

Year Group	Spatial awareness		Gymnastic Skills		Game Skills		Dance
R	develop fine and gros These gross motor sl their bodies to mu pouring sand/water, o encourage children to	s motor skills from a rar kills develop children's n sic. They also use large completing a puzzle or u o be responsible for thei	arly Learning Goals: Person age of activities both indoor nuscles so that they can sit movement skills when draw sing tweezers. These skills or own hygiene and persona scussion around healthy an	rs and out. Children have up straight whilst eating wing and painting Fine r develop children's muscl Il needs. They are taught	opportunities to run, hop and working. Children are notor skills are developed es so that they can use a p how to play with equipme how food can affect our b	, jump, build, use bicycle also encouraged to join through a range of active encil to write. Adults pro ent safely. Snack is availa	es and push and pull toys. in with dancing, moving rities such as filling and omote independence and
Vocabulary	balance big steps small steps space in front behind between		rolling crawling walking running skipping hopping high low over backwards forwards tip toes squat		kick hard soft far near partner run stop fast slow dodge freeze tag catch throw pass aim team roll		move copy shape space travel around travel sideways forwards backwards
Year Group	Gymnastics	Dance	Multi skills	Ball skills (invasion games)	Throwing and catching	Striking and fielding	Athletics
1	• To explore movement actions with control and	• To change direction during travelling moves.	To explore static balancing and	To master basic sending and receiving techniques.	• To use throwing and catching skills in a game.	 To learn how to hold different bats appropriately. 	• To use varying speeds when running.



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	link them together	To link travelling	understand the concept	To develop balance,	To practise accuracy	To develop	To explore footwork
	with flow.	moves that change	of bases.	agility and	of throwing and	catching skills with	patterns.
	To explore	direction and level.	To aim a variety of	coordination.	consistent catching.	coordination	To explore arm
	gymnastic actions	To link moves	balls and equipment	To master basic	To play a game fairly		mobility.
	and shapes.	together.	accurately.	sending and	and in a sporting	 ◆ to develop tracking 	To explore different
	To explore	To use a variety of	To travel in different	receiving skills.	manner.	and retrieving a	methods of throwing.
	travelling on	moves.	ways, showing clear	 To develop balance, 		ball for a team	 To practise short
	benches.	To explore basic	transitions between	agility and			distance running
	To choose and use	body patterns and	movements.	coordination.			To develop balance
	simple	movements to	To travel in different	To master basic			when jumping
	compositional ideas	music.	directions (side to side,	sending and			
	by creating and	To use a variety of	up and down) with	receiving techniques			
	performing	moves that change	control and fluency.	To make use of			
	sequences.	speed and direction.		coordination,			
	To repeat and link	To link together		accuracy and weight			
	combinations of	dance moves with		transfer.			
	gymnastic actions.	gestures and		To develop			
	• To link	changing direction in		receiving skills.			
	combinations of	time to music.					
	movements and	To practise taking					
	shapes with control.	off from different					
	'	positions.					
Vocabulary	balance	beat	above	cool down	bounce	bat	aim
	curl	loud	area	groups	catch	hit	challenge
	jump	notes	backward	jog	one-handed	run	distance
	land	performance	below	kick	overarm		higher
	narrow	piece	centre	rules	throw		longer
	shape	pose	direction	team	underarm		lower
	skip	quiet	distance	warm up			race
	spin	soft	fast				shorter
	stretch	tune	firstsecond (etc)				sprint
	travel		forward				
	tuck		half turn				
	twist		hop				
	wide		land				

Year Group	walk Gymnastics	Dance	object own space position quarter turn sideways slow squat star jump Multi skills	Ball skills	Throwing and catching	Striking and fielding	Athletics
2	To remember and repeat simple gymnastic actions with control. To balance on isolated parts of the body using the floor and hold balance. To develop a range of gymnastic moves, particularly balancing. To link together a number of gymnastic actions into a sequence. To explore ways of travelling around on large apparatus. To choose and use a variety of gymnastic actions to make a sequence. To climb, move in all directions and	To explore different levels and speeds of movement. To compose and perform simple dance phrases. To show contrasts in simple dances with good body shape and position. To develop a range of dance movements and improve timing. To work to music, creating movements that show rhythm and control. To perform in front of others with confidence.	To begin to explore dynamic balancing. To combine a number of coordination 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 ways, showing clear transitions between movements.	 (invasion games) To use hand-eye coordination to control a ball. To catch a variety of objects. To vary types of throws. To kick and move with a ball. To develop catching and dribbling skills. 	To throw a ball for distance. To practise throwing balls with technique and coordination To begin to catch a ball with two hands To play a game fairly and in a sporting manner	 To learn how to hold a bat appropriately. To position the body to strike a ball. To develop catching skills. 	To run with agility and confidence. To learn the best jumping techniques for distance. To throw different objects in a variety of ways. To hurdle an obstacle and maintain an effective running style. To run for distance. To complete an obstacle course with control and agility.



	dismount the wall bars safely.						
Vocabulary	arch bridge control half turn land linking lunge pike quarter turn rhythm sidestep space split stationary symmetrical tuck tumble	controlled flowing levels partner soft speed steady timing	agility environment dodge obstacle steady target	received send teammate goal dodge possession	overarm underarm aim collect target distance release	fielder batter bowler runs received	demonstrate distance persevere
Year Group	Gymnastics	Dance	Swimming	Ball skills (invasion games)	Net and Wall	Striking and fielding	Athletics
3	 To explore jumping and travelling techniques and link them with other gymnastic actions. To select and adapt gymnastics actions to meet the task. To work with a partner or a small group to create a sequence that 	To explore different levels and speeds of movement and combine these together smoothly To compose and perform dance phrases which increase in difficulty To show a confident range of dance movements and work to the beat	 To develop basic pool safety skills and confidence in water. To develop travel in vertical or horizontal position and introduce floats. To develop push and glides, any kick action on front and back with or without support aids. 	 To develop different kicks To develop dribbling skills To be aware of others when playing games. To choose the correct skills to meet a challenge. To perform a range of actions, maintaining control of the ball 	To throw and catch with control when under limited pressure to keep possession and score To use backhand and forehand ro return shots To serve from an underarm serve To begin to explore rallying with forearm	 To begin to strike a bowled ball using different equipment To explore bowling and fielding skills to include a two-handed pick up and long and short barriers To use overarm and underarm throwing in games 	 To run in different directions and at different speeds, using a good technique. To improve throwing technique. To reinforce jumping techniques. To choose and understand appropriate running techniques.

	develops jumping and travelling skills. • To improve the ability to choose appropriate actions when creating a sequence of gymnastic movements. • To combine movements together on the wall bars safely.	of the music with control and fluency • To perform in front of others with confidence. • Begin to provide peer feedback	 To develop entry and exit, travel further, float and submerge. To develop balance, link activities and travel further on whole stroke. To show breath control. Introduction to deeper water. 		To consistently use and return to the ready position between shots	• To catch some some consistency in games	
Vocabulary	agility backstep dynamics extended footwork force hollow muscle navigate rotate sequence straddle	canon create expression flow improvise movement space technique theme unison weight	backstroke breaststroke confidence deep depth float (verb and noun) front crawl glide push rotation splash stroke submerge unaided	collaborate intercept mark process recovery rebound resilience	serve accurately track racket control rally opponent	accuracy overarm fielding intercept position blocking	ambition approximate compete hurdle personal preparation repetition
Year Group	Gymnastics	Dance	Swimming	Ball skills (invasion games)	Net and Wall	Striking and fielding	Athletics
4	• To identify and practise body shapes.	• To identify and practise the patterns and actions of chosen dance style.	To develop basic pool safety skills and confidence in water.	To keep possession of a ball. To use ABC (agility, balance,	•To demonstrate increased technique when using shots both	 To develop batting technique consistent with the rules of the game 	To select and maintain a running pace for different distances.



	To identify and practise symmetrical and asymmetrical body shapes. To construct sequences using balancing and linking movements. To use counterbalances and incorporate them into a sequence of movements. To perform movements in canon and in unison. To perform and evaluate own and others' sequences. To combine movement on the wall bars safely, fluently and with others in a group.	To demonstrate an awareness of the music's rhythm and phrasing when improvising. To create an individual or partnered dance that reflects the chosen dancing style. To perform dance using a range of movement patterns. To perform and evaluate own and others' work.	 To develop travel in vertical or horizontal position and introduce floats. To develop push and glides, any kick action on front and back with or without support aids. To develop entry and exit, travel further, float and submerge. To develop balance, link activities and travel further on the whole stroke. To show breath control. Introduction to deeper water. Treading water. To perform self-rescue strategies once show To swim front crawl for 25m. 	coordination) techniques to keep control of a ball in a competitive situation. • To use accurate passing and dribbling in a game. • To identify and apply ways to move the ball towards an opponent's goal. • To learn concepts of attack and defence. • To play in a mini competition.	cooperatively and competitively. •To develop technique in serving underarm with increased consistency. •To develop rallying using backhand and forehand with increased technique. •To begin to use appropriate footwork patterns to move	To develop bowling with some consistency, abiding by the rules of the game. To use overarm and underarm throwing with increased consistency in game situations To begin to catch with one and two hands in game situations	 To practise throwing with power and accuracy. To throw safely and with understanding. To demonstrate good running technique in a competitive situation. To explore different footwork patterns. To understand which technique is most effective when jumping for distance. To utilise all the skills learned in a competition.
Vocabulary	agility approaching bridge walk combine contrasting demonstrate height similar	choreography contemporary control creativity crescendo dynamics reproduce structure	alternate buoyancy self-rescue streamline survival treading water	accelerate bounce pass chest pass contact endurance non-dominant pivot opposition	accuracy receiver outwit court backhand forehand	stance retrieve opposition two-handed pick up technique stumped wicket tee	measure record speed stamina sprint



	stamina strength suppleness tuck roll	tempo		receive strategy			
Year Group	Gymnastics	Dance	Swimming / OAA	Ball skills (invasion games)	Net and Wall	Striking and Fielding	Athletics
5	To identify and practise body shapes and balances. To identify and practise symmetrical and asymmetrical body shapes. To use and refine the following skills: flexibility, strength, balance, power and mental focus. To develop skills for movement, including rolling, bridging and dynamic movement. To use counterbalances and incorporate them into a sequence of movements. To perform movements in	To identify and practise the patterns and actions of the chosen dance style. To demonstrate an awareness of the music's rhythm and phrasing when improvising. To create and perform an individual, partner or group dance that reflects the chosen dance style. To perform a dance using a range of movement patterns. To perform and evaluate	Swimming (Catch up lessons) OAA To start to orientate themselves with increasing confidence and accuracy around a course. To design an orienteering course that can be followed and offers challenges. To use clear communication within a team. To identify a key on a map and begin to use the information. To offer an evaluation of personal performances and activities.	 To demonstrate basic passing and receiving skills using different balls. To develop an understanding and knowledge of the basic footwork rules. To use good hand/eye coordination to pass and receive a ball successfully. To develop skills in the range of passes used within the sport and to understand which pass to use depending on the distance the ball needs to travel. To understand the importance of 'getting free' in order to receive a pass. To understand how to make space by moving away and 	To develop the range of shots used in the games they play To develop their range of serving techniques appropriate to the game To use a variety of shots to keep a continuous rally To demonstrate effective footwork patterns to move around the court	To explore defensive and driving hitting techniques and directional batting To develop over and underarm bowling technique. Select and apply long and sort barriers appropriate to the situation. To demonstrate clear technique when using a variety of throws under pressure. To explore caching skills and apply these with some consistency in game situations	To use correct technique to run at speed. To develop the ability to run for distance. To throw with accuracy and power using different items. To explore different footwork patterns. To understand which technique is most effective when jumping for distance. To demonstrate good techniques in a competitive situation.



	canon and in unison. • To perform and evaluate own and others' sequences.			coming back and by dodging. • To be able to demonstrate a range of defending skills and understand how to mark an opponent. • To understand how to intercept a pass. • To learn how to shoot.			
Vocabulary	asymmetry cannon maximum minimum outcome resistance rigorous symmetry	choreography improvisation off-beat pivot poise posture precision unison	Swimming exhale inhale personal best scull surface OAA route trust navigate grid discuss plan leader inclusive orientate symbol	resolve tactics control offside foul support pressure obstruction onside	tactics volley cooperatively footwork continuously set dig	pressure tracking outwit tactics	constructive critique effective pace technique stride

Year Group	Gymnastics	Dance	Swimming/OAA	Ball skills (invasion games)	Net and Wall	Striking and fielding	Athletics
6	 To identify and practise gymnastic shapes and balances. To identify and practise symmetrical and asymmetrical body shapes. To construct sequences using balancing and linking movements To use counterbalances and incorporate them into a sequence of movements. To perform movements in canon and in unison, including rolls and balances. To perform and evaluate own and others' sequences. 	To demonstrate an awareness of the music's rhythm and phrasing when improvising. To create a dance as a group. To perform and analyse own and others' performance.	Swimming (Catch up lessons) OAA To orientate themselves with confidence and accuracy around a course. To design an orienteering course that can be followed and offers challenges. To use clear communication within a team demonstrating leadership skill. To identify a key on a map and begin to use the information. To use navigation equipment to improve the trail. To offer a detailed and effective evaluation of personal and others' performances and activities.	To understand the basic rules of tag rugby and ultimate Frisbee. To work as a team, using ball-handling skills. To use skills learned to play a game of tag rugby/ ultimate frisbee. To apply rules and skills learned to a game.	To demonstrate increased success and technique in selecting and applying the appropriate shot for the situation. serve accurately and consistently, beginning to apply tactics to their serve. To successfully apply a variety of shots to keep a continuous rally. To demonstrate a variety of footwork patterns relevant to the game they are playing	To strike a bowled ball with increasing accuracy and consistency consistently select and apply the appropriate fielding action for the situation consistently make good decisions on who and when to pass to in order to get batters out To consistently demonstrate good technique in catching skills under pressure	 To develop the ability to run for distance and show this competently. To throw a range of items with confidence, accuracy and power. To identify and apply techniques of relay running. To use a technique which is most effective when jumping for distance. To demonstrate good techniques in a competitive situation. To self and peer assess for technique.
Vocabulary	aerobic anaerobic anticipate counter balance	anticipation connect contrast fluently	Swimming continuous endurance propel	consecutive formation consistently conceding	consecutive consistently deep forecourt	formation collaborative retrieve intercept cover space	analyse relay trajectory momentum transfer of weight



counter tension	phrase		dictate	backcourt	shield bases	
	structure	<u>OAA</u>	turnover	defensive	ready position	
		navigation	contest	attacking		
		orienteering	shut down			
		location				
		boundaries				
		critical thinking				
		strategy				

	Evaluation Skills Personal Skills/Health and Wellbeing Safety										
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6					
Say what they do and don't like. Understand they get warmer after completing exercise.	Watch, describe and comment on what they have seen. Recognise how their body feels when still	Begin to watch others and focus on specific actions to improve their own skills. Recognise and	Recognise good performances in themselves and others and use what they have learned to improve their own	Identify good performances and suggest ideas for practices that will improve their play	Choose and use information and basic criteria to evaluate their own and others' work.	Evaluate their own and others' work. Suggest ways of making improvements.					
Share and move equipment carefully	and when exercising. Know how to carry and place equipment.	describe what their bodies feel like during different types of activity. Lift, move and place equipment safely.	work. Know and describe the effects of different exercise activities on the body and how to improve stamina. Begin to understand the	Describe how the body reacts during different types of activity and how this affects the way they perform	Understand why exercise is good for their fitness, health and wellbeing. With help, devise warm up and cool down activities and justify their choices.	Know the importance and types of fitness and how playing games contributes to a healthy lifestyle. Begin to lead warm up and cool down activities to peers					



	importance of		
	warming up.		