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

	Year 1 and 2	Year 3 and 4	Year 5 and 6
6ymnastics Skills	 Create and perform a movement sequence. Copy actions and movement sequences with a beginning, middle and end. 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 when travelling, balancing and using equipment. Develop strength, technique and flexibility throughout performances. Link two actions to make a sequence. Recognise and copy contrasting actions (small/tall, 	 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. Begin to show flexibility in movements. 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 	 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. Combine equipment with movement to create sequences. 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.

	 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. 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. 	 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 when travelling, balancing and using equipment. Develop strength, technique and flexibility throughout performances. 	 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.
Rolls	 Log roll (controlled) Curled side roll (egg roll) (controlled) Teddy bear roll (controlled) Rocking forward roll Crouched forward roll 	 Crouched forward 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 Dive forward roll Tucked backward roll Backward roll to straddle Backward roll to standing pike Pike backward roll

neels å	 Straight jump Tuck jump Jumping jack Half turn jump Cat spring Cat spring to straddle Bunny hop Front support wheelbarrow with 	 Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Straight jump half-turn Straight jump full-turn Cat leap Cat leap half-turn Handstand Lunge into handstand 	 Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Stag jump Straight jump half-turn Straight jump full-turn Cat leap Cat leap half-turn Cat leap full-turn Split leap Stag leap Lunge into cartwheel Lunge into round-off
Handstands, Cartwheels & Round-Offs	partner T-lever Scissor kick	Lunge into cartwheel	Hurdle step • Hurdle step into cartwheel Hurdle step into round-off
Travelling and Linking	 Tiptoe, step, jump and hop Hopscotch Skipping Galloping Straight jump half-turn 	 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 Kneeling balances Large body part balances Balances on apparatus Balances with a partner Pike, tuck, star, straight, straddle shapes Front and back support 	 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 Develop technique, control and complexity of part-weight partner balances Group formations Pike, tuck, star, straight, straddle shapes Front and back support
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	Year 1 and 2	Year 3 and 4	Year 5 and 6
Games Striking and Hitting 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.
Gai Throwing and Catching a Ball	 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	 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	 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 and in a variety of ways in a team game.
Using Space	 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 a good awareness of space.

Attacking and Defending	 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 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 to play games, including team games and begin to understand their importance. 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. 	 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. Follow and create complicated rules to play a game successfully. Devise and adapt rules to create their own game. Communicate plans to others during a game. Lead others during a game.

	Year 1 and 2	Year 3 and 4	Year 5 and 6
Trails		 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. 	 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
us Activities Problem Solving		 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. 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.
Outdoor Adventurous Activities Preparation and Organisation		 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. 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.
Communication		 Communicate clearly with others. Work as part of a team. Begin to use a map to complete an orienteering course. 	 Communicate clearly and effectively 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.

	Year 1 and 2	Year 3 and 4	Year 5 and 6
Dance	 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. 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. 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. 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.

	Year 1 and 2	Year 3 and 4	Year 5 and 6
Athletics 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.

- 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.

 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.
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Year 1 and 2	Year 3 and 4	Year 5 and 6
Perform sequences of their own composition with coordination. Perform learnt skills with increasing control. Perform sequences of their own composition with coordination. Perform learnt skills with increasing control. Engage in competitive activities and team games. Compete against self and others. Perform sequences of their own composition with coordination. Perform learnt skills with increasing control. Compete against self and others.	 Perform and create sequences with fluency and expression. Perform and apply skills and techniques with control and accuracy. 	 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.

	Year 1 and 2	Year 3 and 4	Year 5 and 6
Evaluate	 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 performances, giving ideas for improvements. Modify their use of skills or techniques to achieve a better result 	 Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.