

PE	KS1: Pupils should develop core movement, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and co-ordination, individually and with others.									
	KS2: Pupils should continue to implement 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.									
	Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Gymnastics	Move confidently in a range of ways Experiments with ways of moving	Show control when travelling Show coordination on both floor and apparatus	Show control and coordination when travelling and balancing. Link two or more actions to make a sequence. Show contrasts (eg: small / tall, straight / curved, wide / narrow. Jump in a variety of ways and land with some control and balance.	Balance on different points of the body. Travel at different speeds in a variety of ways.	Control a balance. Combine learnt techniques (Y1&2) for a fluid sequence. Show changes of direction, speed and level during a performance.	Plan, perform and repeat sequences. Move in a clear, fluent and expressive manner.	Create a fluid sequence applying learnt skills.	Show accuracy, control, speed, strength and stamina consistently within a range of movements. Develop and adapt techniques to improve performance.		
Athletics	Move confidently in a range of ways	Jumps and lands appropriately	Run with control. Jump with control.	Explore different jump techniques. Set myself targets to improve my performance.	Refine sprint technique. Use a range of throwing techniques (underarm / overarm) Improve personal best performances	Run over a longer distance, conserving energy to sustain performance Throw with accuracy to hit	Combine sprinting with low hurdles over 60m. Throw accurately and refine performance by analysing	Choose the best place for running over a variety of distances. Show control in take-off and landing		



						a target or cover a distance. Jump in a number of ways, using a run up if appropriate.	technique and body shape. Keep track of personal best performances, setting targets for improvement	when jumping. Keep track of personal best performances, setting challenging targets for improvement
Team games	Negotiates space successfully play racing and chasing games with	Join in with team games Begin to understand what it	Move or stop to catch or collect a ball. Decide where to stand to make it	Decide on the best position and move accordingly.	Develop fielding and possession skills. Begin to apply tactics and rules in a game	Apply and explain rules and tactics of a variety of games.	Explain rules and tactics in detail. To work in a team or alone	Gain possession confidently and apply attacking and defending
	each other, adjusting speed and direction.	means to defend / attack in a game.	difficult for the opposing team.	Understand basic tactics of a game Reflect on reasons for rules and how to make	Ask and answer questions to suggest reasons/improvements/ changes	Suggest improvements; support others Keep and control the possession of a ball.	to gain possession of a ball. Reflect- ask and answer questions to change or	skills. Apply understanding of rules and tactics e.g. officiating
				games more challenging.		Field with control.	improve games/ performance	Support other players; coaching; modelling



Dance and	Show	Begin to	Perform some	Perform	Refine movements to	Refine	When	Perform
	control with	perform	simple dance	dance	create a basic dance	movements to	composing it	dances using
movement	large and	simple dance	moves.	actions with	sequence to match a	create a more	is imaginative,	advanced
	small	moves		control and	purpose.	complex	creative and	techniques
	movements			CO-		sequence to	expressive.	with a range
		Show some	Demonstrate	ordination.	Movements begin to	match a		of dance
		rhythm and	rhythm and		show fluidity.	purpose.	Movements	styles and
		control when	control.	Can choose			show control.	forms.
		moving		appropriate	Change speed and level	Movements	Suggest new	Suggest new
				movements	within a performance	are clear and	ways of	ways of
		Feedback	Suggest	to		fluent.	working/ask	working/ask
		verbally to	improvements/give	communicate	Give feedback. Suggest	Suggest new	and answer	and answer
		partner	feedback	mood /	next steps to peers	ways of	questions to	questions to
				feelings /		working/ask	reflect	reflect
				ideas		and answer		
						questions to		
				Link two or		reflect		
				more actions				
				in a				
				sequence.				
				Give praise				
				Suggest next				
				steps to				
				peers				
Outdoor				1	Use more detailed plans	Use maps and	Orientate self	Confidently
					and diagrams that take	diagrams to	to solve	orientate self
Adventurous					them from familiar to	orientate	problems,	and others to
activities					less familiar areas	themselves	locating	solve a
					Use ideas they have	and to travel	particular	problem in a
					learned in one task and	around a	places.	more
					apply them in another	simple course		



					Can identify potential risks.	Plan responses to physical challenges and problems as a group Identify risks and advise others.	Adapt actions to changing situations.	unfamiliar environment. Develop skills to solve problems in intellectual and physical challenges.	
Swimming and Water Safety	N/A	N/A	N/A	N/A	Use one basic stroke Co-ordination and control in arm and leg movements.	Use more than one stroke and co-ordinate breathing	Use breaststroke, front crawl and backstroke, ensuring that breathing is correct.	Any child not meeting the 25m requirement will receive swimming intervention Swim 25m by the end of Year 6. Explore personal survival skills safely.	
Specific sports to be covered: Football, Tag-Rugby, Netball, Athletics, Hockey, Tennis									