National Curriculum	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
		Kay S	tage 1	Kay Stage 2				
	Gross Motor Skills  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	jumping, throwing a developing balance, and begin to apply t	tent and confident and ortunities to extend their ation, individually and with to engage in competitive at others) and co-operative of increasingly challenging them including running, and catching, as well as agility and co-ordination, these in a range of activities games, developing simple and defending	them to make actions and sere each other. They should deve to evaluate and recognise the Pupils should be taught to:  - use running, jumping - play competitive gamentball, rounders and develop flexibility, stress perform dances using take part in outdoor stress.	oly and develop a broader range of sequences of movement. They should belop an understanding of how to impeir own success.  If, throwing and catching in isolation a nes, modified where appropriate [for it tennis], and apply basic principles serength, technique, control and balangs a range of movement patterns and adventurous activity challenges mances with previous ones and dem	enjoy communicating, collabora rove in different physical activity and in combination example, badminton, basketba uitable for attacking and defen ce [for example, through athlet both individually and within a t	ating and competing with ties and sports and learn how all, cricket, football, hockey, ding tics and gymnastics]	

Evaluate	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	National Curriculum	ional Curriculum  National Curriculum  • Children compare their performances with previous ones and demonstrate improvement to achieve their performances.					
	Key Learning Outcomes	Key Learning Outcomes		Key Learning Outcomes		Key Learning Outcomes	Key Learning Outcomes
	Children can comment on their own and others performances.	<ul> <li>Children can comment on or</li> <li>Children can give comments performance.</li> <li>Children can use appropriate feedback.</li> </ul>	·	He/she are beginning to thin their own work.	nprovement in ball games libe performances accurately. It about how they can improve their or small group to improve their rities and differences.	<ul> <li>He/she can pick up on something a partner does well and also on something that can be improved</li> <li>He/she knows why own performance was better or not as good as their last</li> <li>He/she watches and describes performances accurately</li> <li>He/she can learn from others how they can improve their skills.</li> <li>He/she can comment on tactics and techniques to help improve performances.</li> <li>He/she can make suggestions on how to improve their worl</li> <li>He/she knows which sports they are good at and find out how to improve further</li> </ul>	

			Filysical Eau	Callon - Progression of Skills			
Gymnastics	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	National Curriculum	National Curriculum		National Curriculum			
	<ul> <li>Negotiate space and obstacles safely, with consideration for themselves and others</li> <li>Demonstrate strength, balance and coordination when playing</li> <li>Move energetically, such as running, jumping, dancing, hopping, skipping and climbing</li> </ul>	Children can develop balance, ag begin to apply these in a range o		Children can develop fle	xibility, strength, technique, contr	ol and balance [for example, thro	ugh athletics and gymnastics]
	Key Learning Outcomes	Key Learning Outcomes		Key Learning Outcomes	Key Learning Outcomes	Key Learning Outcomes	Key Learning Outcomes
	<ul> <li>Move energetically, jump with both feet leaving the ground.</li> <li>Single balance</li> <li>Balancing on one foot</li> <li>Be able to balance on a piece of apparatus</li> <li>Demonstrate strength balance and coordination when playing.</li> <li>Children explore basic movements, creating shapes, balances, jumps and rolls.</li> <li>They begin to develop an awareness of space and how to use it safely.</li> <li>They perform basic skills on both floor and apparatus.</li> </ul>	<ul> <li>He/she can perform simple rolls e.g. forward, pencil, teddybear.</li> <li>He/she can copy stretching movements for different parts of the body.</li> <li>He/she can balance using his/her hands, feet or seat.</li> <li>He/she can create different shapes when balancing e.g. thin, wide, twisted, curled.</li> <li>He/she can copy short movements to combine simple balances. e.g. balance travel – balance</li> <li>He/she can travel in different ways e.g. Jumping, skipping, walking, leaping, hopping etc.</li> </ul>	<ul> <li>He/she can plan and perform a sequence of movements</li> <li>He/she can improve a sequence based on feedback</li> <li>He/she can think of more than one way to create a sequence which follows some 'rules'</li> <li>•</li> </ul>	<ul> <li>He/she can adapt sequences to suit different types of apparatus and criteria</li> <li>He/she can explain how strength and suppleness affect performance</li> <li>He/she can perform a range of rolls with a good level of accuracy e.g. forwards, backwards.</li> <li>He/she can create his/her own stretching routine to prepare for gymnastics.</li> <li>He/she can balance on pads and points.</li> <li>He/she can make a range of different shapes when balancing.</li> <li>He/she can combine shapes and balances in a performance.</li> <li>He/she can use all parts of his/her body when travelling in different ways.</li> </ul>	<ul> <li>He/she can move in a controlled way</li> <li>He/she can include change of speed and direction in a sequence</li> <li>He/she can work with a partner to create, repeat and improve a sequence with at least three phases</li> </ul>	<ul> <li>He/she can perform actions in and out of rolls.</li> <li>He/she can lead others in a stretching routine to prepare for gymnastics.</li> <li>He/she can hold different positions when balancing and use different shapes to express a given theme/mood.</li> <li>He/she can select the most appropriate ways to travel from one balance to another.</li> <li>He/she can make complex extended sequences</li> <li>He/she can combine action, balance and shape</li> <li>He/she can perform consistently to different audiences</li> </ul>	<ul> <li>He/she can create sequences that have changes of speed and level.</li> <li>He/she can perform a range of balances with a high level of control and accuracy.</li> <li>He/she can develop sequences in a specific style</li> <li>He/she can choose own music and style</li> </ul>
	Key vocabulary	Key voo	cabulary		cabulary	Key Vo	cabulary
	Shapes, balances, jumps, rock and roll, barrel roll, straight roll, forwards roll.	Curl, tense, stretch, relax, control, travel, balance, copy, sequence, improve, plan, and perform, feedback, hold, and independent.		Adapt sequences, apparatus, criteria, strength, suppleness, performance, compare and contrast sequences, stamina, improve.		Complex extended sequences, combine, perform, consistency, audience, link, vault, spring.	

Basic movements	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
and Team Games	National Curriculum  • 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	National Curriculum     Children can master bas jumping, throwing and of the control of the	sic movements including running, catching, as well as participate in g simple tactics for attacking and	National Curriculum  • Children can play compa	etitive games, modified where app rs and tennis], and apply basic prir	propriate [for example, badminton	n, basketball, cricket, football,
	Key Learning Outcomes	Key Learning Outcomes		Key Learning Outcomes	Key Learning Outcomes	Key Learning Outcomes	Key Learning Outcomes
	<ul> <li>Be able to throw and catch a large ball – over arm and under arm</li> <li>Roll a ball to an end target</li> <li>Kick a ball</li> <li>Be able to control a ball within a game setting</li> <li>Use hands to control a ball</li> <li>Be able to participate in a game with an opposing side</li> <li>To be able to throw and aim e.g. throw a beanbag into a bucket, play skittles, throw underarm.</li> </ul>	<ul> <li>He/she can throw a ball underarm, over arm and use a bounce pass.</li> <li>He/she can pass a ball to a partner using his/her hands and feet.</li> </ul>	<ul> <li>He/she can hit a ball with a tennis style bat or racquet.</li> <li>He/she can stop a ball with his/her feet before passing it.</li> <li>He/she can move into a given space within a game.</li> <li>He/she is beginning to understand where to stand to make a game more difficult for an opponent.</li> <li>He/she can move into a given space to catch a ball.</li> </ul>	He/she can be aware of space and use it to support team-mates and to cause problems for the opposition     He/she knows and use rules fairly     He/she can find space to move into within a game.	<ul> <li>He/she can show control of a range of different throws / passes e.g. Over arm, underarm, chest pass.</li> <li>He/she can move to catch a ball within a game, maintaining eye contact with the ball.</li> <li>He/she can pass a ball accurately when moving around during a game.</li> <li>He/she can hit a ball with a range of different bats/racquets.</li> <li>He/she can use a range of techniques to help keep possession of the ball in a team game.</li> <li>He/she can dribble a</li> </ul>	<ul> <li>He/she can choose the most appropriate throw to use within a game.</li> <li>He/she can call out for a catch in a game showing they know they are in the best place.</li> <li>He/she can select the most appropriate person to pass to within a game and the most appropriate style of pass to ensure accuracy.</li> <li>He/she can hit a ball into space to help increase his/her score within a game.</li> <li>He/she can dribble a ball in different directions and avoid</li> </ul>	<ul> <li>He/she can agree and explain rules to others</li> <li>He/she can work as a team and communicate a plan</li> <li>He/she can lead others in a game situation when the need arises</li> </ul>

			e.g. With his/her feet or a hockey stick.	obstacles. e.g. With his/her feet or a hockey stick.  • He/she can help other members of his/her team to find space within a team game.  • He/she can use a range of attacking and defending skills when playing a team game.	
Key vocabulary	Key vocabulary	Key Voca	abulary	Key Vocabulary	
Throw, roll, underarm, hit, move, safely, kick, tactics, rules.	Throw, roll, underarm, hit, move, safely, kick, tactics, rules.	Throw, catch, control, awareness opposition, strike and field, accur possession, adapt tactics.		Possession, forehand, backhand, field, tactics, defending, attacking, techniques, pass, dribble and shoot. Striking, implement, rules, umpire, and strategy.	

Dance	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	National Curriculum	National Curriculum		National Curriculum			
	<ul> <li>Negotiate space and obstacles safely, with consideration for themselves and others</li> <li>Demonstrate strength, balance and coordination when playing</li> <li>Move energetically, such as running, jumping, dancing, hopping, skipping and climbing</li> </ul>	Children can perform da patterns	inces using simple movement	Children can perform da	nnces using a range of movement p	oatterns	
	Key Learning Outcomes	Key Learning Outcomes		Key Learning Outcomes	Key Learning Outcomes	Key Learning Outcomes	Key Learning Outcomes
	<ul> <li>Dance to link in with learning theme</li> <li>Copy a dance pattern</li> <li>Link 2 dance movements together</li> <li>Responding to music showing appropriate movement and rhythm.</li> <li>Move energetically, such as dancing.</li> </ul>	He/she can perform the basic dance actions e.g. travel and change direction, turn, jump, gesture, balance/stillness, change of size and shape.      He/she can link two or more actions together.	<ul> <li>He/she can change rhythm, speed, level and direction in dance</li> <li>He/she can make a sequence by linking sections together</li> <li>He/she can use dance to show a mood or feeling</li> </ul>	<ul> <li>He/she can improvise freely and translate ideas from a stimulus into movement</li> <li>He/she can share and create phrases with a partner and small group</li> </ul>	<ul> <li>He/she can explore different styles of dance and copy steps from them with increasing accuracy.</li> <li>He/she can perform given routines from memory, performing all the elements in the correct order.</li> </ul>	<ul> <li>He/she can perform dance actions with control and expression.</li> <li>He/she can choose his/her own dance steps and movements and then develop them into a routine.</li> </ul>	<ul> <li>He/she can choreograph short routines to portray a particular mood or style.</li> <li>He/she can explore different styles of dance and develop short routines in those styles.</li> </ul>

Responding to music showing appropriate movement and rhythm.	<ul> <li>He/she can copy short motifs (a short phrase, movement or gesture that is repeated.)</li> <li>He/she can move safely in a space</li> </ul>	<ul> <li>He/she can remember and repeat dance perform phrases</li> <li>He/she can perform basic dance actions with greater control over each element</li> <li>He/she can choreograph motifs using repetition, direction, level, speed &amp; space</li> </ul>	<ul> <li>He/she can take the lead when working with a partner or group</li> <li>He/she can use dance to communicate an idea</li> </ul>	He/she can perform longer routines from memory adding expression and extension to his/her movements.	<ul> <li>He/she can develop sequences in a specific style</li> <li>He/she can choose own music and style</li> </ul>	
Key vocabulary	Key vocabulary	Key Vo	Key Vocabulary		Key Vocabulary	
Travel, action, space, shape, perform, level, copy, counts.	Move, copy, perform, create, rhythm, control, coordination, linking mood or feeling.	Changing speed and direction, sl phrases, plan, repeat, remembe phrases, communicate		Compose, creative, perform, accompaniment, demonstrate clarity, fluency, accuracy and consistency. Style, interpret, precise and posture.		

Athletics	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	National Curriculum	National Curriculum		National Curriculum			
	<ul> <li>Negotiate space and obstacles safely, with consideration for themselves and others</li> <li>Demonstrate strength, balance and coordination when playing</li> <li>Move energetically, such as running, jumping, dancing, hopping, skipping and climbing</li> </ul>	Children can use running catching in isolation and		Children can use running	g, jumping, throwing and catching	in isolation and in combination	
	Key Learning Outcomes	Key Learning Outcomes		Key Learning Outcomes	Key Learning Outcomes	Key Learning Outcomes	Key Learning Outcomes
	<ul> <li>Move in a variety of ways in and out cones and obstacles and around a space.</li> <li>Move energetically, such as running, skipping, hopping and climbing.</li> <li>Skip</li> <li>Hop</li> <li>Go up steps or stairs using alternate feet.</li> </ul>	<ul> <li>He/she can sprint up to 60m.</li> <li>He/she can run 100m.</li> <li>He/she can use over arm and underarm throws to throw items in a straight line.</li> <li>He/she can jump: side to side; both feet together; one foot to the other</li> </ul>	<ul> <li>He/she can sprint up to 60m.</li> <li>He/she can run 100m.</li> <li>He/she can use over arm and underarm throws to throw items</li> </ul>	<ul> <li>He/she can run at fast, medium and slow speeds; changing speed and direction</li> <li>He/she can take part in a relay, remembering when to run and what to do</li> </ul>	<ul> <li>He/she can sprint up to 100m.</li> <li>He/she can run 200m</li> <li>He/she can use the correct action to throw a javelin without a run up.</li> <li>He/she can use a push throw to throw a discus and shot put.</li> </ul>	<ul> <li>He/she can change his/her body shape to decrease air resistance when running.</li> <li>He/she can use the correct action to throw a javelin with a run up.</li> <li>He/she can use his/her toe and heel to spin and throw a discus and shot put.</li> </ul>	<ul> <li>He/she can run longer distances knowing when to use a sprint.</li> <li>He/she can demonstrate stamina and increase strength</li> </ul>

<ul><li>Stop on command</li><li>Sprint</li><li>Run</li></ul>			He/she can jump: one foot to the other (high jump); one foot to two feet (long jump)	<ul> <li>He/she can jump: one foot to same foot to two feet (triple jump)</li> <li>He/she has a controlled when taking off and landing</li> <li>He/she can throw with increasing accuracy</li> <li>He/she can combine running and jumping</li> </ul>	
Key vocabulary	Key vocabulary	Key Vocabulary		Key Vocabulary	
Balancing, running, jumping, hopping, galloping, skipping, sliding, changing direction	Running at speed, changing direction, running over obstacles, jumping for distance, jumping for height, jumping combinations, throwing for distance, throwing for accuracy.	Change speed and direction, underarm, overarm, throwing, technique, distance, sprint, accuracy, personal best.		Control, accuracy, techniques, combine, distance, compete, improve personal best, stamina.	

Swimming	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
	Key Learning Outcomes	National Curriculum  All schools must provide swimming instruction either in key stage 1 or key stage 2.  In particular, pupils should be taught to:  - swim competently, confidently and proficiently over a distance of at least 25 metres  - use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]  perform safe self-rescue in different water-based situations.  Key Learning Outcomes  Key Learning Outcomes  Key Learning Outcomes  Key Learning Outcomes  Key Learning Outcomes						
		<ul> <li>He/she can climb out of the pool unaided.</li> <li>He/she can submerge his/her head under water and blow bubbles.</li> <li>He/she can get dressed and undressed independently.</li> <li>He/she is developing confidence in the water.</li> </ul>	<ul> <li>He/she can swim 10m on his/her front and back without stopping.</li> <li>He/she can use the correct arm and leg movements to swim front crawl and backstroke.</li> <li>He/she can climb out of the pool unaided.</li> <li>He/she can submerge his/her head under water and blow bubbles.</li> </ul>	<ul> <li>He/she can swim a complete length of the pool, on his/her front and back without stopping.</li> <li>He/she can use the correct arm and leg movements to swim breaststroke.</li> <li>He/she can tread water for at least 2 minutes.</li> <li>He/she can put his/her head in the water when using different strokes.</li> </ul>	<ul> <li>He/she can swim a complete length of the pool, on his/her front and back without stopping.</li> <li>He/she can use the correct arm and leg movements to swim breaststroke.</li> <li>He/she can tread water for at least 2 minutes.</li> <li>He/she can put his/her head in the water when using different strokes.</li> </ul>	He/she can swim using a range of strokes accurately, e.g. front crawl, backstroke and breaststroke,	<ul> <li>He/she can perform different self-rescue actions. e.g. Using a buoyancy aid, treading water etc.</li> <li>He/she can synchronise his/her breathing with his/her stroke</li> <li>He/she can swim a distance of 25m without stopping and using a consistent stroke.</li> </ul>	
	Key vocabulary	Key vo	cabulary	Key Vo	cabulary	Key Vo	cabulary	
		Copy, compare and contrast, repeat.		Swim, unaided, basic stroke, movements, coordinate breathing, surface.		Swim, unaided, basic stroke, movements, coordinate breathing, surface.		

Outdoor and Adventurous	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
	National Curriculum			National Curriculum				
				Children can take part in outdoor and adventurous activity challenges both individually and within a team				
	Key Learning Outcomes	Key Learning Outcomes		Key Learning Outcomes	Key Learning Outcomes	Key Learning Outcomes	Key Learning Outcomes	
				He/she can follow a map in a familiar context     He/she can use clues to follow a route     He/she can follow a route safely	<ul> <li>He/she can follow a map in a (more demanding)</li> <li>familiar context</li> <li>He/she can follow a route within a time limit</li> </ul>	<ul> <li>He/she can follow a map into an unknown location</li> <li>He/she can use clues and a compass to navigate a route</li> <li>He/she can change route to overcome a problem</li> <li>He/she can use new information to change route</li> </ul>	<ul> <li>He/she can plan a route and a series of clues for someone else</li> <li>He/she can plan with others, taking account of safety and danger</li> </ul>	
	Key vocabulary	Key voo	cabulary	Key Voo	cabulary	Key Vocabulary		
				Follow, route, appropriate equipment, safely, familiar context, manage risks/problems.		Location, compass, navigate, overcome problems, plan, route, safety, danger, leadership.		