

Cohort	Autumn	Spring	Summer
EYFS - Nursery EYFS - Reception	Continuous Provision Physical Development - coordination - gross motor skills - fine motor skills - control - handling tools - safely negotiating space - exploratory movement - making healthy choices Expressive Arts and Design - sharing ideas through Dance/C - movement - role play-expression Personal, Social and Emotional De - develop social skills - manage feelings - taking and managing risks - confidence in their abilities		
	Dance/Gymnastics - Pupils explore movement. - Pupils can share ideas through movements. - Pupils show expression through role play.	Games/ Athletics - Pupils begin to handle tools with control Pupils safely negotiate space. Dance/Gymnastics	Games/ Athletics-Pupils develop social skillsPupils can manage their feelingsPupils develop gross and fine motor skills

Year 1	 Dance/Gymnastics Pupils can move to music. Pupils can copy dance moves. Pupils begin to control their bodies when balancing and spinning on points and patches. Games/ Athletics Pupils can follow simple game rules. Pupils can strike a ball. Pupils can rally against a wall. Pupils can twist, turn, reach and bend. Pupils can balance. 	 Pupils develop control and coordination. Pupils have confidence in their abilities. Dance/Gymnastics Pupils can make up some simple dance moves. Pupils can make their body wide, narrow and curled when balancing and rolling. Games/ Athletics Pupils can strike a ball at a target. Pupils can bounce a ball at a target. Pupils can throw over arm with some accuracy. Pupils can change direction when travelling. Pupils can control a ball with a stick. 	Dance/Gymnastics - Pupils can change rhythm, speed, level and direction. - With support, pupils can simply evaluate their own and others' performances. - Pupils can vary the way they travel on short and long pathways. Games/ Athletics - - Pupils can strike a ball off a tee. - Pupils can strike a ball. - Pupils can throw a beanbag underarm. - Pupils begin to understand the role of a fielder. - Pupils can change speed whilst running. - Pupils increase height and distance of jumps.
<u>Year 2</u>	 Dance/Gymnastics Pupils can dance with some control and co-ordination. Pupils can control their body when stretching, arching and curling. Games/ Athletics 	 <u>Dance/Gymnastics</u> Pupils can make a sequence by linking sections together. Pupils can control their body when spinning, turning and twisting. <u>Games/ Athletics</u> 	Dance/Gymnastics-Pupils can link some movement to show feelingPupils can simply evaluate their own and others' performancesPupils can vary the way they travel on straight, zigzag and curved pathways.
	 Pupils can strike at a target with some accuracy. 		Games/ Athletics

	 Pupils can volley with some accuracy. Pupils can send and receive a ball over a net. Pupils travel with control. Pupils can confidently travel backwards. Pupils can dodge. Pupils can punt a ball with some accuracy. 	 Pupils can throw a ball underarm at a target with both left and right hands. Pupils can roll a ball underarm at a target with both left and right hands. Pupils can kick a ball at a target with both left and right feet. Pupils can punt a ball at a target with both left and right feet. Pupils can catch consistently. Pupils can track an opponent. Pupils can keep possession of a ball. Pupils display spacial awareness. 	 Pupils can bowl over arm. Pupils can strike a ball off a tee consistently. Pupils can accurately throw under arm. Pupils can make a barrier to stop a ball. Pupils develop fielding skills. Pupils react quickly. Pupils can transfer a relay baton. Pupils throw for accuracy and distance. Pupils jump with control and timing.
<u>Year 3</u>	 Dance/Gymnastics Pupils can remember and repeat some dance movements. Pupils can link movements together to create seamless transitions. Games/ Athletics Pupils can apply and adapt fundamental skills to handball and basketball. Pupils understand the rules of a small-sided game. Pupils can maintain possession when faced with a defender. Pupils develop basic hand dribbling skills. 	 Dance/Gymnastics Pupils can suggest what mood/feeling some movements show. Pupils can perform in partners demonstrating symmetry and asymmetry. Games/ Athletics Pupils can apply and adapt fundamental skills to hockey and football. Pupils can dribble a ball with a hockey stick. Pupils can perform a jab stick tackle. Pupils can turn with a ball. Pupils begin to communicate effectively with teammates. 	Dance/Gymnastics-Pupils can use key vocabulary to evaluate their own and others' performancesPupils can receive body weight.Games/ Athletics-Pupils can apply and adapt fundamental skills to tennisPupils can judge the bounce of a ballPupils can play some backhand shotsPupils travel confidently around the courtPupils develop coordination to improve speedPupils can jump over low hurdlesPupils can jump over low hurdles.

Year 4	Dance/Gymnastics - Pupils can improvise. - Pupils' movements communicate an idea. - Pupils can perform controlled rolls and confidently travel at low levels. - Pupils refine movements in their sequences. - Pupils refine movements in their sequences. Games/ Athletics - - Pupils can apply and adapt fundamental skills to flag football and tag rugby. - Pupils understand what tag belts are used for. - Pupils intercept a pass to gain possession. - Pupils begin to make tactical decisions based on attacking and defending knowledge.	 Pupils begin to make decisions when in possession of the ball. <u>Dance/Gymnastics</u> Pupils plan, perform and repeat sequences. Pupils include speed and level changes in sequences. Pupils can evaluate their own and others' performances against a criteria. <u>Games/ Athletics</u> Pupils can apply and adapt fundamental skills to netball and rounders. Pupils shoot with accuracy and technique. Pupils begin to understand the role of a referee and officiate. Pupils develop basic bowling and batting skills. Pupils make decisions whilst in game play. 	OAA - Pupils can explain why they have given instructions. - Pupils can support team mates and begin to show trust in them. - Pupils can follow a simple route on a map. - Pupils can work safely independently. Swimming - - Pupils can swim confidently, competently and proficiently over a distance of at least 25 metres. - Pupils use a range of strokes effectively. - Pupils perform safe self-rescue in different water-based situations.
	defending knowledge.	 Pupils make decisions whilst in game play. Pupils perform competitively in a range of positions. 	
<u>Year 5</u>	 Dance/Gymnastics Pupils are creative and imaginative when composing a dance. Pupils can travel under and over their partners. Games/ Athletics 	Dance/Gymnastics - Pupils use controlled movements to express emotion or mood. - Pupils can match, mirror and contrast a partner's movements.	Dance/Gymnastics-Pupils can prepare a performance for an audiencePupils can evaluate a performance, identifying areas for improvement and setting appropriate targets.

	 Pupils can apply and adapt fundamental skills to Danish long ball and handball. Pupils can get into a 'ready position'. Pupils can create space by anticipating play. 	 <u>Games/ Athletics</u> Pupils can apply and adapt fundamental skills to basketball and tennis. Pupils use pivots to protect the ball. Pupils create passing angles. Pupils understand zonal and man-to-man defending. Pupils can apply tactics to a game. Pupils develop footwork and positioning. Pupils can persevere in a game scenario. 	 Pupils can perform in synchronisation and canon. Games/ Athletics Pupils can apply and adapt fundamental skills to badminton. Pupils can throw a shuttle with accuracy and control. Pupils can consistently return a shuttle. Pupils can demonstrate a split step. Pupils can change pace and tempo when running. Pupils can develop strength and power. Pupils demonstrate a wide range of techniques to jump. Pupils can compete against a personal best.
<u>Year 6</u>	 Dance/Gymnastics Pupils' dance matches the mood and rhythm of music. Pupils understand, and can perform counter tension and counter balances. Games/Athletics Pupils can apply and adapt fundamental skills to ultimate Frisbee and cricket. Pupils can send and receive a Frisbee accurately. Pupils can outwit a defender. 	Dance/Gymnastics - Pupils develop their own moves imaginatively. - Pupils can negotiate and collectively choreograph sequence of movements. Games/ Athletics - Pupils can apply and adapt fundamental skills to tag rugby and netball. - Pupils can apply the rules of tagging. - Pupils confidently score a try.	Dance/Gymnastics - Pupils refine dances with style and artistic intention. - Pupils can identify areas for improvement within a performance, set appropriate targets and adapt their work to meet these targets. Games/ Athletics - - Pupils can apply and adapt fundamental skills to rounders. - Pupils understand the role of wicket keeper and base fielders.

 Pupils can problem solve within a game. Pupils can strike with a suitable stance. 	 Pupils dodge to outwit a defender. Pupils maintain possession by pivoting. Pupils display excellent sportsmanship. 	 Pupils evaluate and improve their own tactics within various games. Pupils sustain pace over long distances. Pupils compete in athletics competitions.
		 OAA Pupils can evaluate instructions and ideas. Pupils communicate and work effectively as part of a team. Pupils can plan orienteering routes. Pupils can analyse how safe an idea is.