

• Progression of Physical Education

 National curriculum programme of study	Foundation	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
		<p>At 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.</p> <p>Pupils should be taught to:</p> <ul style="list-style-type: none"> • 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. 		<p>At 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. 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:</p> <ul style="list-style-type: none"> • 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] <p>dances using a range of movement patterns.</p> <ul style="list-style-type: none"> • 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 			
Healthy lifestyles	<p>> Describe how the body feels when still and when exercising.</p>	<p>> Recognise and describe how the body feels during and after different physical activities. > Explain what they need to stay healthy.</p>	<p>> Recognise and describe how the body feels during and after different physical activities. > Explain what they need to stay healthy.</p>	<p>> Recognise and describe the effects of exercise on the body. > Know the importance of strength and flexibility for physical activity. > Explain why it is important to warm-up and cool-down.</p>	<p>> Describe how the body reacts at different times and how this affects performance. > Explain why exercise is good for your health. > Know some reasons for warming up and cooling down.</p>	<p>> Know and understand the reasons for warming up and cooling down. > Explain some safety principles when preparing for and during exercise.</p>	<p>> Understand the importance of warming up and cooling down. > Carry out warm-ups and cool-downs safely and effectively. > Understand why exercise is good for health, fitness and wellbeing. > Know ways they can become healthier.</p>
Dance		<p>Copies and explores basic movements and body patterns Remembers simple movements and dance steps Links movements to sounds and music. Responds to a range of stimuli</p>	<p>Copies and explores basic movements with clear control. Varies levels and speed in sequence Can vary the size of their body shapes Add a change of direction to a sequence Uses space well and negotiates space clearly. Can describe a short dance using appropriate vocabulary. Responds imaginatively to stimuli.</p>	<p>Beginning to improvise independently to create a simple dance. Beginning to improvise with a partner to create a simple dance. Translates ideas from stimuli into a movement with support. Beginning to compare and adapt movements and motifs to create a larger sequence. Uses simple dance vocabulary to compare and improve work.</p>	<p>Confidently improvises with a partner or on their own. Beginning to create longer dance sequences in a larger group. Demonstrating precision and some control in response to stimuli. Beginning to vary dynamics and develop actions and motifs. Demonstrates rhythm and spatial awareness. Modifies parts of a sequence as a result of self-evaluation. Uses simple dance vocabulary to compare and improve work.</p>	<p>Beginning to exaggerate dance movements and motifs (using expression when moving) Demonstrates strong movements throughout a dance sequence. Combines flexibility, techniques and movements to create a fluent sequence. Moves appropriately and with the required style in relation to the stimulus. eg using various levels, ways of travelling and motifs. Beginning to show a change of pace and timing in their movements. Uses the space provided to his maximum potential. Improvises with confidence, still demonstrating fluency</p>	<p>Exaggerate dance movements and motifs (using expression when moving) Performs with confidence, using a range of movement patterns. Demonstrates a strong imagination when creating own dance sequences and motifs. Demonstrates strong movements throughout a dance sequence. Combines flexibility, techniques and movements to create a fluent sequence. Moves appropriately and with the required style in relation to the stimulus. eg using various levels, ways of travelling and motifs. Beginning to show</p>

						across their sequence. Modifies parts of a sequence as a result of self and peer evaluation. Uses more complex dance vocabulary to compare	a change of pace and timing in their movements. Is able to move to the beat accurately in dance sequences. Improvises with confidence, still demonstrating fluency
Gymnastics	<ul style="list-style-type: none"> > Create a short sequence of movements. > Roll in different ways with control > Travel in different ways. > Stretch in different ways. > Jump in a range of ways from one space to another with control <ul style="list-style-type: none"> > Begin to balance with control > Move around, under, over, and through different objects and equipment. 	<ul style="list-style-type: none"> > Create and perform a movement sequence. <ul style="list-style-type: none"> > Copy actions and movement sequences with a beginning, middle and end. > Link two actions to make a sequence. <ul style="list-style-type: none"> > Recognise and copy contrasting actions (small/tall, narrow/wide). > Travel in different ways, changing direction and speed. <ul style="list-style-type: none"> > Hold still shapes and simple balances. Carry out simple stretches. > Carry out a range of simple jumps, landing safely. > Move around, under, over, and through different objects and equipment. <ul style="list-style-type: none"> > Begin to move with control and care. 	<ul style="list-style-type: none"> > Copy, explore and remember actions and movements to create their own sequence. > Link actions to make a sequence. <ul style="list-style-type: none"> > 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. 	<ul style="list-style-type: none"> > Choose ideas to compose a movement sequence independently and with others. <ul style="list-style-type: none"> > 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. <ul style="list-style-type: none"> > Create interesting body shapes while holding balances with control and confidence. > Begin to show flexibility in movements 	<ul style="list-style-type: none"> > 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. <ul style="list-style-type: none"> > Show changes of direction, speed and level during a performance. > Travel in different ways, including using flight. <ul style="list-style-type: none"> > Improve the placement and alignment of body parts in balances. > Use equipment to vault in a variety of ways. <ul style="list-style-type: none"> > 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. 	<ul style="list-style-type: none"> > Select ideas to compose specific sequences of movements, shapes and balances. > Adapt their sequences to fit new criteria or suggestions. <ul style="list-style-type: none"> > 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. <ul style="list-style-type: none"> > Apply skills and techniques consistently. > Develop strength, technique and flexibility throughout performances. > Combine equipment with movement to create sequences. 	<ul style="list-style-type: none"> > 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. <ul style="list-style-type: none"> > 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	<ul style="list-style-type: none"> > Curled side roll (egg roll) > Log roll (pencil roll) > Teddy bear roll 	<ul style="list-style-type: none"> > Log roll (controlled) > Curled side roll (egg roll) (controlled) > Teddy bear roll (controlled) 	<ul style="list-style-type: none"> > Log roll (controlled) > Curled side roll (egg roll) (controlled) > Teddy bear roll (controlled) > Rocking for forward roll > Crouched forward roll 	<ul style="list-style-type: none"> > Crouched forward roll > Forward roll from standing > Tucked backward roll 	<ul style="list-style-type: none"> > Forward roll from standing > Straddle forward roll > Tucked backward roll > Backward roll to straddle 	<ul style="list-style-type: none"> > Forward roll from standing > Straddle forward roll > Pike forward roll > Tucked backward roll > Backward roll to straddle 	<ul style="list-style-type: none"> > Forward roll from standing > Straddle forward roll > Pike forward roll > Dive forward roll > Tucked backward roll > Backward roll to straddle > Backward roll to standing

							<ul style="list-style-type: none"> pike > Pike backward roll
Jumps	<ul style="list-style-type: none"> > Straight jump > Tuck jump > Jumping Jack > Half turn jump 	<ul style="list-style-type: none"> > Straight jump > Tuck jump > Jumping jack > Half turn jump > Cat spring 	<ul style="list-style-type: none"> > Straight jump > Tuck jump > Jumping jack > Half turn jump > Cat spring > Cat spring to straddle 	<ul style="list-style-type: none"> > Straight jump > Tuck jump > Jumping jack > Star jump > Straddle jump > Pike jump > Straight jump half-turn > Cat leap 	<ul style="list-style-type: none"> > 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 > Cat leap full-turn > Split leap 	<ul style="list-style-type: none"> > 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 > Cat leap full-turn > Split leap 	<ul style="list-style-type: none"> > 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 > Cat leap full-turn > Split leap
Vaults with springboard and vault		<ul style="list-style-type: none"> > Straight jump off a springboard 	<ul style="list-style-type: none"> > Hurdle step onto a springboard > Straight jump off a springboard > Tuck jump off a springboard 	<ul style="list-style-type: none"> > Hurdle step onto a springboard > Squat on vault > Star jump off > Tuck jump off > Straddle jump off > Pike jump off 	<ul style="list-style-type: none"> > Hurdle step onto a springboard > Squat on vault > Straddle on vault > Star jump off > Tuck jump off > Straddle jump off > Pike jump off 	<ul style="list-style-type: none"> > Hurdle step onto a springboard > Squat on vault > Straddle on vault > Star jump off > Tuck jump off > Straddle jump off > Pike jump off > Squat through vault 	<ul style="list-style-type: none"> > Hurdle step onto a springboard > Squat on vault > Straddle on vault > Star jump off > Tuck jump off > Straddle jump off > Pike jump off > Squat through vault > Straddle over vault
Floor movements	<ul style="list-style-type: none"> > Bunny Hop 	<ul style="list-style-type: none"> > Bunny hop > Front support wheelbarrow with partner 	<ul style="list-style-type: none"> > Bunny hop > Front support wheelbarrow with partner > T-Lever > Scissor kick 	<ul style="list-style-type: none"> > Handstand > Lunge into handstand > Cartwheel 	<ul style="list-style-type: none"> > Lunge into handstand > Lunge into cartwheel 	<ul style="list-style-type: none"> > Lunge into handstand > Lunge into cartwheel > Lunge into round-off 	<ul style="list-style-type: none"> > Lunge into cartwheel > Lunge into round-off > Hurdle step > Hurdle step into cartwheel > Hurdle step into round-off

Travelling and linking actions	<ul style="list-style-type: none"> > Tiptoe, step, jump and hop 	<ul style="list-style-type: none"> > Tiptoe, step, jump and hop > Hopscotch > Skipping > Galloping 	<ul style="list-style-type: none"> > Tiptoe, step, jump and hop > Hopscotch > Skipping > Galloping > Straight jump half-turn 	<ul style="list-style-type: none"> > Tiptoe, step, jump and hop > Hopscotch > Skipping > Chassis steps > Straight jump half-turn > Cat leap 	<ul style="list-style-type: none"> > Tiptoe, step, jump and hop > Hopscotch > Skipping > Chassis steps > Straight jump half-turn > Straight jump full-turn > Cat leap > Cat leap half turn > Pivot 	<ul style="list-style-type: none"> > Tiptoe, step, jump and hop > Hopscotch > Skipping > Chassis steps > Straight jump half-turn > Straight jump full-turn > Cat leap > Cat leap half turn > Pivot 	<ul style="list-style-type: none"> > 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	<ul style="list-style-type: none"> > Standing balances 	<ul style="list-style-type: none"> > Standing balances > Kneeling balances > Pike, tuck, star, straight, straddle shapes 	<ul style="list-style-type: none"> > 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 	<ul style="list-style-type: none"> > Large and small body part balances, including standing and kneeling balances > Balances on apparatus > Matching and contrasting partner balances > Pike, tuck, star, straight, straddle shapes > Front and back support 	<ul style="list-style-type: none"> > 1, 2, 3 and 4 point balances > Balances on apparatus > Balances with an against a partner > Pike, tuck, star, straight, straddle shapes > Front and back support 	<ul style="list-style-type: none"> > 1, 2, 3 and 4 point balances > Balances on apparatus > Part body weight partner balances > Pike, tuck, star, straight, straddle shapes > Front and back support 	<ul style="list-style-type: none"> > 1, 2, 3 and 4 point balances > Balances on apparatus > Complexity of part-weight partner balances > Group formations > Pike, tuck, star, straight, straddle shapes > Front and back support
Complete and perform	<p>Control my body when performing a sequence of movements.</p> <ul style="list-style-type: none"> > Participate in simple games 	<ul style="list-style-type: none"> > Perform using a range of actions and body parts with some coordination. > Begin to perform learnt skills with some control. 	<ul style="list-style-type: none"> > Perform sequences of their own composition with coordination. > Perform learnt skills with increasing control. 	<ul style="list-style-type: none"> > Develop the quality of the actions in their performances. > Perform learnt skills and techniques with control and confidence. > Compete against self and others in a controlled manner. 	<ul style="list-style-type: none"> > Perform and create sequences with fluency and expression. > Perform and apply skills and techniques with control and accuracy. 	<ul style="list-style-type: none"> > Perform own longer, more complex sequences in time to music. > Consistently perform and apply skills and techniques with accuracy and control. 	<ul style="list-style-type: none"> > 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.
Athletics Running	<ul style="list-style-type: none"> > Run in different ways for a variety of purposes 	<ul style="list-style-type: none"> > Vary their pace and speed when 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. 	<ul style="list-style-type: none"> > 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 	<ul style="list-style-type: none"> > 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. 	<ul style="list-style-type: none"> > 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. 	<ul style="list-style-type: none"> > 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. 	<ul style="list-style-type: none"> > 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.
Jumping	<ul style="list-style-type: none"> > Jump in a range of ways, landing safely 	<ul style="list-style-type: none"> > 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. <ul style="list-style-type: none"> > 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. 	<ul style="list-style-type: none"> > 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. <ul style="list-style-type: none"> > Choose the most appropriate jumps to cover different distances. > Know that the leg muscles are used when performing a jumping action. 	<ul style="list-style-type: none"> > 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. <ul style="list-style-type: none"> > Land safely and with control. 	<ul style="list-style-type: none"> > 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. 	<ul style="list-style-type: none"> > Improve techniques for jumping for distance. > Perform an effective standing long jump. > Perform the standing triple jump with increased confidence. <ul style="list-style-type: none"> > 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. 	<ul style="list-style-type: none"> > Develop the technique for the standing vertical jump. > Maintain control at each of the different stages of the triple jump. <ul style="list-style-type: none"> > Land safely and with control. > Develop and improve their techniques for jumping for height and distance and support others in improving their performance. <ul style="list-style-type: none"> > Perform and apply different types of jumps in other contexts. > Set up and lead jumping activities including measuring the jumps with confidence and accuracy.
Throwing	<ul style="list-style-type: none"> > Roll equipment in different ways <ul style="list-style-type: none"> > Throw underarm > Throw an object at a target 	<ul style="list-style-type: none"> > Throw underarm and overarm. > Throw a ball towards a target with increasing accuracy. > Improve the distance they can throw by using more power. 	<ul style="list-style-type: none"> > 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. 	<ul style="list-style-type: none"> > Throw with greater control and accuracy. > Show increasing control in their overarm throw. <ul style="list-style-type: none"> > Perform a push throw. > Continue to develop techniques to throw for increased distance. 	<ul style="list-style-type: none"> > Perform a pull throw. > Measure the distance of their throws. > Continue to develop techniques to throw for increased distance. 	<ul style="list-style-type: none"> > Perform a fling throw. > Throw a variety of implements using a range of throwing techniques. <ul style="list-style-type: none"> > Measure and record the distance of their throws. > Continue to develop techniques to throw for increased distance. 	<ul style="list-style-type: none"> > Perform a heave throw. > Measure and record the distance of their throws. <ul style="list-style-type: none"> > 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.
Complete and perform	Compete in simple athletic activities	<ul style="list-style-type: none"> > Begin to perform learnt skills with some control > Engage in competitive activities and team games 	<ul style="list-style-type: none"> > Perform learnt skills with increasing control > Compete against self and others 	<ul style="list-style-type: none"> > Perform learnt skills and techniques with control and confidence > Compete against self and others in a controlled manner 	<ul style="list-style-type: none"> > Perform and apply skills and techniques with control and accuracy > Take part in a range of competitive games and activities 	<ul style="list-style-type: none"> > Consistently perform and apply skills and techniques with accuracy and control > Take part in competitive games with a strong understanding of tactics and composition 	<ul style="list-style-type: none"> > Perform and apply a variety of skills and techniques confidently, consistently and with precision > Take part in competitive games with a strong understanding of tactics and composition

<p>Outdoor adventure skills.</p> <p>Map skills and trails.</p>				<p>Orientate themselves with increasing confidence and accuracy around a short trail</p>	<ul style="list-style-type: none"> > 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 	<ul style="list-style-type: none"> > Start to orientate themselves with increasing confidence and accuracy around an orienteering course. > Design an orienteering course that can be followed and offers some challenge to others. > Begin to use navigation equipment to orientate around a trail. 	<ul style="list-style-type: none"> > 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.
<p>Problem solving</p>				<ul style="list-style-type: none"> > Identify and use effective communication to begin to work as a team > Identify symbols used on a key 	<ul style="list-style-type: none"> > Communicate clearly with other people in a team, and with other teams > Have an 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 	<ul style="list-style-type: none"> > Use clear communication to effectively complete a particular role in a team. > Complete orienteering activities both as part of a team and independently. > Identify a key on a map and begin to use the information in activities. 	<ul style="list-style-type: none"> > 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.
<p>Communication</p>				<ul style="list-style-type: none"> > Communicate with others 	<ul style="list-style-type: none"> > Communicate clearly with others > Work as part of a team > Begin to use a map to complete an orienteering course 	<ul style="list-style-type: none"> > Communicate clearly and effectively with others. > Work effectively as part of a team. > Successfully use a map to complete an orienteering course > Begin to use a compass for navigation 	<ul style="list-style-type: none"> > 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.
<p>Complete and perform</p>				<ul style="list-style-type: none"> > Begin to complete activities in a set period of time > Begin to offer an evaluation of personal performances and activities 	<ul style="list-style-type: none"> > Complete an orienteering course more than once and begin to identify ways of improving completion time > Offer an evaluation of both personal performances and activities > Start to improve map to increase the challenge of the course 	<ul style="list-style-type: none"> > Complete an orienteering course on multiple occasions, in a quicker time due to improved technique. > Offer a detailed and effective evaluation of both personal performances and activities. > Improve a map to increase the challenge of the course 	<ul style="list-style-type: none"> > Complete an orienteering course on multiple occasions, in a quicker time due to improved technique. > Offer a detailed and effective evaluation of both personal performances and activities with an aim of increasing challenge and improving performance. > Listen to feedback and improve an orienteering course from it.

Games
Invasion games
Moving with a ball

Move a ball in different ways, including bouncing and kicking.
 > Use equipment to control a ball.

- > Kick an object at a target.
- > Move safely around the space and equipment.
- > Travel in different ways, including sideways and backwards.
- > Play a range of chasing games.

Travel with a ball in different ways.
 > Travel with a ball in different directions (side to side, forwards and backwards) with control and fluency.
 > Pass the ball to another player in a game.
 > Use kicking skills in a game.
 > Use different ways of travelling in different directions or pathways.
 > Run at different speeds.
 > Begin to use space in a game.
 > Begin to use the terms attacking and defending.
 > Use simple defensive skills such as marking a player or defending a space.
 > Use simple attacking skills such as dodging to get past a defender.

- > Bounce and kick a ball whilst moving.
- > Use kicking skills in a game.
- > Use dribbling skills in a game.
- > Know how to pass the ball in different ways.
 > 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.
 > Begin to use and understand the terms attacking and defending.
- > Use at least one technique to attack or defend to play a game successfully.

- > Move with the ball in a variety of ways with some control.
- > Use two different ways of moving with a ball in a game.
 > Pass the ball in two different ways in a game situation with some success.
 > Know how to keep and win back possession of the ball in a team game.
- > Find a useful space and get into it to support teammates.
- > Use simple attacking and defending skills in a game.
- > Use fielding skills to stop a ball from travelling past them.

- > Move with the ball using a range of techniques showing control and fluency.
 > Pass the ball with increasing speed, accuracy and success in a game situation.
 > Occasionally contribute towards helping their team to keep and win back possession of the ball in a team game.
 > Make the best use of space to pass and receive the ball.
- > 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.

- Use a variety of ways to dribble in a game with success.
 > Use ball skills in various ways, and begin to link together.
 > Pass a ball with speed and accuracy using appropriate techniques in a game situation.
 > Keep and win back possession of the ball effectively in a team game.
- > Demonstrate an increasing awareness of space.
- > Choose the best tactics for attacking and defending.
 > Shoot in a game.
- > Use fielding skills as a team to prevent the opposition from scoring.

Show confidence in using ball skills in various ways in a game situation, and link these together effectively.
 > Choose and make the best pass in a game situation and link a range of skills together with fluency, eg. passing and receiving the ball on the move.
 > Keep and win back possession of the ball effectively and in a variety of ways in a team game.
 > Demonstrate a good awareness of space.
 > 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.

Striking and fielding	<ul style="list-style-type: none"> > Hit a ball with a bat or racquet. > Roll equipment in different ways. <ul style="list-style-type: none"> > Throw underarm. > Throw an object at a target. > Catch equipment using two hands. 	<ul style="list-style-type: none"> > Use hitting skills in a game. > Practise basic striking, sending and receiving. > Throw underarm and overarm. > Catch and bounce a ball. > Use rolling skills in a game. <ul style="list-style-type: none"> > Practise accurate throwing and consistent catching. 	<ul style="list-style-type: none"> > Strike or hit a ball with increasing control. > Learn skills for playing striking and fielding games. > Position the body to strike a ball. > Throw different types of equipment in different ways, for accuracy and distance. > Throw, catch and bounce a ball with a partner. <ul style="list-style-type: none"> > Use throwing and catching skills in a game. > Throw a ball for distance. <ul style="list-style-type: none"> > Use hand-eye coordination to control a ball. > Vary types of throw used. 	<ul style="list-style-type: none"> > Demonstrate successful hitting and striking skills. > Develop a range of skills in striking (and fielding where appropriate). <ul style="list-style-type: none"> > Practise the correct batting technique and use it in a game. > Strike the ball for distance. > 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. 	<ul style="list-style-type: none"> > Use a bat, racquet or stick (hockey) to hit a ball or shuttlecock with accuracy and control. <ul style="list-style-type: none"> > Accurately serve underarm. > Build a rally with a partner. > Use at least two different shots in a game situation. <ul style="list-style-type: none"> > Use hand-eye coordination to strike a moving and a stationary ball. > Develop different ways of throwing and catching. 	<ul style="list-style-type: none"> > Use different techniques to hit a ball. <ul style="list-style-type: none"> > Identify and apply techniques for hitting a tennis ball. > Explore when different shots are best used. <ul style="list-style-type: none"> > Develop a backhand technique and use it in a game. > Practise techniques for all strokes. > Play a tennis game using an overhead serve. > Consolidate different ways of throwing and catching, and know when each is appropriate in a game. 	<ul style="list-style-type: none"> > Hit a bowled ball over longer distances. <ul style="list-style-type: none"> > 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. <ul style="list-style-type: none"> > Throw and catch accurately and successfully under pressure in a game.
Understanding games	<ul style="list-style-type: none"> > Follow simple rules. 	<ul style="list-style-type: none"> > Follow simple rules to play games, including team games. > 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. 	<ul style="list-style-type: none"> > Understand the importance of rules in games. > Use at least one technique to attack or defend to play a game successfully. 	<ul style="list-style-type: none"> > Apply and follow rules fairly. > Understand and begin to apply the basic principles of invasion games. <ul style="list-style-type: none"> > Know how to play a striking and fielding game fairly. 	<ul style="list-style-type: none"> > Vary the tactics they use in a game. <ul style="list-style-type: none"> > Adapt rules to alter games. 	<ul style="list-style-type: none"> > Know when to pass and when to dribble in a game. > Devise and adapt rules to create their own game. 	<ul style="list-style-type: none"> > Follow and create complicated rules to play a game successfully. > Communicate plans to others during a game. > Lead others during a game.

Swimming				<p>Swims competently, confidently and proficiently over a distance of at least 25 metres on both front and back; Uses a range of strokes effectively e.g. front crawl, backstroke and breaststroke.</p> <p>Can enter the water safely.</p> <p>Can tread water for 1 minute.</p> <p>Can push and glide on front and back for 3m.</p> <p>Retrieve an object from the bottom of the pool at a distance of 2m.</p> <p>Performs safe self-rescue in different water-based situations.</p>			
Evaluation	<ul style="list-style-type: none"> > Talk about what they have done. > Talk about what others have done. 	<ul style="list-style-type: none"> > Watch and describe performances. > Begin to say how they could improve. 	<ul style="list-style-type: none"> > 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. 	<ul style="list-style-type: none"> > Watch, describe and evaluate the effectiveness of a performance. > Describe how their performance has improved over time. 	<ul style="list-style-type: none"> > Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements. > Modify their use of skills or techniques to achieve a better result. 	<ul style="list-style-type: none"> > Choose and use criteria to evaluate own and others' performance. > Explain why they have used particular skills or techniques, and the effect they have had on their performance. 	<ul style="list-style-type: none"> > Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.