

P.E Progression Document

Strands	F1 - Physical Development: Gross Motor Skills	F2 - Physical Development: Gross Motor Skills
	 Early Learning Goal (ELG): Negotiate space and obstacles safely, with consideration for themselves and others. Demonstrate strength, balance and coordination when playing. Move energetically, such as running, jumping, dancing, hopping, skipping and climbing. 	 Early Learning Goal (ELG): Negotiate space and obstacles safely, with consideration for themselves and others. Demonstrate strength, balance and coordination when playing. Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.
Flexibility		
· · · · · · · · · · · · · · · · · · ·	 I can match my developing and physical skills to tasks and activities in the setting. I can stop confidently when moving around the 	 I can show control, flexibility and awareness of my own body, for example run and jump confidently landing safely on two feet.
	environment.	 I can move in a variety of ways for example skipping, slithering and shuffling.
	• I am beginning to use large -muscle movements	
	in my play (e.g. waving a flag)	 I can copy simple dance moves and gestures (e.g. tip-toeing around the room)
	• I am beginning to understand how directions	
	like "over" and "under" affect my movement.	 I can show improved spatial awareness.
	 I understand how to jump up and down and move in different ways. 	• I am aware of and can follow safety rules (e.g. not running near the climbing frame)
	 I understand how to adjust speed or direction when playing games. 	 I can move body parts in response to music (stamping and clapping)

	 I can run skilfully, adjusting speed or direction to avoid obstacles. 	 I can negotiate obstacles when running in a large space. I can adjust speed and direction for example, when in chasing games.
		 I can travel skilfully and safely on and around (e.g. on the climbing frame, over and through)
		• I can start to express feelings using music.
		 I can move in a wide range of ways with flexibility and spatial awareness (e.g. skilfully and confidently roll, crawl, jump, hop, skip, climb)
		 I can start to respond and move my body to stimulus (e.g.to faster or slower music)
		• I can replicate and make up simple dances.
Hand - eye coordination	• I am starting to show a preference for a dominant hand when eating and can accurately aim for my mouth.	 I can show some hand-eye coordination with larger objects. (e.g. throwing or kicking a large ball)
	 I am developing my hand-eye coordination (e.g kicking a large ball into an open space) 	 I can show improved hand-eye coordination (e.g. catch a large ball / throw a soft ball into a bucket)
	 I can use hand-eye coordination to be increasingly independent in meeting my own 	 I can show further hand-eye coordination (e.g. throw a large ball with increased control to a friend)
	needs (e.g. putting on my own coat)	• I can show increasing control (e.g. hold a small ball on a spoon)
	 I am developing my hand-eye coordination by beginning to use one-handed tools (e.g. making snips in paper) 	 I can show good hand-eye coordination (throw and catch a small ball -tennis ball/ and skilfully throw/kick a large ball. Pop bubbles with one finger / trace a shape or line with one finger)

Balance	 I can show some balance and control on a secure tool (e.g. on a tricycle) I can show balance and control on two feet and when controlling my body. (e.g. understanding of how to walk up and down stairs.) I can show increasing balance and control (e.g. squatting on two feet and holding a pose when playing games) I can show increasing balance and control (climbing up apparatus/ using alternative feet) 	 I can start to develop balance by safely using equipment in the playground. (e.g. a fireman's pole/ balance bean and start to sit cross legged on the carpet) I can show increasing balance (e.g. balancing on one food and can hop confidently, use a balance bike, scooter etc) I can balance when using climbing equipment (e.g. from one stepping tyre to another) I can walk, jump and hop to sounds. I can self-balance (e.g. when walking across a PE bench) I understand how to pull myself onto something higher (e.g. a climbing frame)
Strength	 I can choose and use the right resources to carry out my own plan. (e.g. choosing a spade when digging) I can collaborate with others to manage large items (e.g moving a long plank safely) 	 I can show some core strength by standing in one place, running in a straight line or by carrying large building clocks with two hands. I can demonstrate better core strength by balancing on one foot or on a plank and can sit comfortably in a school chair. I can show further improved core strength and demonstrate better posture whilst sitting at the table or on the carpet.
Vocabulary	run, jump, skip, hop, crawl, climb, roll, land, safe, rules, obstacle, speed, fast slow, direction, forward, backwards, stand, carry move, hop, crawl, climb, roll, tiptoe, dance, feelings, happy, sad, excited, music, fast, slow, copy, throw, kick, ball	run, jump, skip, hop, crawl, climb, roll, land, safe, rules, obstacle, speed, fast slow, direction, forward, backwards, sideways, stand, carry move, hop, crawl, climb, roll, slither, shuffle, tiptoe, dance, feelings, happy, sad, excited, music, fast, slow, copy, throw, kick, ball

on, over, through, under, roll, crawl, skip, hop, jump, land, balance, pull ,move, music, stamp, clap, feelings, fast, slow, catch, throw,	space, obstacle, avoid, speed, fast, slow, direction, forward, backward, sideways, safe, on, over, through, under, roll, crawl, skip, hop, jump, land, balance, pull, move, music, stamp, clap, feelings, fast, slow, catch, throw, on, over, through, under, land, balance, pull
	throw, accurate, catch, pop, trace, kick

KS1 and KS2

Strands	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6			
	Fairness and respect – Fairness and respect within physical education is demonstrated and developed as follows, by:								
	Fairness								
	 Taking turns Sharing equipment and apparatus Following rules and making up rules for games Recognising and accommodating the different abilities of their peers 								
	 Sharing ideas and knowledge 								

	Respect Caring for each Keeping ther Celebrating Listening to Listening and Understandi	quipment and apparatu nselves and others sat others' successes, incl teachers' instructions d responding to others	is fe i.e. when travelling in uding of opponents	religion, gender or sex. a a space, moving equipme ess of ability	nt	
	I can show correct technique when rolling and sending a ball.	I can show correct technique when rolling and sending a ball.	I understand game tactics and can vary how I should respond.	I can vary skills, actions and ideas and link these in ways that suit the games	I can vary skills, actions and ideas and link these in ways that suit a range of	I can confidently vary skills, actions and ideas and link these in ways that
<u>Fundamental</u> <u>Movement</u> <u>skills and</u> <u>Games</u>	I can send a ball into a space.	I can aim and send a ball into a space.	I can vary skills, actions and ideas and link these in ways that suit the	activity. I can demonstrate a range of ball skills and can link these	games. I can confidently demonstrate a range of ball skills and can	suit a range of games. I can confidently demonstrate a
	of stopping a ball.	I can retrieve a ball with accuracy	games activity. I can begin to communicate with others and take part in invasion games (see games overview doc.). I can use skills with co-ordination and control.	 together e.g. dribbling, bouncing, kicking etc. I can use skills with co-ordination, control 	link these together r e.g. dribbling, c	range of ball skills and can link these together
	body when retrieving a ball.	I can explore ways of stopping a ball. I can control my			I can apply and demonstrate co- ordination, control	effectively e.g. dribbling, bouncing, kicking etc.
	I can make simple decisions on where to send a ball in a	body when retrieving a ball. I can make simple			and fluency skills. I can keep	possession of a ball during games
	I can begin to develop hand-eye co-ordination	decisions on where to send a ball in a game I can begin to	I can identify what works well in a group to develop various games.	tactics and composition (see games overview doc.) I can create my own	games. I can accurately apply basic skills for attacking and	I can consistently apply and demonstrate co- ordination, control

simple tactics in a game. I can discuss and make choices with team mates.	develop hand-eye co-ordination skills. I can discuss and make choices with team mates. I can point and look at my target. I can begin to control power when	I am beginning to understand how to compete with others in a controlled manner. I can begin to select resources independently to carry out different skills.	games using knowledge and skills. I can discuss what works well in a group to develop various games. I can compare and comment on skills to support creation of new games. I can make	defending. I can run, jump, throw and catch in isolation and combination. I can refine and adapt skills into technique.	and fluency skills. I can take part in a range of invasion/competitive games with a strong understanding of tactics and composition (KS2 games overview doc.). I can confidently
look at my target. I can travel in a variety of ways including running and jumping. I can begin to perform a range of	throwing. I can confidently send a ball to others in a range of ways. I am beginning to apply and combine a variety of skills in a game situation.	I can develop simple tactics and use them appropriately. I understand and can identify attacking/ defending.	suggestions as to what resources can be used to differentiate a game. I can apply basic skills for attacking and defending. I can run, jump, throw and catch in isolation and combination.		create my own games using knowledge and skills. I can modify competitive games. I can compare and comments on skills to support creation of new games.
with basic control I can participate in team games	I understand spatial awareness. I can show control and accuracy when throwing and catching. I understand the importance of rules in games.				I can apply knowledge of skills for attacking and defending effectively. I can run, jump, throw and catch in isolation and combination. I can refine and

		I can develop simple tactics and use them appropriately. I am beginning to develop an understanding of attacking/ defending				adapt skills into technique.
Subject Knowledge and Vocabulary	 Balance skill Locomotor s 	kills - such as running, ju		-	ntal and vertical axes.	
	Fundamental Movement Skills: Agility - The ability to make the body change direction in an efficient and effective manner. Balance: To control body whilst holding a	Fundamental Movement Skills: Agility - The ability to make the body change direction in an efficient and effective manner. Balance: To control body whilst holding a position. Static Balance -	Tactic - The particular method used or selected to achieve something Technique - A technique is the way of performing a skill. Players select different techniques for performing skills on the basis of:	Tactic - The particular method used or selected to achieve something Technique - A technique is the way of performing a skill. Players select different techniques for performing skills on the basis of:	Tactic - The particular method used or selected to achieve something Technique - A technique is the way of performing a skill. Players select different techniques for performing skills on the basis of: Cooperative physical	Tactic - The particular method used or selected to achieve something Technique - A technique is the way of performing a skill. Players select different techniques for performing skills on

operation with the	The ability to	together toward	together toward	together toward	demonstrated by
body's sensory	, control the	shared goals	shared goals	shared goals	, individuals working
functions, e.g.	movement of the	Core movement -	Core movement - The	Core movement -	together toward
catching a ball	body in co-operation	The competency in	competency in motor	The competency in	shared goals
(ball, hand and eye	with the body's	motor skills and	skills and movement	motor skills and	Core movement -
co-ordination)	sensory functions,	movement patterns	patterns needed to	movement patterns	The competency in
Speed: To move	e.g. catching a ball	needed to perform a	perform a variety of	needed to perform a	motor skills and
limbs fast to	(ball, hand and eye	variety of physical	physical activities.	variety of physical	movement patterns
travel at speed.	co-ordination)	activities.	Invasion game:	activities.	needed to perform
Control - To	Speed: To move	Invasion game:	Where the aim is to	Strategy:	a variety of physical
exercise restraint	limbs fast to travel	Where the aim is to	attack an opponent's	The intended or	activities.
or direction over;	at speed.	attack an opponent's	territory and score a	chosen plan to	Strategy:
dominate;	Control - To	territory and score a	goal or point. Usually	achieve a particular	The intended or
command.	exercise restraint	goal or point. Usually	consisting of teams of	purpose	chosen plan to
Cooperative	or direction over;	consisting of teams	equal players these	the plan to overcome	achieve a particular
physical activities	dominate; command.	of equal players	fast paced	an opponent in a game	purpose
-Cooperation is a	Cooperative	these fast paced	games focus on	or to solve a problem	the plan to overcome
behaviour	physical activities -	games focus on	teamwork, keeping	in outdoor education	an opponent in a
demonstrated by	Cooperation is a	teamwork, keeping	possession, scoring and	Invasion game:	game or to solve a
individuals	behaviour	possession, scoring	defending.	Where the aim is to	problem in outdoor
working together	demonstrated by	and defending.	Striking:	attack an opponent's	education
toward shared	individuals working	Striking:	Striking with a part	territory and score a	Effectiveness -
goals	together toward	Striking with a part	of the body: using a	goal or point. Usually	Adequate to
Running: Move	shared goals	of the body: using a	part of the body to	consisting of teams	accomplish a
legs at speed.	Running: Move legs	part of the body to	deflect an object to a	of equal players	purpose; producing
Jumping: lift both	at speed.	deflect an object to	target or space.	these fast paced	the intended or
feet off the floor	Jumping: lift both	a target or space.	Striking with an	games focus on	expected result.
with control.	feet off the floor	Striking with an	implement: using an	teamwork, keeping	Invasion game:
Throwing: to	with control.	implement: using an	implement to deflect	possession, scoring	Where the aim is to
propel an object:	Throwing: to propel	implement to deflect	an object to a target	and defending.	attack an opponent's
• Underarm	an object:	an object to a target	or space.	Striking:	territory and score
throw: The	• Underarm	or space.	Good control of	Striking with a part	a goal or point.
arm pulls back	throw: The arm	Good control of	the ball using	of the body: using a	Usually consisting of
and swings	pulls back and	the ball using	feet: Using the	part of the body to	teams of equal

forward	swings forward	feet: Using the	inside of the feet	deflect an object to	players these fast
without going	without going	inside of the feet	to stop the ball.	a target or space.	paced
over the	over the	to stop the ball.	Then when under	Striking with an	games focus on
shoulder.	shoulder.	Then when under	control pushing it	implement: using an	teamwork, keeping
• Overarm	• Overarm	control pushing it	forward to pass	implement to deflect	possession, scoring
throw: Ball is	throw: Ball is	forward to pass		an object to a target	and defending.
propelled into	propelled into		Fielding: attempt to	or space.	Striking:
the air by the	the air by the	Fielding: attempt to	catch or stop the ball	Good control of	Striking with a part
arm going	arm going over	catch or stop the ball	and return it after it	the ball using	of the body: using a
over the	the shoulder. It	and return it after it	has been hit by the	feet: Using the	part of the body to
shoulder. It is	is used to get	has been hit by the	batsman or batter,	inside of the feet	deflect an object to
used to get	height.	batsman or batter,	thereby preventing	to stop the ball.	a target or space.
height.		thereby preventing	the opposing team	Then when under	Striking with an
	Catching: Using	the opposing team	from scoring or gaining	control pushing it	implement: using an
Catching: Using	hands or other	from scoring or	Attacking: the	forward to pass	implement to deflect
hands or other	parts of the body	gaining advantage.	movement of the team		an object to a target
parts of the body	to stop and control	Attacking: the	in possession of the	Fielding: attempt to	or space.
to stop and	an object:	movement of the	ball	catch or stop the ball	Good control of
control an object:	 Control of the 	team in possession of	Defending: Stopping	and return it after it	the ball using
 Control of the 	ball using hands:	the ball	the attack in order to	has been hit by the	feet: Using the
ball using	Ball should be	Defending: Stopping	prevent the opposing	batsman or batter,	inside of the
hands: Ball	caught before it	the attack in order	team from scoring	thereby preventing	feet to stop the
should be	is passed to a	to prevent the	goals and gaining	the opposing team	ball. Then when
caught before	team mate,	opposing team from	advantage in the game.	from scoring or	under control
it is passed to	Children should	scoring goals and		gaining.	pushing it
a team mate,	work together to	gaining advantage in			forward to pass
Children should	ensure each	the game.		Attacking: the	
work together	other are ready.			movement of the	Fielding: attempt to
to ensure each				team in possession of	catch or stop the
other are	Passing: using limbs			the ball	ball and return it
ready.	of the body to move			Defending: Stopping	after it has been hit
	an object to		Games:	the attack in order	by the batsman or
Passing: using	another person:		Tag Rugby	to prevent the	batter, thereby
limbs of the body	 Chest pass: 		Netball	opposing team from	preventing the

 to move an object	both hands		Basketball	scoring goals and	opposing team from
to another person:	holding the ball	Games:	Quick-stick hockey	gaining advantage in	scoring or gaining
• Chest pass:	into the chest	Tag Rugby	Handball	the game.	
both hands	where it is	Netball	Tennis		Attacking: the
holding the ball	pushed forward	Basketball	Football		movement of the
into the chest	to a target or	Quick-stick hockey		Games:	team in possession
where it is	space.	Handball		Tag Rugby	of the ball
pushed	• Bounce pass:	Tennis		Netball	Defending: Stopping
forward to a	ball is pushed	Football		Basketball	the attack in order
target or	into the ground			Quick-stick hockey	to prevent the
space.	so it can bounce			Handball	opposing team from
 Bounce pass: 	off the floor			Tennis	scoring goals and
ball is pushed	before meeting			Rounders	gaining advantage in
into the ground	target.			Football	the game.
so it can					
bounce off the	Kicking: using legs				Games:
floor before	to propel an object				Tag Rugby
meeting target.	to a target or				Netball
	space.				Basketball
Kicking: using legs	Striking with a				Quick-stick hockey
to propel an	part of the body:				Handball
object to a target	using a part of the				Tennis
or space.	body to deflect an				Rounders
Striking with a	object to a target				Football
part of the	or space.				
body: using a part	Striking with an				
of the body to	implement: using an				
deflect an object	implement to				
to a target or	deflect an object to				
space.	a target or space.				
Striking with an	Good control of				
implement: using	the ball using				
an implement to	feet: Using the				
deflect an object	inside of the				

	to a target or space. Good control of the ball using feet: Using the inside of the feet to stop the ball. Then when under control pushing it forward to pass. Games: Team Games Sports day preparation	feet to stop the ball. Then when under control pushing it forward to pass Games: Team Games Sports day preparation				
	I can listen carefully to and try to follow instructions.	I can listens to and follow instructions from an adult or partner.	I can listen to and follow instructions from a partner/ adult.	I can listen to and follow instructions from a partner/ adult and within a group.	I can listen to and follow instructions from a partner/ adult and within a	I can confidently think a range of activities through and problem solve
<u>Outdoor</u> <u>Adventurous</u> <u>Activities</u>	I can begin to understand how to create movements and patterns with the body.	I understand how to create simple movements and patterns with the body.	I can begin to think about how I will approach activities and problem solve. I can discuss and work with different	I can think about how I will approach activities and problem solve. Choose and apply strategies to solve	group. I can use and interprets maps. I can apply the physical skills needed for	using general knowledge. I can apply the physical skills needed for orienteering: agility,
	I can solve simple problems as part of a group involving exploration and	I can use resources to solve problems as part of a group involving exploration and	partners and groups. I can demonstrate an understanding of how to stay safe.	problems with support. I can discuss, work and reflect with different partners	orienteering: agility, balance, co- ordination whilst holding or looking at the map	balance, co- ordination whilst holding or looking at the map

discovery.	discovery.	I can interpret a	and groups.		I can confidently
I can begin to discuss and work with others in a group.	I can discuss and work with others in a group. I can travel safely to	simple map, showing basic awareness of symbols.	I can demonstrate an understanding of how to stay safe.	I can identify orienteering symbols and colours using a map key	identify a range of orienteering symbols and colours using a map key
I can travel safely to and from orienteering control marker signs	and from orienteering control marker signs	I am beginning to understand how spatial awareness on a map transfers to reality I am beginning to	I can understand the physical skills needed for orienteering: agility, balance, co- ordination whilst holding or looking at the map	I can explain why the key is the most important part of the map I can think activities through and problem	I can explain why the key is the most important part of the map I can accurately organise and plan an
		understand the physical skills needed for orienteering: agility, balance, co- ordination whilst holding or looking at	I can identify explain the key on a map I know the key is the most important part of the map	solve using general knowledge. I can organise and plan an event using map reading skills	event using map reading skills I can recognise, orientate and follow the school orienteering map.
		the map I can apply basic map reading skills to navigate in pairs to and from orienteering controls (orienteering signs)	I can apply basic map reading skills to navigate in pairs to and from orienteering controls (orienteering signs)	I understand that the orienteering map is a 'bird's eye view' diagram of the ground I can apply map reading skills to navigate in pairs to and from	I can confidently apply basic map reading skills to navigate in pairs to and from orienteering controls (orienteering signs)
		I can identify basic orienteering symbols		orienteering controls (orienteering signs) I can set up an	I can use the key to recognise the

and colours using a map key I can identify the key on a map I know the key is the most important part of the map	using the school and feat orienteering map school o I can work in relay teams, planning and communicating tactics and techniques to win a relay STAR event orientee	ering course e school ering map
	I can demonstrate and provide feedback on how to stay safe in a range of environments. I can ta a strate around t	and Jes to win a TAR event actically plan gy to travel the ering course ly as
	use refl underst provide and opin discussi working	with nt partners

						I can confidently demonstrate and provide feedback on how to stay safe in a range of environments.
Vocabulary	Orienteering, control, marker, signs, direction instruction, partner, movement	Orienteering, control, marker, signs, direction instruction, partner, movement	Orienteering, control, marker, symbols, keys, interpret, direction, position, agility, balance, co- ordination	Orienteering, control, marker, symbols, keys, interpret, direction, position, agility, balance, co- ordination	Orienteering, control, marker, symbols, agility, balance, co- ordination, translate, directional language - compass points, navigate, location	Orienteering, control, marker, symbols, agility, balance, co- ordination, translate, directional language - compass points, navigate, location
Subject Knowledge and Vocabulary	Develop to apply and fundamental movement skills. Orientate: Look at their position in relation to unfamiliar surroundings. Children should be exploring and following short trails.	Develop to apply and master some fundamental movement skills. Orientate: Look at their position in relation to unfamiliar surroundings and to guide peers in a specified direction Children should be exploring and following short trails.	 OAA must include: Physical activity Adventure and challenge Problem-solving activities Teamwork Develop to begin to master fundamental movement skills. Children should be creating short trails for others which require problem	 OAA must include: Physical activity Adventure and challenge Problem-solving activities Teamwork Develop to begin to master fundamental movement skills. Children should be creating short trails for others which require problem	 OAA must include: Physical activity Adventure and challenge Problem-solving activities Teamwork Children should be able to design their own problems and challenge others. Children should have opportunities to start navigating using equipment such as compasses and 	 OAA must include: Physical activity Adventure and challenge Problem-solving activities Teamwork. Children should be orientating themselves with confidence and develop resilience by having the opportunity to think under pressure.

solving.	solving.	maps	Navigate using
Solving.	Solving.	maps	equipment such as compasses and maps
Children should be recognising features of orienteering courses.	Children should be recognising features of orienteering courses.	Conditional instructions involve two parts. First, the child must decide if	Orienteering involves walking or running while navigating around a
Conditional instructions involve two parts. First, the child must decide if the instruction relates to them and then, they must follow the instruction as directed, e.g. if you have a brother, do five star jumps.	Conditional instructions involve two parts. First, the child must decide if the instruction relates to them and then, they must follow the instruction as directed, e.g. if you have a brother, do five star jumps. Conditional instructions can be difficult for children	the instruction relates to them and then, they must follow the instruction as directed, e.g. if you have a brother, do five star jumps. Conditional instructions can be difficult for children to comprehend because they have two parts.	course, such as the woods, using a detailed map and sometimes a compass. The aim is to navigate in the correct order between a set of control points, deciding on the best route to complete the course in the quickest time.
Conditional instructions can be difficult for children to comprehend because they have two parts.	A control point is a marked position used in orienteering. They are located in the competition area and then marked on the orienteering map. The aim is for the	Orienteering: an exciting outdoor adventure sport which is similar to a cross-country race. Orienteering involves walking or running while navigating around a course, such as the woods, using a	When using orienteering maps: This is making sure that your map is the correct way round or orientated so that the features on the ground and on the map are in the same position to

	orienteer to locate	detailed map and	where you are
	the controls by using	sometimes a	looking. Each time
	the map to find them		-
	in the fastest	compass. The aim is to navigate in the	you change direction, you
		correct order	should re-orientate
	possible time.		
		between a set of	your map so that
		control points,	the features match
		deciding on the best	up with what is on
		route to complete	the map.
		the course in the	
		quickest time.	Onienteening man
			Orienteering map symbols:
			symbols.
			A set of map
		When using	symbols used
		orienteering maps:	universally and
		This is making sure	specifically for
		that your map is the	orienteering. They
		correct way round or	are also colour
		orientated so that	specific.
		the features on the	
		ground and on the	
		map are in the same	A control point is a
		position to where you	marked position
		are looking. Each	used in orienteering.
		time you change	They are located in
		direction, you should	the competition
		re-orientate your	area and then
		, map so that the	marked on the
		features match up	orienteering map.
		with what is on the	The aim is for the
		map.	orienteer to locate
		···₽ •	the controls by
			using the map to

					Orienteering map symbols: A set of map symbols used universally and specifically for orienteering. They are also colour specific.	find them in the fastest possible time.
<u>Gymnastics</u>	I can create a sequence, linking 2-3 simple movements. I can copy action and movement sequences with control and coordination.	I can explore and create different pathways and patterns. I can link a series of movements together including rolls, balances, movements	I can copy, explore and remembers a variety of movements and use these to create sequences independently and with others.	I can plan, perform and repeat a simple sequence of movement showing good tension, extension and control. I can perform a range of jumps e.g straight jump, tuck jump, jumping jack, star	I can plan, perform and repeat a sequence of movement showing good control, technique, co-ordination and fluency.	I can plan and perform with precision, control and fluency, a movement sequence showing a wide range of actions including variations in speed, levels and directions.
	I can show three gymnastic positions including a pike, straddle and tuck showing good control and	a sequence. I can perform a range of rolls including a teddy bear roll, forward roll and backwards	I can perform a range of jumps e.g straight jump, tuck jump, jumping jack, star jump, straddle jump, pike jump and straight	jump, straddle jump,	I can perform jumps, shapes and balances fluently and with control. (Jumps: straight jump, tuck jump, jumping jack, star jump, straddle jump,	I can vault onto a piece of apparatus and dismount safely showing good body control, extension and tension.
	extension. I can roll in	extension and	I can use a range of jumps in sequences. I am beginning to use	pontonm a cot coquence	pike jump, stag jump, straight jump, half- turn, straight jump,	I can create complex sequences involving the full

different ways e.g	For example:	equipment to vault	movements, balances,	full-turn and cat	range of actions and
log roll	Log roll (controlled),		supports and rolls	leap)	movements:
(controlled),	curled side roll,	I can perform a range	showing extension,		travelling, balancing,
curled side roll	teddy bear roll,	of rolls e,g crouched	tension and body	I can confidently	holding shapes,
and teddy bear	rocking for forward	forward roll, forward	control.	show a range of	jumping, leaping,
roll.	roll and crouched	roll from standing and	(forward roll from	balances, recognising	swinging, vaulting
	forward roll.	backward roll	standing, straddle	the position of their	and stretching.
I can perform			forward roll, tucked	centre of gravity and	
balances with	I can hold a still	I am beginning to	backward roll and	where it should be in	I can perform
control e.g	shape whilst	show flexibility in	backward roll to	relation to the base	difficult actions,
standing and	balancing on	movements	straddle.	of the balance.	with an emphasis on
kneeling balances.	different points of	(performing a range			extension, clear
kneering buildnees.	the body.	of stretches		I can confidently use	body shape and
I can perform		including splits)		equipment to vault in	changes in direction
different body	I can jump in a	I can link	I can move with clarity,	a variety of ways	
shapes.	variety of ways and	combinations of	fluency and expression.		-
Shapes.	land with increasing	actions with		I can apply combined	I can confidently
I can stretch in	control and balance.	increasing	I can show changes of	skills accurately and	use equipment to
different ways.	For example: 2-	confidence, including	direction, speed and	appropriately,	vault and
	footed jump,	changes of direction,	level during a	consistently showing	incorporate this
I can perform a 2-	straight jump, tuck	speed or level.	performance.	precision, control	into sequences.
footed jump,	jump, jumping jack,			and fluency.	
straight jump,	half turn jump,				I can gradually
tuck jump and half	cat spring and cat	I can practise and	I can link skills with	I can plan and	increases the length
turn jump	spring to straddle	refine movements	control, technique, co-	demonstrate a	of sequence work
· · J P		showing strong body	ordination and	sequence of	with a partner to
I can carry out a	Climb onto and jump	control, extension and	fluency.	movements on a piece	make up a short
range of simple	off the equipment	tension.	I understand	of apparatus	sequence using the
jumps and land	safely.	I can plan, perform	composition by	including balances,	floor, mats and
safely.		and repeat a simple	performing more	movements and turns.	apparatus, showing
		sequence of	complex sequences.	T ann nanfarra a	consistency, fluency
I can move around,	jump with good	movement showing		I can perform a	and clarity of
under, over, and	control.	increasing tension,	I am beginning to use	cartwheel something	movement.
 	I can perform a 360	extension and control.	gymnastic vocabulary	increased control.	

Subject	through different objects and equipment. I can perform at different levels. I can use equipment safely Pike: Sitting up	jump with good control. I can perform a balance on a piece of apparatus showing good control. Mount: going onto	I can create interesting body shapes while holding balances with control and confidence. I am beginning to notice similarities and differences between sequences. I am beginning to develop good technique when travelling, balancing, using equipment etc I can move with coordination, control and care. Use turns whilst travelling in a variety of ways.	to describe how to improve and refine performances. I am developing strength, technique and flexibility throughout performances. I can create sequences using various body shapes and equipment. I can combine equipment with movement to create sequences.	I can perform a range of stretches including splits to show good flexibility. I can select ideas to compose specific sequences of movements, shapes and balances. I can adapt sequences to fit new criteria or suggestions I can use more complex gymnastics vocabulary to describe how to improve and refine performances. I can develop strength, technique and flexibility throughout performances.	I can use more complex gymnastics vocabulary to describe how to improve and refine performances. I can develop strength, technique and flexibility throughout performances Vault: The method
Knowledge and Vocabulary	with legs stretched out in-	the apparatus. Consider the starting position and	stretched out showing control.	position to a plank. Arms shoulder width apart and stretched	starting position, action and finish. Back is ached with	used to mount a piece of apparatus. This can be from a

and together.	grip of the	tightened to control	out. Legs stretched	arms above head.	run up.
Arms should be	apparatus before	limbs and body.	out and balancing on	Handstand: consider	Dismount: how you
stretched out in-	mounting it. Should	Front Support:	toes.	starting position,	leave the balance or
front of body,	the mount be a step,	similar position to a	Cartwheel: consider	action and finish. All	apparatus.
shoulder width	leap or jump?	plank. Arms shoulder	the starting position,	limbs should show	Choreograph:
apart.	Dismount: leaving	width apart and	action and finish.	extension and tension.	creating a series of
Straddle: similar	the apparatus.	stretched out. Legs	Movement should be	Cartwheel: consider	movements that are
to pike but legs	Consider the	stretched out and	controlled and limbs	the starting position,	linked together.
are apart.	starting position,	balancing on toes.	extended.	action and finish.	
Tuck: Sat on the	method of dismount	Shoulder Stand:	Dismount: how you	Movement should be	
floor, legs	and bending knees	lying back on	leave the balance or	controlled and limbs	
together with	on landing.	shoulders with legs	apparatus.	extended.	
knees in chest.	Balance: consider	stretched into the air		Box Split: body	
Children shouldn't	starting position,	pointed and together.		facing forwards with	
be holding their	controlling body	Tuck Jump: jump		legs out to side.	
knees.	during balance and	into air, tuck knees		Choreograph:	
Log roll: Arms	position of limbs.	into chest and extend		creating a series of	
above head and	Series of	again before landing		movements that are	
legs together,	movements:	with knees bent.		linked together.	
lying flat on the	consider the	Star Jump: jump into			
floor. Children roll	transition between	air, stretch arms and			
long ways across	the movements.	legs out before bring			
the floor.	Encourage children	them back towards			
Teddy bear roll:	make movements	body for landing with			
sat on floor, legs	fluid going from one	knees bent.			
stretched out,	to the other	Left Split: left leg in			
arms holding legs.	smoothly.	front, right leg			
Children lean to	Extension: limbs are	behind.			
one side, pushing	stretched out	Right Split: right leg			
shoulder into the	showing control.	in front and left leg			
floor, roll across		behind.			
their back and		Box Split: body			
onto the second		facing forwards with			
shoulder where		legs out to side.			

	they lift the body back to a starting position. Rolls: Consider the starting position, action and finish. Balances: consider starting position, controlling body during balance and position of limbs.					
Athletics	I can run at different speeds. I can jump from a standing position I can 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	I can change speed and direction whilst running. I can use a variety of different stride lengths. I can complete an obstacle course. I can jump from a standing position with accuracy.	I can begin to run at speeds appropriate for the distance. <i>e.g. sprinting and</i> <i>cross country</i> I can perform a running jump with some accuracy I can use one and two feet to take off and to land with.	I can begin to build a variety of running techniques and use with confidence. I can perform a running jump with more than one component. e.g. hop, skip, jump (triple jump)	I can begin to build a variety of running techniques and use with confidence. I can perform a running jump with more than one component. e.g. hop skip jump (triple jump)	I can begin to build a variety of running techniques and use with confidence. I can develop the technique for the standing vertical jump. I can maintain control at each of the different stages of the triple
	to opposite foot. I can jump as high as possible and as far as possible. I can land safely and with control.	I can 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	I can develop an effective take-off for the standing long jump. I can land safely and with control I can perform a	I can land safely and with control. I can begin to measure the distance jumped I can demonstrates accuracy in throwing	I can improve techniques for jumping for distance. I can perform an effective standing long jump. I can perform the	jump. I can land safely and with control. I can develop and improve techniques for jumping for height and distance

I can work with a	opposite foot.	variety of throws	and catching	standing triple jump	and support others
partner to develop the	I can jump for distance from a	using a selection of equipment.	activities. I can measure the	with increased confidence.	in improving their performance.
develop the control of jumps. I can perform a variety of throws with basic control (underarm and overarm) I can throw a ball towards a target with increasing accuracy. I can improve the distance I can throw by using more power.	•	equipment. I can throw with greater control and accuracy. I can show increasing control in their overarm throw. I can perform a push throw. I can continue to develop techniques to throw for increased distance I can use equipment safely and with good control. I am beginning to understand how to prepare for shot put and javelin	I can measure the distance of their throws. I can continue to develop techniques to throw for increased distance. I can describe good athletic performance using correct vocabulary. I can use equipment safely and with good control. I understand how to prepare for shot put and javelin	confidence. I can land safely and with control. I can measure the distance and height jumped with accuracy. I can investigate different jumping techniques. I can record peers performances, and evaluate these. I can demonstrate accuracy and confidence in throwing and catching activities. I can describe good athletic performance using correct vocabulary. I can use equipment safely and with good control.	performance. I can perform and apply different types of jumps in other contexts. I can set up and lead jumping activities including measuring the jumps with confidence and accuracy. I can begin to record peers performances, and evaluate these. I can demonstrate accuracy and confidence in throwing and catching in a range of athletic activities. I can describe good athletic performance using correct vocabulary.
					I can use equipment safely and with good

						control.
Subject Knowledge and Vocabulary	Control - To exercise restraint or direction over; dominate; command. Running: Move legs at speed. Jumping: lift both feet off the floor with control. Throwing: to propel an object: • Underarm throw: The arm pulls back and swings forward without going over the shoulder. Overarm throw: Ball is propelled into the air by the arm going over the shoulder. It is used to get height	Running: Move legs at speed. Jumping: lift both feet off the floor with control. Throwing: to propel an object: • Underarm throw: The arm pulls back and swings forward without going over the shoulder. Overarm throw: Ball is propelled into the air by the arm going over the shoulder. It is used to get height Standing Long Jump: both feet starting behind the starting line,	the other leg but shoulder width apart. Encourage children to push ball forward	Vocabulary: sprint, hurdles, shot put, over arm, long jump. Sprint: encourage children to go as fast as they can and use their arms to propel their body forward. Talk about how to build momentum. Hurdles: encourage children to use a leading leg to help develop technique of the hurdles. Shot up: starting position: holding the back of the ball with one hand. Place in cavity between neck and ear. The leg on the same side as holding the ball should in front of the other leg but shoulder width apart. Encourage children to push ball forward rather than throw it. Overarm throw: Ball is propelled into the air	Talk about how to build momentum. Hurdles: encourage children to use a leading leg to help develop technique of the hurdles. Shot up: starting position: holding the back of the ball with one hand. Place in cavity between neck and ear. The leg on the same side as holding the ball should in front of the other leg but shoulder width apart. Encourage children to push ball forward	Vocabulary: sprint, hurdles, shot put, over arm, long jump, pace. Sprint: encourage children to go as fast as they can and use their arms to propel their body forward. Talk about how to build momentum. Hurdles: encourage children to use a leading leg to help develop technique of the hurdles. Shot up: starting position: holding the back of the ball with one hand. Place in cavity between neck and ear. The leg on the same side as holding the ball should in front of the other leg but shoulder width apart. Encourage children to push ball forward rather than throw it. Overarm throw: Ball

	jumping, use arms to	air by the arm going	by the arm going over	is propelled into the	is propelled into the
	launch body	over the shoulder. It	the shoulder. It is used	air by the arm going	air by the arm going
	forward. Encourage	is used to get height.	to get height.	over the shoulder. It	over the shoulder. It
	children to land with	Standing Long Jump:	Javelin Throw: Do	is used to get height.	is used to get height.
	both feet together	both feet starting	from standing with a	Javelin Throw: Do	Javelin Throw: Do
	and bend knees to	behind the starting	leading leg in-front of	from standing with a	from standing with a
	ensure safe landing.	line, shoulder with	the other, shoulder	leading leg in-front of	leading leg in-front
		apart. Bend knees and	width apart. Encourage	the other, shoulder	of the other,
		draw arms behind.	children to push the	width apart.	shoulder width apart.
		When jumping, use	javelin forward aiming	Encourage children to	Encourage children
		arms to launch body	to get it to travel as	push the javelin	to push the javelin
		forward. Encourage	far as they ca rather	forward aiming to get	forward aiming to
		children to land with	than as high as they	it to travel as far as	get it to travel as far
		both feet together	can.	they ca rather than	as they ca rather
		and bend knees to	Standing Long Jump:	as high as they can.	than as high as they
		ensure safe landing.	both feet starting	Standing Long Jump:	can.
			behind the starting	both feet starting	Standing Long
			line, shoulder with	behind the starting	Jump: both feet
			apart. Bend knees and	line, shoulder with	starting behind the
			draw arms behind.	apart. Bend knees and	starting line,
			When jumping, use	draw arms behind.	shoulder with apart.
			arms to launch body	When jumping, use	Bend knees and draw
			forward. Encourage	arms to launch body	arms behind. When
			children to land with	forward. Encourage	jumping, use arms to
			both feet together and	children to land with	launch body forward.
			bend knees to ensure	both feet together	Encourage children
			safe landing.	and bend knees to	to land with both
			Hop, skip, jump	ensure safe landing.	feet together and
			sequence: This will be	Analyse: encourage	bend knees to ensure
			used at the start of a	children to talk about	safe landing.
			triple jump and is the	what went well and	Analyse: encourage
			first progressive	what they need to do	children to talk
			practice to the skill.	next time to improve	about what went well
			Encourage children to	personal best.	and what they need

				co-ordinate the hop and skip first. Once smooth add in the jump. The skip should be used to launch them into the jump.	Hop, skip, jump sequence: This will be used at the start of a triple jump and is the first progressive practice to the skill. Encourage children to co-ordinate the hop and skip first. Once smooth add in the jump. The skip should be used to launch them into the jump.	• •
<u>Dance</u>	I can copy and explore basic movements and body patterns. I can sequence three or more movements in a routine. I can recall simple movements and dance steps. I can links movements to sounds and music. I can move in time to a beat.	I can copy and explore basic movements with clear control. I can sequence four or move movements in a routine. I can show a variation of levels and speed in sequence. I can show a variation of sizes in body shapes. I can add change of direction to a	I can begin to improvise independently to create a simple dance. I can change level and speed within a routine. I can begin to improvise with a partner to create a simple dance. I can translates ideas from stimuli	I can choreograph a routine showing simple structure independently, with a partner or as part of a group I can synchronise my movements independently, with a partner or within a group. I can perform a routine to a small audience showing simple structure independently, with a	I can begin to exaggerate dance movements and motifs (using expression when moving). I can combine flexibility, techniques and movements to create a fluent sequence. I can move appropriately and with the required style in relation to	I can exaggerate dance movements and motifs (using expression when moving) I can perform with confidence, using a range of movement patterns. I can demonstrate strong movements throughout a dance sequence. I can combine

I can move in time to music. I can express ideas to a range of music genres. I can respond to range of stimuli.	sequence. I can use space well and negotiate space clearly. I can describe a short dance using appropriate vocabulary. I can responds imaginatively to stimuli.	into movement with support. I can begin to compare and adapt movements and motifs to create a larger sequence. I can use simple dance vocabulary to compare and improve work.	partner or as part of a group. I can demonstrate precision and some control in response to stimuli. I can demonstrates rhythm and spatial awareness. I can modify parts of a sequence as a result of self-evaluation. I can use simple dance vocabulary to compare and improve work	the stimulus. e.g using various levels, ways of travelling and motifs. I can begin to show a change of pace and timing in their movements. I can use the space provided to his maximum potential. I can improvise with confidence, still demonstrating fluency across their sequence.	flexibility, techniques and movements to create a fluent sequence. I can move appropriately and with the required style in relation to the stimulus. e.g using various levels, ways of travelling and motifs. I can begin to show a change of pace and timing in their movements.
				I can modify parts of a sequence as a result of self and peer evaluation. I can use more complex dance vocabulary to compare and improve work.	I can move to a beat accurately in dance sequence. I can dance with fluency, linking all movements and ensuring they flow. I can modify parts of a sequence as a result of self and peer evaluation. I can use more

						complex dance vocabulary to compare and improve
						work
Subject	Vocabulary:	Vocabulary: co-	Vocabulary: speed,	Vocabulary: cannon,	Vocabulary: levels,	Vocabulary:
Knowledge and	sequence, timing,	ordination, sequence.	pace, levels, beat.	pitch, symmetry,	speed, direction,	collaboration,
Vocabulary	beat, movement.	Co-ordination:	Agility - The ability	synchronise.	choreograph,	expression,
	Sequence of	timing of the limbs	to make the body		structure.	choreograph, ,
	movements:	effectively.	change direction in	Agility - The ability	Control - To exercise	timing, extension,
	consider how	Flexibility:	an efficient and	to make the body	restraint or direction	tension,
	children can	Agility – The ability	effective manner.	change direction in an	Choreograph a simple	synchronisation.
	transition from	to make the body	Co-ordination -The	efficient and	routine with	Control - To
	one movement to	change direction in	ability to control the	effective manner.	structure: a start,	exercise restraint or
	the next using	an efficient and	movement of the	Co-ordination – The	middle and ending	direction
	different heights.	effective manner.	body in co-operation	ability to control the	needed.	Choreograph a
	Agility - The	Balance: To control	with the body's	movement of the body	Precision: To perform	simple routine with
	ability to make	body whilst holding	sensory functions,	in co-operation with	with quality,	structure: a start,
	the body change	a position.	Speed: To move	the body's sensory	condition and	middle and ending
	direction in an	Co-ordination -The	limbs fast to travel	functions,	accuracy	needed.
	efficient and	ability to control	at speed.	Speed: To move limbs	Stimuli: Something	Precision: To
	effective manner.	the movement of	Control - To exercise	fast to travel at	that would	perform with
	Balance: To	the body in co-	restraint or direction	speed.	evoke/encourage a	quality, condition and
	control body	operation with the	Movement: should	Control - To exercise	reaction, energy or	accuracy
	whilst holding a	body's sensory	start to show	restraint or direction	activity.	Stimuli: Something
	position.	functions,	extension and tension	Choreograph a simple		that would
	Co-ordination -	Speed: To move	of the limbs.	routine with	Genres around the	evoke/encourage a
	The ability to	limbs fast to travel	Extension: stretching	structure: a start,	world : Bollywood,	reaction, energy or
	control the	at speed.	the limbs as long as	middle and ending	Spanish, Brazilian,	activity.
	movement of the	Control - To	possible. For example		New Zealand.	
	body in co-	exercise restraint		Precision: To perform	Choreograph	Different genres:
	operation with the	or direction	5 5	with quality, condition	principles: linking	Think about old and
	body's sensory		to a point.	and accuracy	series of movements	model dance for

	functions,	Tension: tensing the	Stimuli: Something	to different parts of	example Northern
	Speed: To move	muscles in the limbs	that would	the music. For	Soul, Rock and Roll,
	limbs fast to	to show control.	evoke/encourage a	example a section of	Charleston etc.
	travel at speed.		reaction, energy or	routine for a chorus	
	Control - To		activity.	that is repeated each	Good technique will,
	exercise restraint or direction			time.	prevent injuries, build strength and
				Choreography may	flexibility, and
				have a climax and	refine movement
				decline. Consider the	quality. All of which
				movement sequence to	
				represent this.	to dance using correct body
				Good technique will,	placement and
				prevent injuries,	alignment and
				build strength and	beautiful lines.
				flexibility, and refine	
				movement quality. All	
				of which provide the	
				ability to dance using	
				correct body	
				placement and	
				alignment and	
				beautiful lines.	
Swimming		I know how to keep		I know how to keep	
		myself safe in and		myself safe in and	
		around water.		around water.	
		 I can perform 		 I can perform 	
		a safe, self-		a safe, self-	
		rescue in		rescue in	
		different		different	
		water based		water based	
		situations.		situations.	
		• I can		• I can	

I	_ · · ·	
	confidently	confidently
	swim at least	
	25 metres	25 metres
	(must show	(must show
	confidence	confidence
	over the	over the whole
	whole	distance).
	distance).	• I can use a
	• I can use a	range of
	range of	stroke
	stroke	effectively
	effectively	showing good
	showing good	
	timing and co-	
	ordination.	(front crawl,
	(front crawl,	backstroke
	backstroke	and
	and	breaststroke)
	breaststroke)
Subject		Strokes: Front crawl,
Knowledge and		Backstroke.
Vocabulary		Breaststroke and
		butterfly.
		Components of the
		strokes: Body Position
		Leg Kick
		Arm Pull
		Breathing
		Timing
		25 metres: One length
		of a 25 metre pool.
		Safe rescue: to be
		completed from

		poolside. Children are taught not to enter the water to rescue anyone from water. Children to perform a shout and signal rescue, reach rescue or throw rescue .		
Evaluation	I can comment on own and others performance I can give comments on how to improve performance. I can use appropriate vocabulary when giving feedback.	I can watch and describe performances accurately using correct vocabulary (PE). I can begin to think about how I can improve and adapt my own work. I can work with a partner or small group to improve skills. I can make comparisons between my work and others, commenting on similarities and differences. I can discuss tactics, strategies and compositional ideas to achieve set objectives and improve performance	I can draw on my knowledge of strategies, tactics and composition when performing and evaluating. I can analyse and comment on skills and techniques and how these are applied in my own and others' work. I know and understand what needs to be achieved, critically evaluating how well it has been achieved and finding ways to improve I can comment on strategies, tactics and technique to help improve performances.	
Healthy Lifestyles	I am beginning to describe the effect exercise has on the body I can begin to explain the importance of exercise and a healthy lifestyle.	I can describe the effect exercise has on the body I can explain the importance of exercise and a healthy lifestyle, giving examples. I understand the need to warm up and	I can describe the effect exercise has on the body in depth, using research to evidence my views. I can explain the importance of exercise and a healthy lifestyle.	

cool down.	I can demonstrate warming up and cooling down strategies.
	I understand and can explain how/why physical activity contributes to the healthy functioning of the body and mind and is an essential component of a healthy lifestyle.