	Repetition	Repetition	Repetition
	Slow	Striking	Catching	Action and reaction	Action and reaction	Action and reaction	Action and reaction
	Stretch	Catching	Own space	Pattern	Pattern	Pattern	Pattern
	Curl	Own space	Team			Dance style	Dance style
	Long	Team	Speed	<u>Games</u>	<u>Games</u>	Technique	Technique
	Short	Speed	Direction	Striking	Striking	Pattern	Pattern
		Direction	Passing	Catching	Catching	Rhythm	Rhythm
		Passing	Controlling	Own space	Own space	Variation	Variation
		Controlling	Shooting	Team	Team	Unison	Unison
		Shooting	Scoring	Speed	Speed	Canon	Canon
		Scoring		Direction	Direction	Action	Action
			<u>Gymnastics</u>	Passing	Passing	Reaction	Reaction
		Gymnastics	Forwards	Controlling	Controlling	_	
		Forwards	Backwards	Shooting	Shooting	<u>Games</u>	<u>Games</u>
		Backwards	Sideways	Scoring	Scoring	Striking	Striking
		Sideways	Roll	Keep possession	Keep possession	Catching	Catching

Roll	Slow	Scoring goals	Scoring goals	Own space	Own space
Slow	Body parts	Keeping score	Keeping score	Team	Team
Body parts	Shape	Making space	Making space	Speed	Speed
Shape	Jump	Pass/send/receive	Pass/send/receive	Direction	Direction
Jump	Travel	Travel with a ball	Travel with a ball	Passing	Passing
Travel	Stretch	Make use of space	Make use of space	Controlling	Controlling
Stretch	Wide	Points/goals	Points/goals	Shooting	Shooting
Wide	Narrow	Rules	Rules	Scoring	Scoring
Narrow		Tactics	Tactics	Keep possession	Keep possession
		Batting	Batting	Scoring goals	Scoring goals
		Fielding	Fielding	Keeping score	Keeping score
		Defending	Defending	Making space	Making space
		Hitting	Hitting	Pass/send/receive	Pass/send/receive
		J	5	Travel with a ball	Travel with a ball
		Gymnastics	Gymnastics	Make use of space	Make use of space
		Forwards	Forwards	Points/goals	Points/goals
		Backwards	Backwards	Rules	Rules
		Sideways	Sideways	Tactics	Tactics
		Roll	Roll	Batting	Batting
		Slow	Slow	Fielding	Fielding
		Body parts	Body parts	Defending	Defending
		Shape	Shape	Hitting	Hitting
		Jump	Jump	-	
		Travel	Travel	Gymnastics	Gymnastics
		Stretch	Stretch	Forwards	Forwards
		Wide	Wide	Backwards	Backwards
		Narrow	Narrow	Sideways	Sideways
		stretch	stretch	Roll	Roll
		push	push	Slow	Slow
		pull	pull	Body parts	Body parts
		step	step	Shape	Shape
		spring	spring	Jump	Jump
		crawl	crawl	Travel	Travel
		still	still	Stretch	Stretch
		slowly	slowly	Wide	Wide

		tall long forwards high low roll copy jump land balance	tall long forwards high low roll copy jump land balance	Narrow stretch push pull step spring crawl still slowly tall long forwards high low roll copy jump land balance Muscles Joints Symmetrical/asymm etrical Rotation Turn Shape Landing Take-off Flight Performance/evaluat ion	Narrow stretch push pull step spring crawl still slowly tall long forwards high low roll copy jump land balance Muscles Joints Symmetrical/asym metrical Rotation Turn Shape Landing Take-off Flight
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Outcomes	EYFS	Progression	Progression	Progression Y3	Progression Y4	Progression Y5	Progression by
	Gross motor	Y1	Y2	Games	Games	Games	the end of key
	skills	Games	Games	Choose, use and	Strike, throw and	Carefully select and	stage 2
	Physical	Roll, hit, run,	Use rolling,	vary simple tactics	catch with control	use a variety of	Games
	Development	jump, catch	hitting,	for attacking and	and clear sense of	techniques to pass.	Choose and
	-	and kick with	running,	defending (e.g.	direction. Follow the	Develop consistency	combine skills in
	Negotiate	some control.	jumping,	positioning). Use a	formal rules of the	in their skills of	game situations
	space and	Throw, send	throwing,	variety of skills	game and	running, throwing,	(running, throwing,
	obstacles	and receive a	catching and	consistently in a	demonstrate they	catching, passing,	catching, passing,
	safely, with	ball in	kicking skills in	game e.g. rolling,	can play fairly. Keep	jumping and kicking	jumping and
	consideration	different of	combination.	hitting, kicking,	possession of a ball	through practise and	kicking. Work alone
	for themselves	ways.	Use basic	throwing and	(with e.g. hockey	repetition of the	and with a team to
	and others; -		tactics for	catching.	stick, hands, feet).	skills. Develop the	outwit an opponent
	Demonstrate	Dance	attacking and		Show awareness	skills of forehand or	/ opposing team.
	strength,	Copy and	defending.	Dance	and accuracy in	backhand when	Use a range of
	balance and	explore basic	Ū	Experiment with	passing.	playing racket	shots and strokes
	coordination	body actions	Dance	actions, dynamics,		games, showing	to strike a ball in
	when playing; -	and	Copy, repeat	directions and	Dance	control when hitting.	order to outwit the
	Move	movement	and remember	levels. Remember	Vary speed and	Hit a bowled or	opponent,
	energetically,	patterns.	moves and	and repeat dance	levels within a dance	volleyed ball with	considering the
	such as	Select	shapes.	phrases.	sequence. Link	accuracy in return.	direction of play.
	running,	movements	Movement		movements into		Act as a good role
	jumping,	to create	shows control	Gymnastics	dance sequences.	Dance	model within a
	dancing,	their own	and	Demonstrate		Learn different	team, taking a lead
	hopping,	dance	coordination.	control and	Gymnastics	dance styles,	role when required.
	skipping and	phrases with	Perform a	coordination when	Plan, perform and	explaining the	
	climbing.	beginnings,	dance phrase	performing a range	repeat fluent	patterns and forms	Dance
	_	middles and	with 2 or more	of actions with	gymnastic	of the dance.	Choreograph
	PSE	ends.	joined	transitions. Devise,	sequences, linking	Actions are	creative and
	Development		movements /	repeat and perform	still shapes with	controlled and	imaginative dance
	Understanding	Gymnastics	shapes.	a short sequence	travelling. Show	express emotions.	sequences,
	the importance	Perform the		that shows	changes of direction,		independently and
	of healthy food	basic actions	Gymnastics	changes in speed,	speed and level	Gymnastics	in a group.
	choices.	of travelling,	Move and	level and direction.	during a gymnastic	Perform a range of	Choreograph and
		rolling,	jump with		sequence. Create	gymnastic actions	perform more

C	Give focused	jumping and	some control	Create a sequence	successful and	with consistency,	complex
	ttention to	climbing.	and	using apparatus.	stable balances and	fluency and clarity of	sequences.
	hat the	Change	awareness of	using apparatus.	shapes. Decide on	movement. Show	Demonstrate a
		speed and	space. Create	OAA	strategies, skills and	body tension and	consistent theme
	esponding	direction	a sequence	Use basic maps	equipment needed	extension and good	throughout a
	ppropriately	when	using 2 or	and diagrams to	to complete a	weight transference	dance.
	ven when	travelling.	more linked	orientate	challenge based on	when performing.	Gymnastics
		Show	actions. Show	themselves and to	•	Combine dynamics	-
	ngaged in		contrasts on	move from one	previous experience.	,	Create longer,
	ctivity, and	awareness of			Athletics	when making	more complex
	how an ability	body parts,	use of body	place to another.		sequences using	gymnastic
	o follow	points and	and shape		Sprint over a short	changes of speed,	sequences that
	nstructions	position	(such as small,	Athletics	distance. Pace	level and direction.	include a good
	nvolving	when making	tall, straight,	Run at a speed	running over longer		range of well
	everal ideas	still shapes.	curved).	appropriate to the	distances. Develop	OAA	performed
Or	r actions.		Balance on	distance. Jump	technique to be able	Use maps and	gymnastic
		Evaluating	different points	from a standing	to throw further.	compasses to	elements.
	xpressive	Performance	of the body,	position. Able to	Jump in a number of	orientate	Incorporate a
	Art and	Describe	holding a still	throw a ball using	ways (1-1, 2-1, 1-2,	themselves. Adjusts	range of different
	Design	what they	position.	an under and over	2-2), using a run-up	plans and actions	speeds, directions,
	Perform	and others	Evaluating	arm technique.	where appropriate.	depending on	levels, pathways
	ongs,	have done,	Performance			changing situations.	and body rotations
	hymes,	using	Improve their	Evaluating	Evaluating	Able to work in a	during gymnastic
-	oems and	appropriate	own work	Performance	Performances	group to plan actions	performances.
	tories with	vocabulary	through	Describe the	Describe their own	to solve a problem.	Rehearse, refine
	thers, and –	with support.	watching and	similarities and	and others' work,		and perfect
W	/hen		commenting	differences, and	making simple	Athletics	gymnastic skills.
ap	ppropriate try		on others	evaluate the	judgements about	Choose the best	
to	o move in		work.	effectiveness and	the quality of	pace for running	OAA
tir	me with			quality of a	performances.	over a variety of	Read a variety of
m	nusic.			performance.	Suggest ways to	distances. Use a	maps and plans of
					improve their	range of throws	the environment,
				Body Changes	performance.	accurately to hit a	recognising
				Explain how their		target over a range	symbols and
				body feels during a	Body Changes	of distances.	features. Value the
				range of physical		Combine running	importance of

	activities, making reference to different parts of the body.	Recognise changes in heart rate, temperature and breathing rate.	and jumping in athletic activities (long jump). Evaluating Performance Compare and contrast the skills and ideas shown in own and others' work. Develop own basic criteria to evaluate own and others' work based on previous learning. Body Changes Explain and demonstrate why and how people warm up for exercise. Explain how physical exercise is important for good health.	planning and thinking as they work through their challenge. Take on both leadership and team roles when solving a problem, demonstrating good sportsmanship skills. Athletics When running over a range of distances, show stamina, speed and control. Throw accurately, perfecting techniques by analysing the movement and body shape. Demonstrate control, balance and power in take- off and landing when jumping. Compete with others, recording results, setting targets and endeavouring to
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			improve performance.
			Evaluating Performance Analyse and appraise skills and techniques used by others and apply in own work. Practice, modify and perfect skills and techniques to improve performance.
			Health and Fitness Understand and explain the short and long term effects of exercise. Lead warm up and cool down activities in ways that enhance the forthcoming activity. Explain why regular exercise is important to general health and well-being.
			Swimming

							Swim competently, confidently and proficiently over a distance of at least 25m. Use a range of strokes effectively (front crawl, backstroke, breast stroke). Perform safe self- rescue in different water-based situations.
Enrichment	Multi-sports Martial arts TWSSP Inter- school competitions MUGA Slot	Kwik-cricket Multi-sports Martial arts TWSSP Inter-school competition MUGA Slot	Kwik-cricket Multi-sports Martial arts TWSSP Inter- school competition MUGA Slot	Football Multi-sports Cheerleading Martial arts TWSSP Inter- school competitions MUGA Slot	Football Multi-sports Cheerleading Martial arts TWSSP Inter-school competitions MUGA Slot	Football Multi-sports Cheerleading Martial arts TWSSP Inter-school competitions MUGA Slot	Football Multi-sports Cheerleading Multi-sport TWSSP Inter- school competitions MUGA Slot