

Year Group	Aut	Autumn Spring		ring	Summer	
Nursery	Myself- All about me Autumn- Under the leaves Christmas PD 4 MH Runs safely on whole foot. PD 4 MH Squats with steadiness to rest or play with object on the ground, and rises to feet without using hands. PD 4 MH Climbs confidently and is beginning to pull themselves up on nursery play climbing equipment. PD 4 MH Can kick a large ball.		Traditional tales Circus- Roll up, roll up, come to the circus Jungle- Down in the jungle PD 5 MH Moves freely and with pleasure and confidence in a range of ways, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping. PD 5 MH Runs skillfully and negotiates space successfully, adjusting speed or direction to avoid obstacles. PD 5 MH Can stand momentarily on one foot when shown. PD 5 MH Can catch a large ball.		Under the Sea Superheroes Pirates PD 6 MH Experiments with different ways of moving. PD 6 MH Jumps off an object and lands appropriately. PD 6 MH Negotiates space successfully when playing racing and chasing games with other children, adjusting speed or changing direction to avoid obstacles.	
Reception	Myself- All about me Autumn- Under the leaves Christmas PD 6 MH Negotiates space successfully when playing racing and chasing games with other children, adjusting speed or changing direction to avoid obstacles. PD 6 MH Shows increasing control over an object in pushing, patting, throwing, catching or kicking it.		Traditional tales Circus- Roll up, roll up, come to the circus Jungle- Down in the jungle PD 6 MH Travels with confidence and skill around, under, over and through balancing and climbing equipment. PD 6 MH Shows increasing control over an object in pushing, patting, throwing, catching or kicking PD 6 MH adjusting speed or changing direction to avoid obstacles.		Under the Sea Superheroes Pirates PD MH Children show good control and co-ordination in large and small movements. They move confidently in a range of ways, safely negotiating space. EXC ELG Children can hop confidently and skip in time to music.	
Year 1	Games (rugby) Co-ordination Develop ball skills, passing and catching. Gymnastics Agility and Balance Copy, repeat and explore simple skills and actions with basic control and coordination	Dance Co-ordination Perform basic body actions. Use different parts of the body singly and in combination.	Gymnastics Agility and Balance Copy, repeat and explore simple skills and actions with basic control and coordination.	Games (hockey) Co-ordination and agility Develop passing and controlling the ball. Develop dribbling and movement.	Games (Tennis) Striking Develop basic underarm rolling and hitting skills. Begin to intercept and return the ball with some consistency.	Athletics Develop basic movements including running at different speeds, jumping, throwing and catching in different ways.



Year 2	Games (rugby)	<u>Dance</u>	<u>Gymnastics</u>	Games (hockey)	Games (Tennis)	<u>Athletics</u>		
	Co-ordination	Co-ordination	Agility and Balance	Co-ordination and agility	Striking	Develop basic		
	Develop ball skills such as	Perform body actions with	Copy, repeat and explore	Pass and control the ball	Develop basic underarm	movements with more		
	passing and catching with	control and co-ordination.	simple skills and actions	with confidence. Develop	rolling and hitting skills,	confidence including		
	confidence.	Begin to link actions	Performing with	dribbling and movement	Improving accuracy and	running at different		
	<u>Gymnastics</u>	together.	confidence and control.	against opponents.	control.	speeds, jumping,		
	Agility and Balance				To make choices about	throwing and catching in		
	Copy, repeat and explore				appropriate targets, space	different ways.		
	simple skills and actions				and equipment			
	Performing with							
	confidence and control.							
Year 3	Games(rugby)	.Dance	Gymnastics	Games (netball)	Games (hockey)	Athletics		
	Striking and fielding	Co-ordination and agility	Select and use skills	Co-ordination and agility	Striking and fielding	Change their action for		
	Throw and catch, with	Improvise movements	independently, using	Be aware of space and use	Keep possession with some	accuracy and distance to		
	control, keep possession	freely, translating their own	actions and ideas	it to support team mates	success when using	improve their previous		
	and score in a game	ideas	appropriately and applying	and cause problems for	equipment that is not used	performance.		
	situation. Become aware	Share and create dance	them with coordination,	opponents.	for throwing and catching	·		
	of space and use it to	phrases with a partner or in	control and confidence.	Understand and use rules	skills			
	support team mates and	a small group.		fairly to keep games going				
	cause problems for							
	opponents							
	Gymnastics							
	Select and use skills							
	independently, using							
	actions and ideas							
	appropriately and							
	applying them with							
	coordination and							
	control.							
	Control.							
	In Year 3 children will 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.

In Year 4 children will 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.



Year 4	Games (rugby) Striking and fielding Use a variety of simple tactics for attacking well, keeping possession of the ball as a team and getting into positions to 'score' Know the rules of the game. Gymnastics Compare and comment on skills, techniques and ideas used in their own and others' work, and use this understanding to improve their performance.	Dance Co-ordination and agility Use and structure simple movement phrases individually, in pairs and in groups. Refine, repeat and remember dance phrases and dances.	Gymnastics Link skills, techniques and ideas and apply them accurately, Appropriately and confidently. Their performance must show precision, control and fluency, and that they understand tactics and composition.	Games (netball) Knowledge and analysis Watch and describe others performances and suggest practices that will improve them. Know and understand how to work as a team.	Games (Hockey) Knowledge and analysis Know and understand the need for defence as well as attack and how this may affect a game.	Athletics Compare and contrast performances using appropriate language to improve their performance. Beginning to develop techniques to improve their performances.
Year 5	Games (Tag Rugby) Mark opponents and help each other in defence Plan and carry out activities that use exercises usefully for	swim competently, confiduse a range of strokes effect	Gelf-rescue in different water-be Gymnastics Select and combine their skills, techniques and ideas and apply them accurately and appropriately, consistently showing precision, control and	istance of at least 25 metres l, backstroke and breaststroke] based situations. Games (Netball/Basketball) Pass, dribble and shoot with control and confidence in games Mark opponents and help each other in defence in	Games(Hockey) Knowledge and analysis Pass, dribble and shoot with control and confidence in games Identify and use tactics to help the team keep the ball	Athletics To use agreed criteria to identify good performance and explain why it is good. To develop and improve techniques to enhance their
	invasion games Gymnastics Modify and refine skills and techniques to improve their performance.		fluency. When performing, they draw on what they know about composition.	line with the rules of the game.	and advance it	performances.



In Year 6 children will 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.							
Year 6	<u>Games</u>	<u>Dance</u>	<u>Gymnastics</u>	<u>Games (netball)</u>	Games (hockey)	<u>Athletics</u>		
	Tag Rugby	Recognise and comment on	To select and combine	To pass, dribble and shoot	Pass, dribble and shoot with	To use agreed criteria to		
	Apply basic principles	dances, showing an	skills, techniques and	with control in games. To	control and confidence in	identify good		
	suitable for attacking and	understanding of style	ideas. To apply them in	know where players in	games.	performance and explain		
	defending.	Suggest ways in which work	ways that suit the activity,	your team will be and to	Identify and use tactics to	why it is good.		
	To mark opponents and	can be improved with	with consistent precision,	shoot with precision.	help the team keep the ball	Compare their		
	help each other in	appropriate language.	control and fluency.		and advance it.	performances with		
	defence.					previous ones and		
	<u>Gymnastics</u>					demonstrate		
	When planning their own					improvement to achieve		
	and others' work, and					their personal best.		
	carrying out their own							
	work, they draw on what							
	they know about strategy,							
	tactics and composition in							
	response to changing							
	circumstances, and what							
	they know							
	about their own and							
	others' strengths and							
	weaknesses.							

^{*}KS1 and 2 to teach the skills for athletics competitions using the appropriate equipment (Discus, Vortex Howlers, javelins etc.)

^{**} Swimming is taught throughout Years 3, 4 and 5.