

Skills	Acquiring and Developing Skills (A&D)										
(Linked to	Selecting and applying sk	ills, tactics and compo	ositional ideas (S&A)								
PEDPASS)	Evaluating and improving performance (E&I)										
	Knowledge and understar	Knowledge and understanding of fitness and health (H&F)									
	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6				
Dance	Progress towards a more fluent style of moving, with developing control and grace. Develop the overall body strength, co- ordination, balance and agility needed to engage successfully within dance. Combine dance movements with ease and fluency.	Learn basic movements relating to feelings. Learn what makes a good start and finish position in a sequence. Learn how to move their bodies in a variety of ways. Respond to different music showing a range of emotions and stimulus. Perform dance movements and simple sequences using simple movement patterns. Be taught to remember and perform short dance routines to other children (1-8 steps)	Use a range of vocabulary to describe moods and how dances make them feel. Perform dances using simple movement patterns with a clear start middle and end. On their own can remember and perform short dance routines to other children (1-8 steps) Evaluate and improve a dance performance by recording and viewing their rehearsals. (E&I)	Improvise freely on their own and with a partner, translating ideas from a stimulus to a movement. A&D Learn a short sequence with a clear, middle and end that they can perform on their own and in a group, with between 8- 20steps. Learn how to develop actions and movements within short dances by changing the dynamics, space and relationships. Learn a variety of travels, gestures, turns, jumps and balances with good composure.	Explore and create characters and narratives in response to a range of stimuli. Compose short dances with clear start, middle and end on their own, partners and in groups. Developing basic actions and skills using: dynamics, space and relationships, travels, gestures, turns, jumps and balances with good composure and control. Can remember and perform a longer dance routine to others (8-20steps)	Explore and improvise ideas for dances in different styles, working on their own, with a partner and in a group. A&D Explore and experiment imaginatively with a stimulus for a given audience. Composing more complex routines with clear sections, starting to use unison, canon, repetition. Changing the dynamics, space and relationships. Can remember and perform a dance routine to any audience with 20+ steps.	Explore, improvise and combine movement ideas fluently and effectively. S&A Understand how a dance is formed and performed. To evaluate, refine and develop their own and others' work. E&I Composing more complex routines with clear sections, using unison, canon, repetition. Changing the dynamics, space and relationships Can remember and perform a dance routine to any audience with 20+ steps.				



	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Gymnastics		Learn a variety of	Develop short	Develop and	Devise, perform	Explore range of	Make up a
	Revise and	basic gymnastic	sequences on their	perform actions.	and repeat	symmetric and	sequence and
	refine the	movements.	own.	Practice and	sequences that	asymmetric	adapt it to
	fundamental	Be still in different	Use imagination to	concentrate on	include travel,	actions, shapes	different apparatus
	movement skills	body shapes and	find different ways	quality of	body shapes and	and balances.	layouts.
	they have	balances and	of using	movement.	balances.	Control actions	Use combinations
	already	combine different	apparatus.	Link different	Help them change	and combine them	of dynamics
	acquired: -	ways of travelling.	Form simple	balances moving in	sequences.	fluently.	(pathways) to use
	rolling, walking,	(A&D)	sequences of	and out of	Include changes of	Be aware of	space effectively.
	running,	Move between	different actions	positions of	dynamics.	extension, body	Make up own rule
	skipping,	mats and small	using floor and	stillness.	Work with a	tension and	for longer, more
	crawling,	apparatus and	apparatus.	Transfer weight	partner and small	control.	complex sequences.
	jumping,	change the speed	Have a clear start,	smoothly from one	groups to create	Move from floor to	Plan a sequence
	hopping,climbing	of movement.	middle and end.	part of body to	sequences.	apparatus, change	and adapt it to
	Develop the	Handle apparatus	S&A	another.	Adapt their	levels and move	limited equipment.
	overall body	safely	Have a clear focus	Use actions on	sequences to	safely.	Work as a group
	strength, co-	Recognise how it	when watching	floor and over,	include apparatus	Combine	and share roles
	ordination,	feels when the	others perform.	through, across	and to suit partner	movements with	fairly.
	balance and	body is tense in a	(E&I)	and along	or small group.	other in a group	Investigate
	agility needed to	balance.	Say when a	apparatus. A&D	S&A	(matching and	different ways of
	engage	Develop balance,	movement or skill	Vary and apply	Compare and	mirroring). A&D	working with a
	successfully	agility, co-	is performed well	actions on floor	contrast similar	Watch a	partner or small
	within	ordination of	(aesthetic	and apparatus.	performances.	performance and	group.
	gymnastics. •	travelling, stillness,	appreciation).	Copy a partner's		evaluate its	Use compositional
	Confidently and	jumping, timing,	(E&I)	sequence on floor		success.	ideas (contrasts
	safely use a	changing shape,	Describe what	and apparatus.		Identify what was	and variation in
	range of large	direction and size.	they have done	Perform easy		performed well	shape, speed, level,
	and small	(A&D)	and what they	combinations of		and what needs	timing and actions)
	apparatus		have seen. (Make	contrasting		improving.	S&A
	indoors and		easier or harder.	actions.		Choose a focus for	Know how
	outside, alone		Use advice to	Choose		improvement.	gymnastics
	and in a group.		improve.) (E&I)	combinations that		Identify one or	promotes strength,
	• Develop		Develop balance,	work in their		two aspects of	power and
	overall body-		agility and co-	sequences.		their performance	suppleness.
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strength, balance, co- ordination and agility	ordination of travelling, stillness, jumping, timing, changing shape, size, direction		to practice and improve. E&I	Set out and do risk assessments on apparatus.



	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Multi-skills	Revise and refine the	Children will be	Take part in multi-	Choose skills and	Children to	Choose their	Develop the
and athletics	fundamental movement	taught how to use	skills festivals.	equipment to meet	develop their	favourite ways of	consistency of
	skills they have already	their bodies to:	(competitions:	the challenges they	technique for	running, jumping	their actions in a
	acquired: - rolling -	* Sprint 30m	classes and	are set. E.g by	running at shorter	and throwing.	number of events.
	walking - running -	within 9-6seconds	groups) Designed	increasing the	and longer	Choose the best	Increase the
	skipping - crawling -	* Jump for	to develop the	distance thrown.	distances,	equipment for	number of
	jumping - hopping —	height10-14cm	fundamental	Use different	throwing for	different activities.	techniques they
	climbing	* Jump for	movement skills of	techniques, speeds	distance, jumping	Know how to plan	use.
		distance 60 –	balance, co-	and effort to meet	and leaping for	a run so they pace	Sustain pace over
	Progress towards a	89cm	ordination and	challenges set for	height and	themselves evenly	longer distances,
	more fluent style of	* Leap hurdles	agility.	running, jumping	distance. Children	or unevenly.	e.g. sprint for
	moving, with developing	30m within11-8	Children will be	and throwing.	will be taught how	Plan to cover	seven seconds, run
	control and grace.	secs	taught how to use	S&A Children will	to use their bodies	distances as a	for one or two
		* Overarm throw	their bodies to:	be taught how to	to:	team to get the	minutes.
	Develop the overall	10-19m	* Sprint 30m	use their bodies to:	* Sprint 50m	best results	Throw with
	body strength, co-	* Chest push3-4m	under 6 secs	* Sprint 50m	within 13-10secs	possible.	greater control,
	ordination, balance and	* Run for longer	* Jump for height	within 17-14secs	develop to under	Mark a run up for	accuracy and
	agility needed to	distance 200m	15-19cm * Jump	develop to 13-	10secs	jumping and	efficiency.
	engage successfully	within 1:45-1:31	for distance 60 –	10secs	* Jump for height	throwing.	Perform a range of
	within sport.		89cm	* Jump for height	25-29cm * Jump	Set themselves and	jumps showing
	Develop overall body-	Participate in	* Leap hurdles	20-24cm * Jump	for distance120-	others targets in	power, control and
	strength, balance, co-	Sports day	30m within 8 secs	for distance90 -	149cm	different events.	consistency at
	ordination and agility		* Overarm throw	119cm	* Leap hurdles	S&A	both take off and
			10-19m	* Leap hurdles	60m within 17-14	Watch a partners	landing. A&D
			* Chest push 3-4m	60m within 25–18	secs develop to	athletic	Say why some
			*Run for longer	secs develop to 17-	under 14secs *	performance and	athletic
			distance 200m	14 secs	Overarm throw	identify the main	activities can
			under 1:30	* Overarm throw	20-29m develop to	strengths.	improve strength,
				20-29m	30-34m	Identify parts of	power or stamina
			Participate in	* Chest push 3-4m	* Chest push 4-6m	the performance	and explain how
			Sports day	* Run for longer	develop to 6-8m	that need to be	these can help
				distance 400m	* Run for longer	practised and	their performance
				3:30-2:31	distance 400m	refined, and	in other types of
							activity.



		develop to 2:30- 2:01 Participate in Sports day	2:30-2:01 develop to under 2mins Participate in Sports day	suggest improvements. Children will be taught how to use their bodies to: * Sprint 75m within 20- 16develop to 15- 12secs * Jump for height 30-34cm * Jump for distance150- 179cm * Leap hurdles 60m within 25-18 secs develop to 17- 14secs * Overarm throw 30-34m develop to 35+m * Chest push 6-8m develop to 8+ * Run for longer distance 600m 5:00-3:31 develop to 3:30-2:31 Participate in Sports day	Outdoor and adventurous activity during year 6 residential trip Children will be taught how to use their bodies to: * Sprint 75m within 20- 16develop to 15- 12secs *Jump for height 30-34cm * Jump for height 30-34cm * Jump for distance150- 179cm * Leap hurdles 60m within 25-18 secs develop to 17- 14secs * Overarm throw 30-34m develop to 35+m *Chest push 6-8m develop to 8+ * Run for longer distance 600m 5:00-3:31 develop to 3:30-2:31 Participate in Sports day



	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Games	Further develop and	Explore different	Develop control	Partner using a	Play 3vs1 and	Show ways to	Understand that
	refine a range of ball	ways using a ball	and accuracy	number of sending	4vs1 and how to	keep ball away	when team has
	skills including:	(A&D) Explore	when moving with	and receiving	use the space and	from defenders.	ball they are
	throwing, catching,	ways to send a	a ball in a variety	techniques.	help each other.	How to shield the	attacking and
	kicking, passing,	ball or other	of different games.	Improve accuracy	Score more	ball. Change	when they haven't
	batting, and aiming.	equipment Retrieve	Pass and receive a	of passes and use	regularly without	speed, direction	they are
		and stop a ball	ball with more	space to keep	making mistakes.	with ball to get	defending.
	Develop confidence,	using different	control and	possession better.	Choose and adapt	away from	Understand
	competence, precision	parts of the body.	accuracy.	Remain in control	their techniques to	defender. Shoot	different ways of
	and accuracy when	(A&D) Play a	Recognise the best	of ball while	keep possession	accurately in a	attacking and
	engaging in activities	variety of running	ways to score	travelling. To help	and give their	variety of ways.	encourage them to
	that involve a ball.	and avoiding	points and stop	others know where	team chance to	Mark an opponent.	use positions for
		games. Participate	points being	they are going.	shoot. Plan ideas	A&D Watch and	their team
	Develop overall body-	in simple team	scored. Recognise	Look when	and tactics similar	evaluate the	carefully.
	strength, balance, co-	games (1v1, 2v2)	how they work	travelling and	across invasion	success of the	Understand
	ordination and agility.	Develop simple	best with their	what happens	games. Know what	games they play	different ways to
		attacking and	partner. Use	after they have	rules are needed	in. Identify parts	attack and defend.
	Develop the overall	defending	different rules and	passed ball. A&D	to make games	of the game that	Choose right
	body strength, co-	techniques (A&D)	tactics for invasion	Play games that	fair. Understand	are going well and	formations and
	ordination, balance and	Pass and receive a	games. Make it	involve keeping	simple patterns of	parts that need	tactics for attack
	agility needed to	ball in different	difficult for	possession and	play. S&A	improving. Explain	and defence. Know
	engage successfully	ways with	opponents. Keep	scoring in targets.	Evaluate how	how confident	how they support
	within games.	increased control.	the ball and find	3vs 1 and 4vs 1	successful their	they feel in	other players in
		(S&A)	best places to	games. Know	tactics have been,	different positions.	attack and
			score. S&A Watch	which passes are	use appropriate	Suggest what they	defence. S&A
			others accurately.	best, tactics to	language to	need to practice to	Understand how
			Describe what	keep possession.	describe	enjoy game more.	to get ready for
			they see and ask	Find space to	performance and	Change pitch size	games.
			to copy others'	receive and	identify what they	to make games	
			ideas, skills and	support. Know	do that makes	better. E&I	
			tactics. Participate	what to think	things difficult for		
			in team games.	about when team	their opponents.		
			Understand and	has and hasn't got			
			develop tactics for	the ball. How to			



attacking and defending.	organise themselves differently to play each of the games successfully. Understand patterns of play- if ball is in a certain position where should players be. S&A	



	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Sending and	Further develop and	Focus on throwing	Use their skills to	Practise throwing	Play games using	Hold and swing a	Devise a scoring
Striking	refine a range of ball	a ball with control	play end to end	and catching with	throwing and	racket and know	system.
	skills including:	both over and	games, games over	a variety of	catching skills.	where to stand on	Hit the ball in the
	throwing, catching,	underarm with	a barrier and	different balls and	Vary strength,	the court when	court away from
	kicking, passing,	prompts.	fielding games.	using different	length and	hitting, catching	opponent, how to
	batting, and aiming.	Focus on catching	Use their ability to	types of throwing.	direction of throw.	and receiving.	outwit them using
		a ball from shorter	solve problems	Hit the ball with a	Understand how	Hit the ball on	speed height and
	Develop confidence,	and longer	and make	racket. Use	they can make it	both sides of the	direction of ball.
	competence, precision	distances, on their	decisions. S&A	different shots.	difficult for	body and above	Know where to
	and accuracy when	own and in	Watch others and	A&D Play games	opponent to	head.	stand when
	engaging in activities	groups.	describe what is	using throwing	receive ball.	Use different types	attacking and
	that involve a ball.	Play games based	happening. Talk	and catching skills.	Understand where	of shots during a	defending. S&A
		on net games	about what they	Vary strength,	to stand when	game. Improve	Explain why they
	Develop overall body-	(tennis, badminton)	have done and	length and	receiving.	accuracy. A&D	or others are
	strength, balance, co-	children have the	how they did it.	direction of throw.	Understand attack	Explain why they	playing well in the
	ordination and agility.	opportunity to	Participate in team	Know how can	and defence	or others are	games.
		play 1v1, 1v2,	games. Pass and	they make it	tactics.	playing well in the	Know what they
	Develop the overall	2v2, 1v3, 3v3.	receive a ball in	difficult for	Understand rules	games.	need to get better
	body strength, co-	Pass and receive a	different ways	opponent to	about the games.	Know what they	at and what to
	ordination, balance and	ball in different	with control and	receive ball.	S&A	need to get better	practice.
	agility needed to	ways with control	increased	Stand when	Throw and catch a	at and what to	Understand how
	engage successfully	and increased	accuracy. Perform	receiving.	balls at different	practice.	to change court to
	within sports.	accuracy. Focus on	fielding techniques	Understand attack	speeds, directions	Know how to	make easier.
		technique on	with increased	and defence	and heights.	change court to	Understand
		striking a ball with	control and co-	tactics.	Choose and use a	make easier.	practices to help
		control when	ordination.	Understand rules	range of simple	Understand	with precision and
		shown. Focus on	Choose, use and	about the games.	tactics and	practices to help	consistency and
		technique on	vary simple tactics.	Stand when	strategies.	with precision and	speed about the
		fielding a ball	S&A	receiving.	Keep, adapt and	consistency and	court. E&I
		using under and	Recognise good	Understand attack	make rules for	speed about the	Use and adapt
		over arm	quality in	and defence	striking and	court. E&I	rules, strategies
		throwing. Able to	performance.	tactics.	fielding games.	Develop the range	and tactics, using
		play simple games	Participate in team	Understand rules		and consistency of	their knowledge of
		in small groups,	games.	about the games.		their skills,	basic principles of



skills th been to		Consolidate and develop the range and consistency of their skills in striking and fielding games. A&D		especially in specific striking and fielding games. E.g throwing, catching and striking a ball accurately to a static and moving partner at different distances A&S	batting and fielding. S&A Develop and adapt their striking, fielding, throwing and catching skills to different heights, distances in small and large games. Thinking about when to use an over and under arm throw.
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	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Swimming					Swims competently, confidently and proficiently over a distance of at least 25 metres Uses a range of strokes effectively e.g. front crawl, backstroke and breaststroke. Performs safe self- rescue in different water-based situations.	Swims competently, confidently and proficiently over a distance of at least 25 metres Uses a range of strokes effectively e.g. front crawl, backstroke and breaststroke. Performs safe self- rescue in different water-based situations.	



	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Health and fitness	EYFS Know and talk about the different factors that support their overall health and wellbeing e.g. regular physical activity and healthy eating.	Year 1 Talk about what our bodies do during exercise e.g breathing (H&F) Practice skills to make them warmer and cooler before and after exercises. (H&F) Discuss how the body changes during exercise.	Year 2 Talk about what our bodies do during exercise e.g breathing ,start to find their pulse (H&F) Practice skills to make them warmer and cooler before and after exercises. (H&F) Discuss how the body changes during exercise.	Year 3 Keep up an activity over a period of time and know what they need to warm up and cool down for dance. (H&F) Recognise and describe what their bodies feel like during different types of activity. Describe what happens to their heart, breathing and temperature during different types of athletic activity.	Year 4 Learn some of the main muscles groups during warm up and cool down. Start to take their pulse before, during and after exercise and explain the effect. Know a warm routine involving dynamic stretches , led by an adult or child.	Year 5 Can take pulse, and name some muscles correctly, and they can explain the effects of exercise on their body. Can start to lead their own warm up using dynamic stretches in small groups, know what muscles to warm up effectively for different exercises. Understand why exercise is good for their fitness, health and well- being	Year 6 Know some ideas for warm up exercises and routines. Know what makes a good warm up. Know what clothing and footwear is best to wear. Know how to check playing area. Know how playing invasion games helps your fitness and benefits of playing outside of school. Can take pulse, and name some muscles correctly, and they can explain the effects of exercise on their body. Value of exercise outside of school day. Understand why exercise is good for fitness, health and wellbeing.

