



National Curriculum: Key Stage 1

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.

Pupils should be taught to: master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities. Participate in team games, developing simple tactics for attacking and defending. Perform dances using simple movement patterns.

National Curriculum: Key Stage 2

Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement. They should enjoy communicating, collaborating and competing with each other. They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success. Pupils should be taught to: Use running, jumping, throwing and catching in isolation and in combination. Play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending. 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.

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
To be confident and	Improve the way they	Move with a ball	Pass, receive and shoot	Understand there are	Pass, receive and shoot
keep themselves safe	coordinate and control	towards goals with	the ball with increasing	different skills for	the ball with increasing
in the space in which	their bodies in various	increasing control.	control.	different situations and	control under pressure
an activity/game is	activities. Remember,			begin to use these.	
being played.	repeat and link	Understand their role	Work as part of a team		Select the appropriate
	combinations of skills	as an attacker and as a	to keep possession and	Move into space to	action for the situation.
Explore and use skills,	where necessary.	defender.	score goals when	help a team.	
actions and ideas			attacking.		Create and use a
individually and in	Develop basic tactics in	Move into space to		Play in a range of	variety of tactics to
combination to suit the	simple team games	help support a team.	Defend one on one and	positions and know	help a team.
game that is being	and use them		know when and how to	how to contribute	
played.	appropriately.	Defend an opponent	win the ball.	when attacking and	Create and use space
		and try to win the ball.		defending.	to help a team.
Show ability to work	Choose use and vary		Use simple tactics to		
with a partner in	simple tactics.		help a team score or	Pass, receive and shoot	Select and apply
throwing and catching	Catalon all and all all all		gain possession.	the ball with some	different movement
games.	Catch and control a ball			control under pressure.	skills to lose a
Charan and was abilla	in movement working				defender.
Choose and use skills	with a partner or in a				Hee marking and/or
effectively for particular games: -	small group.				Use marking, and/or interception to
Throw a ball accurately	Take part in games				improve defending.
to a target using	where there is an				improve defending.
increasing control.	opposition.				
moreasing control.	opposition.				
Explore throwing and	Decide where to stand				
catching in different	during a team game, to				
ways.	support the game.				

Understand how to intercept a moving ball. Understand role of attacker and defender. Pupils are familiar with basic rules of games. They are beginning to apply them in a range of situations. Pupils can identify when they are successful and the next steps in their learning Pupils are able to assess their own performance and the performance of others to identify areas for development. Pupils are able to assess their own performance and the performance of others to identify areas for development. Pupils consistently demonstrate the sporting spirit values. They can give examples of when they could demonstrate them during a game situation. Understand how to use equipment safely. Understand how to use equipment safely.

Net and Wall					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
To be confident and keep themselves safe in the space in which an activity/game is being played. Explore and use skills, actions and ideas individually and in combination to suit the game that is being played. Show ability to work with a partner in throwing and catching games Hit a ball with control using an appropriate object.	Improve the way they coordinate and control their bodies in various activities. Remember, repeat and link combinations of skills where necessary. Develop basic tactics in simple team games and use them appropriately. Choose use and vary simple tactics. Catch and control a ball in movement working with a partner or in a small group. Take part in games where there is an opposition. Decide where to stand during a team game, to support the game. Begin to lead others in	Return a ball to a partner. Use basic racket skills. Play a range of basic shots. Move quickly around the court using a variety of movement patterns.	To play a continuous games. Use a range of basic racket skills and variety of shots in different areas of the court. Demonstrate good footwork on the court. Return to the ready position to defend my own court.	Develop wider range of skills and begin to use these under some pressure. Select and apply preferred skills with increasing consistency. Understand the need for tactics and make decisions about when best to use them. Play co-operatively with a partner. Demonstrate good footwork to cover a court space in a game situation.	Use a wider range of skills in game situations. Play cooperatively with a partner / in a team. Demonstrate good decision making when making shots within a game. Identify and use a variety of tactics.

a simple team game.		
To develop hand eye co-ordination to be able to receive and send balls using equipment if appropriate.		

Ath	letics	

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Remember, repeat and li	Remember, repeat and link combinations of		Demonstrate the	Choose the best pace	Select and apply the
actions. Use their bodies	and a variety of	and slow speeds.	difference between	for a running event.	best pace for a running
equipment with greater	control and co-		sprinting and running		event.
ordination.		Use different take off	over varying distances.	Perform a range of	
		and landings when		jumps showing some	Exchange a baton with
Develop the following sk	ills with increasing	jumping.	Demonstrate different	technique.	success. Perform jumps
accuracy and velocity:			throwing techniques.		for height and distance
-Explore and throw a var	iety of objects with one	Develop jumping for		Show control at take-	using good technique.
hand.		distance and height.	Jump for distance and	off in jumping	
-Jump from a stationary			height with control and	activities.	Show accuracy and
-Change speed and direc	tion whilst running	Take part in a relay	balance.		good technique when
		activity, remembering		Show accuracy and	throwing for distance.
		when to run and what	Throw with some	good technique when	
		to do.	accuracy and power	throwing for distance.	Lead a small group
			into a target area.		through a short warm-
		Throw a variety of		Understand how	up routine.
		objects, changing my		stamina and power	
		action for accuracy and		help people to perform	
		distance.		well in different	
				athletic activities.	
		Record my distances,			
		numbers and times.		Lead a partner through	
				short warm-up	
				routines.	

Striking and Fielding					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
To be confident and	Improve the way they	Use overarm and	Use overarm and	To sometimes strike a	Strike a bowled ball
keep themselves safe	coordinate and control	underarm throwing,	underarm throwing,	bowled ball.	with increasing
in the space in which an activity/game is	their bodies in various activities. Remember,	and catching skills.	and catching skills with increasing accuracy.	Begin to develop a	consistency.
being played.	repeat and link	Begin to strike a	or casg accar acy.	wider range of skills	Use some tactics in the
	combinations of skills	bowled ball after a	Strike a bowl and ball	and use these under	game as a batter,
Explore and use skills, actions and ideas	where necessary. Develop basic tactics in	bounce.	after a bounce.	some pressure.	bowler and fielder.
individually and in	simple team games	Bowl a ball towards a	Bowl a ball with some	Use tactics effectively	Select the appropriate
combination to suit the	and use them	target.	accuracy, and	in a competitive	action for the situation.
game that is being played.	appropriately.	Develop an	consistency.	situation	
piayea.	Choose use and vary	understanding of	Choose and use simple		
Show ability to work	simple tactics.	tactics and begin to use	tactics for different		
with a partner in throwing and catching	Catch and control a ball	them in game situations.	situations.		
games.	in movement working	Situations.			
	with a partner or in a				
Choose and use skills effectively for	small group.				
particular games:	Take part in games				
-Throw a ball	where there is an				
accurately underarm to	opposition.				
a target using increasing control.	Decide where to stand				
-Show increasing	during a team game, to				
control when rolling an	support the game.				
object, using a technique.	Begin to lead others in				
tecinique.	Degin to lead others in		<u> </u>	<u> </u>	

-Hit a ball with control	a simple team game.		
using an appropriate			
object.	To be able to hit a ball		
	accurately using a		
Explore throwing and	piece of equipment.		
catching in different			
ways.			
,			

Outdoor	Adventure

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Develop and master fund skills. Apply fundamental move activities. Develop simple	ement skills in a range of	To follow and give instructions. Communicate ideas and listen to others. Work with a partner and a small group. Plan and attempt to apply strategies to solve problems. Reflect on when and why I was successful at solving challenges. Developing basic map reading skills.	Accurately follow and give instructions. Work effectively with a partner and a small group. Identify key symbols on a map and use a key to help navigate around a grid. Plan and apply strategies to solve problems.	Reflect on when and how they were successful at solving challenges, and alter methods in order to improve. Work effectively with a partner and a small group, sharing ideas and agreeing on a team strategy. Use critical thinking to approach a task. Navigate around a course using a map.	Work effectively with a partner and a group. Use critical thinking to form ideas. Pool ideas within a group, selecting and applying the best method to solve a problem. Reflect on why and how they are successful at solving challenges and adapt methods in order to improve. Orientate and map efficiently to navigate around a course.

Dance					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Explore movement ideas and respond	Explore, remember, repeat and link a range	Create dance phrases that communicate	Respond imaginatively to a range of stimuli	Adapt and refine actions, dynamics and	Work creatively and imaginatively
imaginatively to a range of stimuli.	of actions with co- ordination, control and awareness of the	ideas. Use dynamic and	related to character and narrative	relationships in a dance	individually, with a partner and in a group to choreograph motifs
Move confidently and safely in their own general space using	expressive qualities of dance.	expressive qualities in relation to an idea.	Use formation, canon and unison to develop a dance.	Perform different styles of dance clearly and fluently.	and structure simple dances.
changes of speed level and direction.	Explore the change of rhythm, speed, level and direction.	Use counts to keep in time with a group and the music.	Refine, repeat and remember dance	Recognise and comment on dances,	Adapt and refine actions, dynamics and relationships to
Compose and link movements to make simple beginnings, middles and ends.	Compose and perform short dances that express and	Recognise and talk about the movements used and the	phrases and dances. Perform dances clearly and fluently.	showing an understanding of style. Suggest ways to	improve a dance. Perform dances fluently and with
Perform movement	communicate moods, ideas and feelings	expressive qualities of dance.	Describe, interpret and	improve their own and other people's work.	control.
phrases using a range of body actions and body parts.	choosing and varying simple compositional ideas.		evaluate dance, using appropriate language.		Use appropriate language to evaluate and refine their own and other's work.

Multi-skills					
Year 1	Year 2				
To explore static balancing and understand the concept of bases.					
To combine a number of co-ordination drills, using upper and lower body movements.					
To aim a variety of balls and equipment accurately.					
To time running to stop or intercept the path of a ball.					

To travel in different directions (side to side, up and down) with control and fluency.

To travel in different ways, showing clear transitions between movements.

To practise ABC (agility, balance and coordination) at circuit stations.

Gymnastics Company of the Company of						
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Hop, bounce, spring	Show various ways of	Travel showing a range	Identify and use a	Identify and show a	Understand and use a	
and skip in different	travelling and	of stretched curled and	variety of body parts	range of bridge shapes	variety of spatial	
directions.	balancing with the	arched shapes and join	for supporting	with back, front or side	relationships when	
	body close to or far	together two or more	balances and	of the body towards	working with a partner.	
Bounce using feet in	away from the ground.	contrasting actions.	understand which	the floor.		
different combinations			combinations produce		Compose an individual	
and repeat a pattern of	Understand and	Demonstrate stretched	the most stable bases.	Demonstrate a variety	sequence comprising	
movements.	demonstrate various	arched and curled		of high and low bridges	travel, jump, roll and	
	ways of travelling and	balance on different	Demonstrate a variety	and join two together	balance and then teach	
Jump from one foot to	balancing with	body parts showing an	of balanced positions,	with a rolling	it to a partner and	
two feet and from one	different parts of the	understanding of high,	including ones with	movement.	perform it together,	
foot to the other and	body being the highest	medium and low	feet high and		matching exactly.	
understand how to	or lowest point to the	positions	understand about body	Travel in different		
land safely.	ground.		tension and quality of	directions showing a	Understand and use	
		Identify and perform	performance.	variety of bridge	mirror movements	
Show thin and wide	Take weight	matching shapes with a		shapes.	with a partner.	
shapes and turning	confidently on hands	partner.	Demonstrate			
jumps.	to lift the feet high.		contrasting shapes:	Move smoothly into	Show matching and	
		Compose a short	wide, narrow, curled,	and from a variety of	mirroring balances	
Link two jumps	Plan and link together	sequence with a	symmetry and	bridge shapes	with a partner showing	
together using high	two or three	partner demonstrating	asymmetry	individually and with a	different shapes and	
and low levels.	movements showing	an understanding of		partner and create a	levels.	
	control and	levels, directions and	Create and perform a	sequence using		
Demonstrate different	coordination's and an	speeds.	sequence which	variations of levels	Create a sequence	
ways of travelling on	awareness of contrast		combines four or more	speeds and directions.	linking four balances	
small and large parts of	in speed.	Know what symmetry	balances with		with travelling,	
the body.		and asymmetry means	travelling movements,	Understand the range	jumping and turning	
	Travel underneath a	and demonstrate	jumps or rolls	of movement	movements. The	

Show a variety of

necessary to create a

balanced sequence and

sequence will show,

variations of speed,

partner who is holding

symmetrical and

asymmetrical balances

Know which small	a balanced bridge	on different body	travelling, jumping,	be able to recognise	levels, direction and
parts of the body can	position.	parts.	rolling and balancing	when one is absent.	shape.
take weight safely.			skills and understand		
	Understand and show	Travel, jump and roll or	how different body	Identify and show the	Understand, identify
Balance upon large	different pathways on	spin showing	parts are capable of	five basic jumps	and use the terms
body parts and know	the floor.	symmetrical and	receiving weight.	showing a variety of	synchronisation and
how to vary the shape		asymmetrical shapes		clear body shapes in	canon.
of the balances.	Show an	emphasising legs	Identify and use skills	the air.	
	understanding of	together and apart.	which transfer weight		Understand and
Select two balances	different speeds and		from feet to hands and	Understand how to	explore the possible
and link them together	levels.	Understand and show	back to feet again.	take off and land safely	variations in level
showing control and		how to link smoothly,		in different directions	speed and direction
speed change.	Understand and	travelling, jumping,	Move smoothly into	and join together three	when working with a
	identify appropriate	turning and balancing	and from a balance	different jumps	partner.
Make a simple	movement to travel	movements and begin	and link balances with	showing variations in	
balanced shape for a	along different shaped	to analyse the work of	travelling and rolling	pathway.	Join together a series
partner to step over or	pathways.	others.	actions.		of movements then
travel underneath.				Spring from feet to	synchronise them with
	Select and link	Perform a simple	Show an	hands and back to feet	a partner.
Know, understand and	together three	matching sequence	understanding of	again.	
show which parts of	different ways of	side by side with a	shapes, levels and		Use rhythm and timing
the body can be used	travelling to create an	partner to show	speeds.	Join together with a	to produce a sequence
for spinning and	interesting pathway.	symmetrical and		partner a jump and a	of canon movement
rocking.	The sequence should	asymmetrical shapes.	Create a sequence with	roll to show	with a partner or small
	show a definite		a partner to show a	contrasting body	group.
Rock on different body	beginning, middle and	Understand and	variety of ways of	shapes.	
parts to stand up or	end.	identify flexible and	receiving body weight.		Understand how to
turn over.		direct pathways and		Compose a sequence	produce combines
	Observe and copy a	demonstrate different	Identify and use a	showing two different	balances emphasising
Know and understand	partner in 'follow my	ways of travelling	range of travelling,	jumps, landing and	levels and shape and
the safety implications	leader' formation to	fluently along them.	jumping and turning	rolls and one action of	link three balances
involved in various	show different		movements on	flight taking weight	using canon and
types of rolling and be	pathways and link	Understand and show	difference levels and	from feet to hands to	synchronisation to

able to show rolling	appropriate	different speeds and	show ways of	feet.	show an understanding
sideways in curled and	movement.	levels.	balancing on different		of compositional
stretched shapes.			body parts.	Know and show a	principles.
·	Understand and show	Identify and		range of travelling and	
Move into and out of a	a variety of controlled	demonstrate	Demonstrate various	jumping activities	Make clear balanced
sideways roll in	turning jumps using	acceleration/	sliding, rolling and	initiated by pushing	shapes for a partner to
different ways.	one foot to two feet or	deceleration within	turning movements	and pulling on the floor	travel over or under.
	two feet to two feet.	one movement and	which lead smoothly	or apparatus.	
Link together a jump,		within a series of	into balanced positions		Contrast a sequence
safe landing, and	Understand the safety	movements.	showing change of	Demonstrate pushing	where each person
rolling action showing	implications and		front.	and/or pulling against	alternately moves into
different combinations	demonstrate a variety	Select and perform		the floor and	a balanced shape then
of shapes and finish in	of rolls and spins on	appropriate actions for	Move into a balance,	pushing/pulling	moves out of it to
a stretched position.	different parts of the	flexible and direct	them move out of it in	gripping on or against	travel over or under a
	body showing co-	pathways and create	a different direction.	apparatus to hold a	partner.
Observe, copy and	ordination and	individual and partner		balanced position.	
describe the	contrasts in speed.	sequences.	With a partner, link		Understand the safety
movements of others			together a series of	Travel using swinging	implications and show
and show a variety of	Use a jump to link	Identify 'change of	movements and	to initiate the	a limited number of
wide and narrow	together a turning	front' and understand	balances which	movement.	ways of travelling over
balances.	movement in the air	what it means.	demonstrate an		a moving partner and
	with a turning or	Demonstrate 1/4, 1/2	understanding of	Identify and show	travelling over a
Travel showing long	spinning movement on	and 3/4 turning jumps.	change of front and	carious ways of	partner making contact
and narrow, wide and	the floor.		direction and show	gripping apparatus	with them.
short shapes.		Move in a variety of	contrasts in speed.	with hands and	
	Understand that 'fixing'	ways different		different body parts to	Know and be able to
Know and use a variety	one half of the body to	directions.	Identify and show at	climb, swing, spring	use matching or
of ways of travelling in	the floor and then		least two different	onto/off/over or	contrasting shapes to
a curled-up shape.	turning the other half	Understand and show	types of rolls in	balance.	pass over/under a
	produces a twisted	individual actions	different directions		partner.
Travel and balance	position and show	which in themselves	and understand they	Link two jumps and	
showing an	various ways of moving	create a change of	can be performed at	three balances with	Construct a sequence
understanding of close	out of it.	front or direction.	different speeds.	travelling and rolling	with a partner to show

to the ground or				movements to create a	four different ways of
apparatus and far away	Understand how one	Select movements and	Understand and	sequence which uses	passing over and under
from the ground or	movement can link	create a sequence to	demonstrate how to	planned variations in	with emphasis on
apparatus.	with another smoothly	illustrate change of	land safely and sink	body shape, speed and	fluency, directions,
	and continuously and	front or directions.	down into a roll on the	direction.	levels and shapes.
Understand the safety	that movement can be		floor and match		·
implications and show	performed at different		different types of	Understand that	Know, understand and
a tucked jump.	speeds and on		jumps with different	spinning occurs around	use the terms counter
	different levels.		rolls.	a body part in contact	balance and counter
Join together a jump,				with the floor and	tension.
turning movement and	Understand and		Create a sequence with	shows a variety of	
stretched balance.	perform movements		a partner linking	shapes and speeds	Show counter balance
	where different parts		different rolls with	when spinning on	and counter tension
	of the body lead into		jumps, balances and	different body parts.	balances in two's,
	the next action.		travelling movements.		threes or small groups
				Identify and show a	and know that
	Compose a short,		Make simple	variety of rotations	variations can be
	simple sequence of		assessments of	around the long axis.	developed through
	three or more		performance and		changing body shape,
	movements using		composition based on	Know and understand	being on different
	different combinations		criteria given by the	that rotation around	levels and pushing or
	of travel, roll, balance		teacher.	the side-to-side axis	pulling on different
	and jump and show			involves mostly rocking	body parts.
	changes in direction.			and forward and	
				backward rolling.	Understand, identify
	Perform a simple				and use a variety of
	sequence with a			Understand and show	methods of moving
	partner.			turning around the	into and away from
				front and back axis.	balances and link
					movements.
				Select a spin and three	
				rotations around	Link balances with
				different axes and link	appropriate

	them with travelling and balances to form a sequence showing planned variations in shape, speed and	movements and show variations in shape, level, speed and direction.
	direction.	