



	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	PD	Use sideways movement for a	Evaluate and improve	Jump and land safely.	Adapt pace to race conditions.	Isolate parts of the jump in order	Understand fully how a skill is
D L		purpose.	sprinting technique.	Describe and evaluate jumping action.	Select appropriate speed for a race.	to improve performance.	broken down.
tanding		Use basic sprinting technique.	Self-select appropriate	Use correct technique to achieve	Select appropriate throwing	Combine elements of jump to	Evaluate performance of others
L (A)		Use different techniques to	speed when moving.	maximum power.	technique for an event.	maximise distance.	and suggest improvements.
Under		throw an object.	Select appropriate technique	Recognise and describe what the body	Use correct technique to achieve	Adapt pace to race situation.	Adapt pace to race situation.
r _n		Select appropriate technique	in a given	feels like after exercise.	maximum power.	Develop preferred starting position.	Show determination.
and		in	situation with different	Jump and land safely.	Describe effects of exercise.	Know good technique when	Demonstrate a strong desire to
		a given situation.	objects	Run effectively at different speeds.	Explain rates of recovery	jumping.	improve.
edg			Demonstrate good technique	Use good sprinting technique.	Perform jumping technique with	Select preferred take-off foot	Maintain a competitive attitude
Knowledge			when jumping for height and	Know basic principles of throwing for	precision.	when jumping	Know and use parts of the jump in
			distance.	distance.	Select appropriate throwing	Develop and apply baton passing	isolation.
s ::			Identify different throws.	Demonstrate basic principles of	technique for an event.	technique.	Show improvement in jumping
Athletic			Use correct techniques to	throwing for distance			
Atl			throw an object.	Use a variety of techniques to throw.			
			-	-			
		Copy and develop a range of	Copy and develop a range of	Hop with balance and control.	Perform jumping technique with	Combine explosion with control.	Know and use parts of the jump in
	Revise and refine the	movements.	movements.	Jump with balance and control.	precision.	Run and jump with height.	isolation.
	fundamental movement	Use basic sprinting technique.	Respond quickly to stimuli.	Perform athletic sequence with	Show fluency in running and jumping.	Combine elements of jump to	Perform a variety of jumps
	skills they have already	Shift weight side to side.	Shift weight side to side.	control.	Maintain a constant pace.	maximise distance.	fluently.
	acquired: - rolling -	Use sideways movement for a	Use sideways movement for	Jump and land safely.	Show acceleration and speed over a	Run with high levels of speed,	Show improvement in jumping.
	running - crawling -	purpose.	a purpose.	Run effectively at different speeds.	distance.	agility and competitiveness.	Perform triple jump with balance
Skills	hopping - walking -	Change direction quickly	Change direction quickly	Use good sprinting technique.	Demonstrate quick reactions and	Sustain acceleration and speed	and control.
	skipping – jumping –	whilst	whilst moving.	Show good acceleration from a static	evaluate different starting positions.	over a distance.	Can sustain an appropriate pace
l g	climbing	moving.	Self-select appropriate	start.	Pass baton without change of pace.	Develop and apply baton passing	for a race.
etic		Demonstrate a variety of	speed when moving.	Know basic principles of throwing for	Accelerate and maintain pace	technique.	Consistently show power and
Athletics		jumps.	Link 2 or more movements	distance.	through a curve.	Use good technique with	effective
◀		Self-select appropriate speed	with balance and agility.	Demonstrate basic principles of		performing a variety of throws	technique when jumping, throwing
		when moving.		throwing for distance.		Throw with power using a run up	and sprinting.
		Link 2 movements with		Use a variety of techniques to throw.			Show determination.
		balance.					Demonstrate a strong desire to
		Use different techniques to					improve.
		throw an object.					Maintain a competitive attitude
		Throw with power. Distance, Height, Power,	Explosion, Balance, Safety,	Balance, Strength, Control, Wobble,	Distance, Balance, Control, Speed,	Explosion, Power, Height,	Distance, Balance, Control,
		Arms, Bend, Stretch,	Energy, Effort, Explosive,	Speed, Concentration, Straight line,	Fluid, Effort, Power, Competitive,	Distance, Control, Speed, Fluid,	Speed, Fluid, Effort, Power,
		Explosion, Effective, Speed,	Power, Energy, Control,	Pump, Aggression, Posture, Focus,	Technique, Performance, Endurance,	Effort, Competitive, Technique,	Competitive, Technique,
		Straight, Balance, Slow,	Balance, Imagination, Drive,	Consistent, Relax, Pulse rate, Heart	Pace, Energy, Competitiveness, Will,	Performance, Pace, Energy,	Performance, Pace, Energy,
		Heart rate, Pace, Change,	Reaction, Quick, Slow,	rate, Effect, Throw, Safety, Aware,	Drive, Motivation, Constant,	Competitiveness, Motivation,	Competitiveness, Motivation,
ary		Accurate, Power, Control	Accelerate, Decelerate,	Power, Distance, Weight, Transfer,	Posture, Long strides, Reactions,	Constant, Posture, Power, Long	Constant, Throw, Safety, Aware,
bul		Accurate, Tower, Control	Angle, Technique	Aggression	Positioning, Comfort, Throw, Safety,	strides, Reactions, Positioning,	Drive, Agility, Spring, Bounce,
Vocabulary			Angre, reclinique	7.991 6531011	Aware, Distance, Balance, Transfer,	Comfort, Weight, Balance,	Transfer, Aggression,
Š					Aggression	Transfer, Aggression, Precision,	Determination, Teamwork, Support
					Aggression	Concentration, Communication,	Determination, Teamwork, Support
						Hand/eye Coordination,	
						Participation, Enjoyment, Team	
						spirit, Fair play	
L	1					spirit, raii piay	





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	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	PD	Show tension in some	Show tension in a variety of	Consistently show tension in all	Consistently show tension and	Show creativity in paired work.	Consistently show body tension.
Understanding	Gross Motor Skills	movements and	movements and balances.	balances.	control.	Show safe landing position.	Perform original sequence with
anc	ELG (PD)	balances.	Create an original 5 part	Create and perform a sequence with	Perform leaps as part of a sequence.	Give appropriate feedback and	enthusiasm,
rst		Create an original 5 part	sequence using	control and fluency.	Create own sequence.	work collaboratively	precision, fluidity and balance.
Jde		sequence.	linking movements.	Can adapt sequence using complex	Respond to and give appropriate	Perform leaps as part of an	Demonstrate sound understanding
		Perform sequence as part of a	Perform sequence as part of	movements and balances.	feedback.	original sequence.	of gymnastic performance.
and		competition	a competition	Can act on feedback.	Perform all rolls with control.	Adapt and perform a sequence	Evaluate own and others
		with control, tension and	with control, tension and	Show variety in balances.	Perform a variety of, complex	with control and precision	performance.
pə		balance.	balance.	Perform sequence in unison.	sequences with a partner (mirror,	Perform up to 4 rolls with	Adapt ideas showing gymnastic
Knowledge		Introduce a linking movement.	Act on feedback		canon, support).	control.	awareness.
Ä		Know and describe effective	Know, describe and		Connect complex jumps and turns.		
l Ø		gymnastic	demonstrate effective		Common compress jumps and cannot		·
) tic		movements.	gymnastic movements.				
na 8		movements.	Copy a 5 part sequence				
G ymnastics			''				
			using gymnastic principles.				
	D	Demonstrate effective and	<u> </u>	Defend the second full become	Perform 3 mirrored balances within	Desferos estados de la como	To a contract of the contract
	Progress towards a		Consistently demonstrate	Perform ½ turns and full turns on a		Perform mirrored balances	Turn and spin with control.
	more fluent style of	safe jumping and landing	effective and safe jumping	floor with control.	given parameters.	within given parameters.	Work effectively in a group.
	moving, with developing	technique.	and landing technique.	Balance using apparatus	Perform a range of supported	Perform balances using support	Show elements of decision making
	control and grace.	Turn and spin with some	Turn and spin consistently	Roll with control in at least 2	balances.	(apparatus and partner).	and leadership.
	Develop overall body-	control.	with control.	different ways.	Change speed, level and direction in	Communicate effectively with	
	strength, balance,	Move in different ways.	Move in different ways with	Roll forward into sitting position.	a sequence.	partner.	
	coordination and	Consistently roll with control.	control.	Use linking movements with control.	Roll from different starting	Show control and fluidity in	
Skills	agility.	Balance consistently using	Consistently roll with	Alter shape in the air.	positions.	sequence.	
స	Use their core muscle	different body parts.	control from different		Attempt backward roll (with	Roll from different starting	
1 (0	strength to achieve a	Copy a 5 part sequence.	starting positions.		support)	position.	
t:	good posture when	Introduce a linking movement.	Link jump and roll with		Demonstrate safe landing	Start and exit roll with control.	
G ymnastics	sitting at a table or		control.		consistently.	Perform cartwheel in a straight	
) m	sitting on the floor.		Balance consistently using		Demonstrate effective turns with	line.	
ا ن	Combine different		different body parts.		control.	Show safe landing position.	
	movements with ease		Copy a 5 part sequence		Create own sequence	Show control when jumping,	
	and fluency.		using gymnastic principles.			turning and spinning.	
	Confidently and safely					Give appropriate feedback and	
	use a range of large					work collaboratively.	
	and small apparatus						
	indoors and outdoors,						
	alone and in a group						
	High	Posture, Fluid, Control,	Safety, Height, Technique	Control, Balance, Posture, Purpose,	Control, Precision, Poise, Fluency,	Control, Precision, Poise	Posture, Control, Balance
	Low	Speed, Level, Precise,	Speed, Power, Slowly	Professional, Levels, Direction, Speed	Fluid, Movement, Concentration,	Fluency, Fluid, Movement	Fluidity, Technique, Concentration,
	Still	Purpose, Direction, Linking	Graceful, Fluid, Smooth	Confidence, Fluency, Fluid	Confidence, Good points,	Concentration, Confidence	Flexibility, Poise, Observation,
	Slowly	Balance, Steady, Rolling	Control, Confidence,		Improvements, Teamwork,	Good points, Improvements	Feedback, Organised, Repetition
	Carefully	Explore, Freedom, Movement,	Balance, Still, Spiky,	Safety, Softly, Power, Elegance,	Cooperation, Combine	Teamwork, Cooperation	
تح	Сору	Log roll	Posture	Height, Posture, Technique, Slowly,		Combine	Link, Fluid, Seamless, Effort
lu a	Mirror	Dish and hollow, Egg roll		Awareness, Technique	Elegance, Height, Cushion		Precision, Performance
Vocabulary			Rigid, Precision, Poise	Unison, Effort, Poise, Canon	Power, Technique	Elegance, Height, Cushion	Canon (1 after the other)
>		Space, Awareness, Height	Posture, Spin, Sequence	Mirroring, Precision	Extension, Smooth, Flexible	Power, Technique, Smooth	Unison (at same time)
		Direction, Move, Length	Levels, Direction, Poise	Cooperation, Sharing	Balance, Link, Fluidity	Flexible, Link, Fluidity, Energy,	Mirror (same time but
		Power, Tension, Tuck	Imagination, Teamwork	,	Smooth, Energy, Poise	Direction, Level, Tension	reflection)
		Straddle, Stretch, Turn,	Communication, Unison,		Fluidity, Smooth, Direction		
		Position, Tension	Canon		Level, Tension		
		Arms, Smooth, Accuracy	Carlon		Levet, Tension		
	<u> I</u>	Arms, Smooth, Accuracy	1				





	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Net/Wall and Object Control- Knowledge and Understanding	Be confident to try new activities and show independence, resilience and perseverance in the face of a challenge. Explain the reasons for rules, know right from wrong and try to behave accordingly.	Hold racket effectively.	Hold racket effectively. Demonstrate correct hitting position.	Return a bouncing ball with some accuracy. Show awareness of hitting into space. Show awareness of space in a game situation. Show basic fielding principles. React auickly to events in a game situation. Hit a moving ball using correct technique.	Show competitive edge. Explain the rules of a game. Demonstrate effective fielding skills consistently. Know difference between forehand and backhand. Perform forehand using correct technique. React quickly to play the best shot possible. Demonstrate effective fielding skills consistently.	Hit a moving ball consistently and accurately. Select appropriate shot for a given situation. React well to changing situations within a game. Consistently select and apply correct throw. Show awareness of match situations	Consistently select the correct shot in any given situation. Use skills and knowledge to effectively win games. Contribute to group discussions. Lead group and resolve any conflicts React well to changing situations. Use correct technique when striking a ball.
Net/Wall and Object Control – Skills	Hold a ball with 2 hands /1 hand Throw a balloon Throw a variety of objects Move a ball along the floor with feet Stop a moving ball Catch a ball Use equipment to move a ball.	Show basic levels of hand/eye coordination. Demonstrate hand/eye coordination while moving. Hit a rolling ball with control Hit a bouncing ball. Move with an object at speed in a variety of ways. Can control object in a tight space. Control objects in a straight line. Keep control whilst changing direction Keep close control using different body parts. Show control with a change of direction at speed whilst holding/ carrying. Show control using eauipment.	while moving in different directions. Hit a rolling ball with increased control.		Perform forehand using correct technique. Use backhand to hit moving ball. Consistently hit a moving ball with control. Hit a volley with precision and control. Throw accurately using 2 techniques. Catch a small ball. Hit a ball in an intended direction with power.	Hit a moving ball consistently and accurately. Continue a rally. Consistently show accuracy using a backhand. Consistently hit a volley with precision. Coordinate throwing and hitting. Select appropriate shot for a given situation. Use a wide variety of shots with precision. Throw overarm/underarm effectively and accurately. Use correct technique (cricket bowl) Hit a ball consistently with power and controlled direction.	Keep a rally going over a prolonged period of time. Consistently show accuracy using backhand Consistently show accuracy using forehand. Consistently show accuracy using volley. Use correct technique when throwing and stopping a ball. Transfer from stop to throw quickly. Use correct technique when striking a ball. Contribute to group discussions. Lead group and resolve any conflicts
Vocabulary		Agility, Balance, Coordination, Concentration, Sending and Receiving, Control, Power, Agility, Balance	Concentration, Coordination, Technique, Control, Position	Coordination, Focus, Concentration, Movement, Control	Coordination, Concentration, Technique, Control, Balance	Control, Precision, Space, Aim, Focus, Coordination, Accuracy, Power, Grip, Technique	Control, Precision, Space, Aim, Focus, Coordination, Concentration, Control, Accuracy, Power, Grip, Technique





	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Dance- Knowledge and Understanding	EYFS ELG -Being imaginative and expressive. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Watch and talk about dance and performance art, expressing their feelings and responses.	Show originality when moving on different levels. Improve sequences based on Feedback Work collaboratively to adapt a sequence. Perform sequence in time with others.	Give specific feedback on a performance. Use specific feedback to improve performance. Perform sequence consistently in time with others. Perform sequence in time with music.	Show control and originality. Work with a partner or group to create a sequence Create original moves. Describe, evaluate and alter sequence accordingly. Create a sequence using different speeds, levels and directions. Perform moves to a beat with control.	Perform as a character. Use and perform with distinct and expressive movements. Create original movements to support narrative. Be an active group member. Evaluate a performance and refine accordingly. Adapt own performance to different stimuli. Suggest appropriate changes to a group's formation.	Perform with elements of originality and expression. Work cooperatively with a partner. Convey a message or expression through dance. Adapt and change a performance based on self evaluation. Give appropriate feedback. Perform narrative with expression. Perform with purpose and with high energy levels. Create original movements linked in an original sequence.	Perform movements and routines with originality and expression. Link movements to a story. Adapt and change performance based on self evaluation. Adapt performances to incorporate eauipment. Create and perform original routine with elements of performance and flair. Give appropriate feedback Perform and link dance phrases appropriately and effectively. Can lead groups and perform with high levels of energy.
Dance- Skills	Explore, use and refine a variety of artistic effects to express their ideas and feelings. Listen attentively, move to and talk about music, expressing their feelings and responses. Explore and engage in music making and dance, performing solo or in groups. Perform songs, rhymes, poems and stories with others, and (when appropriate) try to move in time with music.	Move freely to music. Respond to stimuli. Alter speed appropriately Move with music. Perform a sequence with precision and fluidity. Create an original sequence and perform with timing and control.	Move appropriately in response to stimuli Move appropriately to music Copy and repeat a simple sequence consistently. Create and perform a dance sequence with expression. Create an original sequence and perform with timing and control. Change level in a sequence.	Translate stimuli to dance moves. Move appropriately with expression. Move at different speeds, directions and levels. Copy basic moves with precision. Copy an extended sequence. React to different tempo.	Perform as a character. Use and perform with distinct and expressive movements. Perform a routine with control, energy and flair. Copy a sequence with control. Work collaboratively to adapt a sequence.	Perform consistently with precision. Replicate sequence quickly. Communicate ideas in a group. Give appropriate feedback.	Move imaginatively and appropriately to a range of music. Can work within and contribute to group decisions. Replicate quickly what they have seen. Can lead groups and perform with high levels of energy. Create and perform original routine with elements of performance and flair. Give appropriate feedback
Vocabulary	High, Low, Still, Slowly, Carefully, Copy, Mirror	Performance, Control, Timing, Seauence, In order, Change, Timing, Elegance, Dance, Awareness, Combination, Link, Expression, Feedback, Precision, Movement, Fluidity, Adapt, Space, Awareness, Speed, Direction, Move, Feelings, Response, Alter, Listen, React, High, Low, Levels, Originality, Different	Space, Awareness, Speed, Technique, Effort, Energy, Response, Alter, Change, Listen, React, Intensity, Combination, Link, Expression, Feedback, Performance, Precision, Movement, Fluidity, Direction, Move, Feelings, High, Low, Levels, Originality, Different	Tempo, Energy, Join in, Confidence, Effort, Heart rate, Team work, Cooperation, Communicate, Feedback, Freely, Movement, Dance, Speed, Level, Direction, Performance, Precision, Originality, Composition, Creativity, Linking, Shadow, Support, Coordination, Repeat, Canon	Precision, Tempo, Energy, Effort, Timing, Movement, Imagination, Formation, Precision, Concentration, Levels, Direction, Speed, Originality, Creativity, Interesting, Adapt, Refine, Flair, Performance, In time, Enjoy, Expression, Over the top	Tempo, Timing, Energy, Beat, Team work, Patience, Effort, Beat, Confidence, Creativity, Originality, Positive, Fluidity, Continuous, Linking, Emotion	Tempo, Timing, Energy, Beat, Team work, Patience, Effort, Confidence, Fluid, Rhythmic, Expressive, Continuous, Creativity





	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Sending and Receiving/Invasion Games- Knowledge and Understanding	Be confident to try new activities and show independence, resilience and perseverance in the face of a challenge. Explain the reasons for rules, know right from wrong and try to behave accordingly. Work and play cooperatively and take turns with others. Work and play cooperatively and take turns with others.	Can predict where to move to stop a ball Show awareness of moving into a space and receiving on the move. Select appropriate throw (underarm/overarm) Select the best way to send Show awareness of purpose when sending an object	Can predict where to move to stop a ball effectively. Show increased awareness of moving into space and receiving on the move. Can adapt throwing and catching technique instinctively Show awareness of purpose when sending an object Demonstrate good technique when striking	Recognise and move into a space Show understanding of marking Anticipate opportunities to intercept Know the difference between a pass and a shot Apply skills and knowledge effectively in a game situation. Select appropriate technique in a given situation Execute a variety of passes Show understanding of marking Use evasion strategies Know difference between attack and defence	Consistently select appropriate skill for different situations Know difference between a shot and a pass Quickly identify space and react accordingly. Understand marking and react to an attack Evaluate own performance Consistency show awareness of game principles Give and act on effective feedback Select appropriate technique in a given situation Execute a variety of passes Consistently select appropriate skill for difference between a shot and a pass	Move into a space appropriately Develop own attacking / defensive strategies Use tactics in a game situation Demonstrate elements of flair and creativity in game situations Consistently show teamwork and fair play Execute a variety of passes confidently Use evasive strategies Develop own attacking / defensive strategies	Have some creative input into the creation of a game Evaluate activity and make appropriate changes Implement attacking and defensive tactics in a game Develop own attacking and defensive tactics Show high levels of awareness of game principles Show leadership qualities to support and encourage Apply basic skills to game situations Know High 5 netball positions Execute a variety of passes consistently
Sending and Receiving/Invasion Games Skills	Hold a ball with 2 hands /1 hand Throw a balloon Throw a variety of objects Move a ball along the floor with feet Stop a moving ball Catch a ball Use equipment to move a ball.	Roll with accuracy Throw with accuracy Can predict where to move to stop a ball Show elements of leadership in a group	Roll with accuracy and control Throw with increased accuracy Can throw to themselves consistently. Show elements of leadership and decision making in a group Demonstrate good technique when striking	Execute a variety of passes Send and control a ball on the move Recognise and move into a space Apply skills and knowledge effectively in a game situation. Select appropriate technique in a given situation	Quickly identify space and react accordingly. Execute a variety of passes Pass accurately using correct technique Work as part of a team	Send and receive effectively on the move Execute a variety of passes confidently Move into a space appropriately Demonstrate leadership qualities Demonstrate elements of flair and creativity in game situations Show accuracy when shooting	Apply basic skills to game situations Have some creative input into the creation of a game Show high levels of control, skill and accuracy Execute a variety of passes consistently Recognise and move into a space quickly Apply flair in game situations





74.0	Control, Speed,	Control, Speed, Accuracy,	Control, Accuracy, Power,	Coordination, Cooperation,	Accuracy, Concentration,	Accuracy, Technique, Power,
abulary	Accuracy, Coordination,	Timing, Decision, Choice,	Technique, Concentration,	Teamwork, Reaction, Attention,	Technique, Power. Control,	Effort, Reactions, Teamwork,
	Accuracy, Practice,	Concentrate, Follow	Focus, Coordination,	Concentration	Speed, Coordination,	Communication, Ideas,
	Concentrate, Power,	through, Power, Technique,	Watching, Relax, Teamwork		Reactions, Positioning,	Sensible, Listening,
	Feel, Watching,	Coordination, Hand- eye			HOWZAT, Accuracy,, Focus,	Concentration, Fair play,
\ \ \ \	Technique, Teamwork,	coordination			Aim, Body position,	Skills
	Stop, Focus				Concentration, Practice,	
					Precision, Swing, Vertical,	
					Run	