

Foundation Stage	ELG Children show good control and co-ordination in large and small movements. They move confidently in a range of ways, safely negotiating space. They handle equipment and tools effectively, including pencils for writing.			Moving and handling  Experiments with different ways of moving.  Jumps off an object and lands appropriately.  Negotiates space successfully when playing racing and chasing games with other children, adjusting speed or changing direction to avoid obstacles.  Travels with confidence and skill around, under, over and through balancing and climbing equipment.  Shows increasing control over an object in pushing, patting, throwing, catching or kicking it.  Uses simple tools to effect changes to materials.  Handles tools, objects, construction and malleable materials safely and with increasing control.  Shows a preference for a dominant hand.  Begins to use anticlockwise movement and retrace vertical lines.  Begins to form recognisable letters.  Uses a pencil and holds it effectively to form recognisable letters, most of which are correctly formed.		
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Acquiring and developing skills	Pupils should develop fundamental movement skills.  Access a range of opportunities to extend their agility, balance and coordination, individually and with others.  DANCE  Explore movement ideas and respond imaginatively to a range of stimuli  Move confidently and	Pupils should develop fundamental movement skills and become increasingly competent and confident.  Have access to a broad range of opportunities to extend their agility, balance and coordination, individually and with others.  DANCE • explore remember.	Pupils should develop fundamental movement skills and become increasingly competent and confident.  DANCE  improvise freely on their own and with a partner, translating ideas from a stimulus into movement  GAMES  consolidate and improve the quality of their	Pupils should begin to develop a wide range of skills for movement and learn to apply them.  DANCE  explore and create characters and narratives in response to a range of stimuli  GAMES  develop the range and consistency of their skills in all games	Pupils should begin to develop a wide range of skills for movement and learn to apply them.  Pupils should learn to apply and use skills in different ways.  Begin to link them to make actions and sequences of movement.  DANCE  • explore and improvise	Pupils should begin to develop a wide range of skills for movement and learn to apply them.  Pupils should learn to apply and use skills in different ways.  Pupils should be competent to link them to make actions and sequences of movement.
	safely in their own and general space, using changes of speed, level and direction  GAMES  be confident and safe in the spaces used to play games  explore and use skills, actions and ideas	repeat and link a range of actions with co- ordination, control and an awareness of the expressive qualities of dance  GAMES  improve the way they coordinate and control	techniques and their ability to link movements  develop the range and consistency of their skills in all games  ATHLETICS  consolidate the quality and the range of techniques they use for particular activities	ATHLETICS  consolidate and improve the quality, range and consistency of the techniques they use for particular activities  GYM  develop the range of actions, body shapes and	ideas for dances in different styles, working on their own, with a partner and in a group  GAMES  develop a broader range of techniques and skills for attacking and defending develop consistency in	explore, improvise and combine movement ideas fluently and effectively  GAMES     choose, combine and perform skills more fluently and effectively in invasion, striking and net games



individually and in combination to suit the game they are playing  ATHLETICS  • remember, repeat and link combinations of actions	their bodies and a range of equipment remember, repeat and link combinations of skills  ATHLETICS	consolidate and improve the quality of their actions, body shapes and balances, and their ability to link movements	balances they include in a performance • perform skills and actions more accurately and consistently	their skills  ATHLETICS  develop the consistency of their actions in a number of events  GYM perform actions, shapes	ATHLETICS  • develop the consistency of their actions in a number of events  • increase the number of techniques they use
explore gymnastics actions and still shapes     move confidently and safely in their own and general space, using change of speed and direction	use their bodies and a variety of equipment with greater control and coordination  GYM  remember, repeat and link combinations of gymnastic actions, body shapes and balances with control and precision			and balances consistently and fluently in specific activities	combine and perform gymnastic actions, shapes and balances more fluently and effectively across the activity areas



Selecting and applying skills, tactics and compositional ideas Children should participate in team games.

Perform dances using simple movement patterns.

#### DANCE

- compose and link movement to make simple dances with clear beginnings, middles and ends
- perform movement phrases using a range of body actions and body parts

# GAMES

 choose and use skills effectively for particular games

# **ATHLETICS**

 use their bodies and a variety of equipment with control and coordination

# GYM

- copy or create and link movement phrases with beginnings, middles and ends
- perform movement phrases using a range of body actions and body parts

Children should participate in team games developing simple tactics for attacking and defending.

Apply basic skills of running, jumping, throwing and catching, along with balance, agility and co-ordination in a range of activities.

# DANCE

 compose and perform dance phrases and short dances that express and communicate moods, ideas and feelings choosing and varying simple compositional ideas

# GAMES

 choose, use and vary simple tactics for a range of specific games.

#### **ATHLETICS**

use their bodies and a variety of equipment with accuracy.

# GYM

 choose, use and vary simple compositional ideas in the sequences they create and perform. Apply basic principles for attacking and defending.

Develop flexibility, strength, technique, control and balance.

Perform dances using a range of movement patterns.

#### DANCE

- create and link dance phrases using a simple dance structure or motif
- perform dances with an awareness of rhythmic, dynamic and expressive qualities, on their own, with a partner and in small groups

# GAMES

- improve their ability to choose and use simple tactics and strategies
- keep, adapt and make rules for striking and fielding and net games

#### **ATHLETICS**

 develop their ability to choose and use simple tactics and strategies in different situations

# **GYM**

 Improve their ability to select appropriate actions and use simple compositional ideas Apply basic principles for attacking and defending.

Develop flexibility, strength, technique, control and balance.

Perform dances using a range of movement patterns.

#### DANCE

- use simple choreographic principles to create motifs and narrative
- perform complex dance phrases and dances that communicate character and narrative

# GAMES

- devise and use rules
- keep, adapt and make rules for striking and fielding and net games
- use and adapt tactics in different situations

# **ATHLETICS**

 develop their ability to choose and use a range of tactics and strategies in different situations

# GYM

- create gymnastic sequences that meet a theme or set of conditions
- use compositional devices when creating their sequences, such as changes in speed, level and direction

Play competitive games, modified where appropriate, e.g, badminton, basketball, cricket, football, hockey, netball, rounders and tennis.

#### DANCE

- compose dances by using adapting and developing steps, formations and patterning from different dance styles
- perform dances expressively, using a range of performance skills

# GAMES

- know and apply the basic strategic and tactical principles of attack, and to adapt them to different situations
- choose and apply skills more consistently in all activities

# **ATHLETICS**

 begin to choose appropriate techniques for events

#### GYM

 choose and apply basic compositional ideas to the sequences they create, and adapt them to new situations Play competitive games, modified where appropriate, e.g, badminton, basketball, cricket, football, hockey, netball, rounders and tennis.

Opportunities to compete in sport and other activities build character and help to embed values such as fairness and respect.

# DANCE

- create and structure motifs, phrases, sections and whole dances
- begin to use basic compositional principles when creating their dances

#### GAMES

- understand, choose and apply a range of tactics and strategies for defence and attack
- use these tactics and strategies more consistently in similar games

#### **ATHLETICS**

choose and apply appropriate techniques for specific events

# GYM

 develop their own gymnastic sequences by understanding, choosing and applying a range of compositional\principles



Knowledge and understanding of fitness and health Children should be taught to become physically confident in a way that supports their health and fitness.

#### DANCE

 recognise how their body feels when still and exercising

# GAMES

 know that being active is good for them and fun

#### **ATHLETICS**

 recognise and describe what their bodies feel like during different types of activity

#### GY M

- know how to carry and place apparatus
- recognise how their body feels when still and when exercising

Children should be taught to become physically confident in a way that supports their health and fitness.

#### DANCE

- recognise and describe how different dance activities make them feel
- understand the importance of warming up and cooling down

#### GAMES

 recognise and describe what their bodies feel like during different types of activity

# **ATHLETICS**

 recognise and describe what their bodies feel like during different types of activity

# GYM

- recognise and describe what their bodies feel like during different types of activity
- lift, move and place equipment safely

Children should be taught to become physically confident in a way that supports their health and fitness.

#### DANCE

keep up activity over a period of time and know they need to warm up and cool down for dance

#### GAMES

- know and describe the short-term effects of different exercise activities on the body
- know how to improve stamina
- begin to understand the importance of warming up

# **ATHLETICS**

 know, measure and describe the short-term effects of exercise on the body

#### **GYM**

- recognise and describe the short term effects of exercise on the body during different activities
- know the importance of suppleness and strength

Children should be taught to become physically confident in a way that supports their health and fitness.

# DANCE

 know and describe what you need to do to warm up and cool down for dance

#### GAMES

- recognise which activities help their speed, strength and stamina and know when they are important in games
- recognise how specific activities affect their bodies

# **ATHLETICS**

 describe how the body reacts to different types of activity

#### **GYM**

 describe how the body reacts during different types of activity and how this affects the way they perform Children should be taught to become physically confident in a way that supports their health and fitness.

#### DANCE

- organise their own warmup and cool-down activities to suit the dance
- show an understanding of why it is important to warm up and cool down

#### GAMFS

- know and understand the basic principles of warming up, and understand why it is important for a goodquality performance
- understand why exercise is good for their fitness, health and wellbeing

# **ATHLETICS**

- understand the basic principles of warming up
- understand why exercise is good for fitness, health and wellbeing

#### **GYM**

- know and understand the basic principles of warming up and why it is important for good quality performance
- understand why physical activity is good for their health

Children should be taught to become physically confident in a way that supports their health and fitness.

# DANCE

- understand why dance is good for their fitness, health and wellbeing
- prepare effectively for dancing

# GAMES

- understand why exercise is good for their fitness, health and wellbeing
- understand the need to prepare properly for games

# **ATHLETICS**

- understand the importance of warming up
- understand why exercise is good for fitness, health and wellbeing

#### **GYM**

- understand why warmingup and cooling-down are important
- understand why exercise is good for health, fitness and wellbeing, and how to become healthier themselves
- carry out warm ups safely and effectively



Evaluating				
and improving				
performance				

To watch, copy and describe what they have done.

To know the effect of exercise on the body.

what they have done.

To watch, copy and describe

collaborate and compete with each other.

To evaluate their own

Learn to communicate.

Learn to communicate, collaborate and compete with each other.

To evaluate their own performance

Compare performances with previous ones and demonstrate improvement to achieve their personal best Compare performances with previous ones and demonstrate improvement to achieve their per

Compare performances with previous ones and demonstrate improvement to achieve their personal best

# DANCE

- talk about dance ideas inspired by different stimuli
- copy, watch and describe dance movement

#### GAMES

- watch, copy and describe what others are doing
- describe what they are doing

#### **ATHLETICS**

 watch and copy what they and others have done

#### GYM

 watch copy and describe what they and others have done

# DANCE

 watch and describe dance phrases and dances and use what they learn to improve their own work

# **GAMES**

- recognise good quality in performance
- use information to improve their work

# ATHLETICS

watch, copy and describe what they and others have done

# GYM

 improve their work using information they have gained by watching, listening and investigating

# DANCE

performance

- describe and evaluate some of the compositional features of dances performed with a partner and in a group
- talk about how they might improve their dances

# **GAMES**

- recognise good
   performance and identify
   the parts of a
   performance that need
   improving
- use what they have learned to improve their work

# **ATHLETICS**

 describe the effectiveness of performances, and begin to recognise aspects of performances that need improving

#### GYM

- describe and evaluate the effectiveness and quality of a performance
- recognise how their own performance has improved.

#### DANCE

describe, interpret and evaluate their own and others' dances, taking account of character and narrative

#### GAMES

- explain their ideas and plans
- recognise aspects of their work that need improving
- suggest practices to improve their play

#### **ATHLETICS**

 describe and evaluate the effectiveness of performances, and recognise aspects of performances that need improving

#### **G**YM

describe their own and others' work, making simple judgements about the quality of performances and suggesting ways they could be improved

# DANCE

 describe, analyse, interpret and evaluate dances, showing an understanding of some aspects of style and context

#### GAMFS

- choose and use information to evaluate their own and others' work
- suggest improvements in own and others' performances

# ATHLETICS

evaluate their own and others' work

# GУM

 choose and use information and basic criteria to evaluate their own and others' work

#### DANCE

- understand how a dance is formed and performed
- evaluate, refine and develop their own and others work

# GAMES

- develop their ability to evaluate their own and others' work, and to suggest ways to improve it
- know why warming up and cooling down are important

# ATHLETICS

evaluate their own and others' work and suggest ways to improve it

#### GYM

- evaluate their own and others' work
- suggest ways of making improvements



	DC OTH HISD C	A SUST AND A COURSE LAND			
Swimming	BEGINNERS	DEVELOPING COMPETANCY			
	To be taught in ANY 1 KS1 year group	To be taught in ANY 1 KS2 year group			
	Swim competently, confidently and proficiently over a distance of a		Swim competently, confidently and proficiently over a distance of at least 25 metres		
	Use strokes effectively (e.g front crawl, back stroke and breast st	troke)		nt crawl, back stroke and breast st	troke)
	Perform safe self-rescue in different water- based situations.		Perform safe self -rescue in dif		
	work with confidence in the water		• consolidate and develop the quality of their skills e.g front crawl, back crawl, breaststroke,		
	<ul> <li>explore and use skills, actions and ideas individually and in con</li> </ul>		floating, survival skills		
	push the water; use legs in kicking actions; hold their breath	under water	improve linking movements and actions		
	remember, repeat and link skills	<ul> <li>choose and use a variety of strokes and skills, according to the task and the challenge e.g.</li> </ul>			
	<ul> <li>know how to choose and use skills for different swimming task</li> </ul>	swimming without aids, distance and time challenges			
	balanced, knowing what to push against the water to move in a	<ul> <li>know and describe the short-term effects of exercise on the body and how it reacts to</li> </ul>			
	<ul> <li>improve the control and co-ordination of their bodies in water</li> </ul>	different types of activity			
	<ul> <li>know that being active is fun and good for them</li> </ul>	<ul> <li>describe and evaluate the quality of swimming and recognise what needs improving</li> </ul>			
	<ul> <li>recognise what their bodies feel like during different activiti</li> </ul>	es			
	• watch, copy and describe what they and others have done and use the information to improve				
	their work				
Orienteering/		<ul> <li>recognise their own space</li> </ul>	<ul> <li>develop the range and</li> </ul>	<ul> <li>decide what approach to</li> </ul>	<ul> <li>adapt their skills and</li> </ul>
Outdoor		<ul> <li>explore finding different</li> </ul>	consistency of their	use to meet the challenge	understanding as they
Activities		places	skills and work with	set	move from familiar to
		·	others to solve		unfamiliar environments
		Take part in outdoor and	challenges	Take part in outdoor and	Take part in outdoor and
		adventurous activity	Take part in outdoor and	adventurous activity	adventurous activity
		challenges, both individually	adventurous activity	challenges, both individually	challenges, both individually
		and as part of a team.	challenges, both individually	and as part of a team.	and as part of a team.
			and as part of a team.		, , , , , , , , , , , , , , , , , , , ,
		follow simple routes and		understand how the	understand how the
		trails, orientating	choose and apply	challenge of outdoor and	challenge of outdoor and
		themselves successfully	strategies and skills to	adventurous activities	adventurous activities
		solve simple challenges	meet the requirements	can help their fitness,	can help their fitness,
		and problems	of a task or challenge	health and wellbeing	health and wellbeing
		successfully	of a rask of chancinge	nearm and wendering	nearm and wendering
		Success, any	<ul> <li>recognise the effect of</li> </ul>	see the importance of a	improve their
		<ul> <li>recognise and describe</li> </ul>	different activities on	group or team plan, and	performance by changing
		how their body feels	the body and to prepare	the value of pooling ideas	or adapting their
		during exercise	for them physically	The value of pooling lacas	approaches as needed
		during exercise	work safely		approuches as needed
		a abdomuo uubot thoo aaad	work safely		
		observe what they and	describe and evaluate		
		others have done and use	- acscribe and evaluate		
		their observations to	their own and others'		
		improve their	performances, and		
		performance	identify areas that need		
			improving		



