

# Physical Education Curriculum Map

#### By the end of EYFS, we expect children to be able to:

- ✓ 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.

### By the end of Key Stage One, we expect pupils to be able to:

- ✓ Develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others.
- ✓ Be able to engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations.

## By the end of Key Stage Two, we expect pupils to be able to:

- ✓ Continue to apply 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.
- ✓ They should enjoy communicating, collaborating and competing.
- ✓ They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success.

Reception	Autumn 1 Gymnastics	Autumn 2 Dance	Spring 1 Team Games Ball Skills	Spring 2 Team Games Ball Skills	Summer 1 Athletics	Summer 2 Orienteering School Site	Summer 2 Athletics: Sports Day
Early Learning Goals	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.	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.	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.	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.	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.	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	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.
RDPS Knowledge and Skills	Describe how the body feels when still and when exercising.  Basic Movements: Running, jumping, hopping, and skipping. Balancing on different parts of the body. Simple shapes like tucks, straddles, and pikes. Roll, travel and stetch in different ways with control.  Coordination and Control: Moving in different directions and at differing speeds. Starting and stopping on command. Following simple sequences of movements.	Describe how the body feels when still and when exercising.  Basic Dance Movements: Simple steps like walking, marching, and skipping. Basic dance positions and movements, such as bending, stretching, and turning.  Rhythm and Timing: Moving to the beat of the music (Sticky Kids). Understanding and following simple rhythms.  Expressive Skills: Exploring different ways to move and express themselves through dance.  Spatial Awareness:	Throwing and Catching: Practicing throwing and catching balls of different sizes.  Rolling and Bouncing: Learning to roll balls to a partner and bounce balls with control.  Coordination and Control: Hand-Eye Coordination: Improving the ability to track and catch a moving ball. Foot-Eye Coordination: Kicking balls accurately and controlling them with their feet.  Teamwork and Cooperation: Understanding the importance of taking turns and sharing equipment.	Advanced Ball Skills: Dribbling: Learning to dribble a ball with their feet. Aiming and Accuracy: Practicing aiming and throwing balls at targets.  Coordination and Control: Tracking and Stopping: Improving the ability to track a moving ball and stop it with control. Directional Movement: Moving in different directions while maintaining control of the ball.  Teamwork and Strategy: Simple Game Strategies: Understanding basic strategies for team games.	Running: Sprint Techniques: Learning to run fast over short distances.  Jumping: Standing Long Jump: Learning to jump forward from a standing position. Vertical Jump: Practicing jumping upwards to reach a height.  Throwing: Underarm Throw: Learning to throw objects using an underarm technique. Overarm Throw: Practicing throwing objects using an overarm technique and at a target.  Coordination and Balance: Balance Skills:	Navigation Skills: Following a Course: Follow a simple set of instructions to navigate a simple obstacle course. Learning to navigate a simple course using a simple map.  Spatial Awareness: Understanding Directions: Learning basic directional terms (e.g., left, right, forward, backward). Navigating Space: Moving safely and effectively in different environments.  Problem-Solving: Route Planning: Developing simple strategies to plan routes between points. Decision Making:	Running: Sprint Techniques: Learning to run fast over short distances.  Jumping: Standing Long Jump: Learning to jump forward from a standing position. Vertical Jump: Practicing jumping upwards to reach a height.  Throwing: Underarm Throw: Learning to throw objects using an underarm technique.

Spatial

Awareness: Understandi ng personal space and moving safely in a shared space. Navigating around

Strength and Flexibility:

obstacles.

Basic stretches to improve flexibility. Simple exercises to build strength, like holding body shapes.

Listening and Following Instructions:

cues and instructions both from teachers and their peers. Participating in group

activities and games.

Responding to verbal

Navigating space while dancing.

Understanding personal and shared space.

Coordination and Balance:

Improving coordination between different parts of the body. Practicing balance in various dance positions.

Listening and Following Instructions:

Responding to verbal cues and music. Participating in group dance activities and routines (preparing for Christmas show).

Spatial Awareness: Navigating Space:

Moving safely and effectively in a shared space during games.

Positioning:

Learning where to position themselves in relation to teammates and opponents.

Listening and Following Instructions:

Responding to Cues:

Following verbal and visual instructions during activities.

Participating in Group Activities:

Engaging in group games and activities that require listening and cooperation Role Understanding: Learning different roles

within a team and how to support teammates.

Spatial Awareness: Using Space Effectively: Learning to use space

effectively during games. Avoiding Obstacles: Navigating around obstacles while maintaining control of

the ball.

Listening and Following Instructions:

Complex Instructions:

Following more complex instructions and game rules.

**Group Dynamics:** 

Participating in more structured group activities and games

Practicing balancing on different parts of the body and on various equipment.

Teamwork and Cooperation: Group Activities:

Engaging in group games that require cooperation and communication.

Listening and Following Instructions: Responding to Cues:

Following verbal and visual instructions during athletic activities.

Participating in Structured Activities:

Engaging in simple structured athletic activities and games.

Making decisions on the best path to take.

Teamwork and Cooperation: Working Together: **Taking Turns:** 

Understanding the importance of taking turns and sharing tasks. Listening and Following

Instructions: Responding to Cues:

Following verbal and visual instructions during Overarm Throw: Practicing throwing objects using an

overarm technique and at a target.

Coordination and Balance: Balance Skills:

Practicing balancing on different parts of the body and on various equipment.

Teamwork and Cooperation: **Group Activities:** 

Engaging in group games that require cooperation and communication.

Listening and Following Instructions: Responding to

**Cues**: Following verbal and visual instructions during athletic activities.

Participating in Structured Activities:

Engaging in simple structured athletic activities and games.

Year 1	Autumn 1 Gymnastics	Autumn 2 Dance	Spring 1 Team Games Ball Skills	Spring 2 Invasion games Basketball	Summer 1 Athletics: Sports Day Running and Jumping	Summer 2 Orienteering School Site	Summer 1 Athletics: Sports Day Throwing and Catching
National Curriculum Programme of Study	Master basic movements including developing balance, agility and coordination, and begin to apply these in a range of activities.	Perform dances using simple movement patterns.	Master basic movements throwing and catching, as well as developing balance, agility and coordination, and begin to apply these in a range of activities.	Participate in team games, developing simple tactics for attacking and defending.	Master basic movements in running and jumping, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.	Develop balance, agility and coordination and apply these to a range of activities.	Use, throwing and catching in isolation and in combination.
RDPS Knowledge and skills	Create and perform a movement sequence.  Copy actions and movement sequences with a beginning, middle and end.  Link two actions to make a sequence. Recognise and copy contrasting actions (small/tall, narrow/wide).  Travel in different ways, changing direction and speed.  Hold still shapes and simple balances.  Carry out simple stretches.  Carry out a range of simple jumps, landing safely.  Move around, under, over, and through different objects and equipment. Begin to move with control and care.	Know how the body feels before, during and after exercise.  Know the reasons to carry sports equipment safely.  Know the importance of a warmup and a cool down and how this affects the body.  Move freely to music Dance in the wider space.  Move fast or slow.  Move high or low.  Make different shapes, at different levels.  Copy Movements.  Work on their own.  Know that dance is used to express and to communicate feelings.  Make a shape hold it and move about it in that shape.	Know how the body feels before, during and after exercise.  Know the reasons to carry sports equipment safely.  Know the importance of a warmup and a cool down and how this affects the body.  Use hitting skills in a game.  Practise basic striking, sending and receiving.  Throw underarm and overarm.  Catch and bounce a ball.  Use rolling skills in a game.  Practise accurate throwing and consistent catching.  Travel with a ball in different ways.  Travel with a ball in different directions (side to side, forwards and backwards) with control and fluency.	Know the reasons to carry sports equipment safely.  Know the reasons to carry sports equipment safely.  Know the importance of a warmup and a cool down and how this affects the body.  Travel in at least two different ways e.g. running and side stepping.  Stop travelling to change direction.  Pass a ball to another player over a short distance.  Travel forwards, backwards and sideways.  Change direction when travelling. Travel with a ball using their feet and hands.	Vary their pace and speed when running.  Run with a basic technique over different distances.  Show good posture and balance.  Jog and sprint in a straight line.  Change direction when jogging and sprinting.  Maintain control as they change direction when jogging and sprinting.  Know the reasons to carry sports equipment safely.  Know the reasons to carry sports equipment safely.  Know the importance of a warmup and a cool down and how this affects the body.  Begin to use the correct technique for jumping as high and as far as they can.	Know how the body feels before, during and after exercise.  Know the reasons to carry sports equipment safely.  Know the importance of a warmup and a cool down and how this affects the body.  Complete simple obstacle courses with instruction from an adult.  Design a simple obstacle course for others using equipment.  Evaluate and change a course to increase/decrease challenge.	Throw underarm and overarm.  Throw a ball towards a target with increasing accuracy.  Improve the distance they can throw by using more power.  Roll a ball and pick it up as it slows down.  Catch a ball with two hands.  Roll a ball along a line or to a target and pick it up as it slows down.  Catch a ball thrown by a partner, with two hands.  Roll a ball or a quoit along a line or to a target with speed and control, then track it and stop it with two hands.  Catch a ball with one hand.

Skills to be taught	Dance in their personal	Pass the ball to another	Change direction while	Explore different types of	Clap, or turn before
Logroll	space and the wider	player in a game.	travelling with a ball.	jumps.	catching a ball.
Curled side roll Teddy	space.	Haraldalda daldus in a dansa	Handbaidh an da ka mara	Land Oafak	
bear roll	Dance (as assets and to	Use kicking skills in a game	Use their hands to pass	Land Safely.	
Jumps: Straight jump,	Dance (or pretend to dance) with an object to		to another player.	Make a simple sequence of	
Tuck jump, Jumping jack, Half turn, Cat Spring,	communicate an idea.		Pass the ball quickly	jumps.	
Bunny hop	Communicate amidea.		whilst in a game	Jumps.	
Front support	Move to the rhythm of the		situation.	Jump as high and as far as	
Wheelbarrow with	music.		ortuation.	possible using the correct	
partner.	indere.		Travel in different ways	techniques.	
Hopscotch	Perform basic actions like		with control to get a	l toominguoon	
Skipping	turning, rolling, jumping,		useful space.	Lies different more of	
Galloping	travelling, making a shape		·	Use different ways of	
Standing balances	and holding it.		Select the most	jumping.	
Kneeling balances			appropriate way of	Land Safely, with control.	
Pike, tuck, star, straight,	Mirror movements.		travelling for the context	Land Salety, With Control.	
straddle shapes			of the game.	Create a sequence of	
	Perform a Canon.			jumps and show it to a	
			Keep good control of a	partner.	
	Perform in unison.		ball while travelling with	partitor.	
			it.	Use the correct technique	
				for jumping for height and	
			Begin to use the terms	distance improving their	
			attacking and defending.	performance.	
			Use simple defensive	leaves for an a shoulding	
			skills such as marking a	Jump from a standing	
			player or defending a	position with accuracy and control.	
			space.	Controt.	
			Use simple	Land safely with control	
			attacking skills such as	and technique.	
			dodging to get past a		
			defender.	Create and improve a	
				sequence of jumps, acting	
			Follow simple rules to	on feedback.	
			play games, including		
			team games.		
			Use simple attacking		
			skills such as dodging to		
			get past a defender.		
			Use simple defensive		
			skills such as marking a		
			player or defending a		
			space.		

Year 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	Summer 2
	Gymnastics	Dance	Team Games	Invasion games	Athletics:	Orienteering	Athletics:
		2 4.1.00	Ball Skills	Netball	Sports Day	School Site	Sports Day
			Dall Okillo	rvetbatt	•	ochool one	-
					Running and		Javelin
					Jumping		
National	Master basic movements	Perform dances using	Master basic movements	Participate in team	Master basic movements	Develop balance, agility	Use, throwing and
Curriculum	including developing	simple movement	including throwing and	games, developing	including jumping and	and coordination and	catching in isolation
	balance, agility and co-	patterns.	catching and begin to	simple tactics for	begin to apply these in a	apply these to a range of	and in combination.
Programme	ordination, and begin to apply these in a range of		apply these in a range of activities.	attacking and defending.	range of activities.	activities.	
of Study	activities.		activities.				
	donvinoo.						
RDPS	Know the importance of	Know the importance of a	Know how the body feels	Know the reasons to	Know the reasons to carry	Know the reasons to carry	Know how the body
Knowledge	a warmup and a cool down and how this	warmup and a cool down and how this affects the	before, during and after exercise.	carry sports equipment safely.	sports equipment safely.	sports equipment safely.	feels before, during and after exercise.
and Skills	affects the body.	body.	exercise.	Salety.	Know the reasons to carry	Know the reasons to carry	and after exercise.
	anosto ino zoay.	204,	Know the reasons to carry	Know the reasons to	sports equipment safely.	sports equipment safely.	Know the reasons to
	Know the reasons to	Explain what they need to	sports equipment safely.	carry sports equipment			carry sports
	carry sports equipment	stay healthy.		safely.	Know the importance of a	Know the importance of a	equipment safely.
	safely.		Know the importance of a		warmup and a cool down	warmup and a cool down	
	Front singular Address on and	Copy, remember and	warmup and a cool down	Know the importance of a	and how this affects the	and how this affects the	Know the importance
	Explain what they need to stay healthy.	repeat actions.	and how this affects the body.	warmup and a cool down and how this affects the	body.	body.	of a warmup and a cool down and how
	to stay fieattify.	Create a short motif	body.	body.	Run at different paces,	Follow a simple set of	this affects the body.
	Copy, explore and	inspired by a stimulus.	Strike or hit a ball with	20uj.	describing the different	prepositional instructions	amo amouto ano boay.
	remember actions and	. ,	increasing control.	Know the definitions of	paces.	to navigate a simple	Throw different types
	movements to create	Change the speed and		the terms attacking and		obstacle course.	of equipment in
	their own sequence.	level of their actions.	Learn skills for playing	defending.	Use a variety of different		different ways, for
	Link actions to make a	llas simula abayas gyambia	striking and fielding	Throw and catch a ball	stride lengths.	Design and guide peers	accuracy and distance.
	sequence.	Use simple choreographic devices such as unison,	games.	with a partner using	Travel at different speeds.	through a simple obstacle course.	distance.
	sequence.	canon and mirroring.	Position the body to strike	different techniques.	Travet at amerent species.	000100.	Throw with accuracy
	Travel in a variety of	S	a ball.	·	Begin to select the most	Evaluate and change a	at targets of different
	ways, including rolling.	Use different transitions		Drop and catch a ball	suitable pace and speed for	course to	heights.
		within a dance motif.	Throw different types of	with two hands.	distance.	increase/decrease	
	Hold a still shape whilst	Manual in Alinna	equipment in different	Decele and add 1 111	Manualla anna I	challenge.	Investigate ways to
	balancing on different	Move in time to music.	ways, for accuracy and	Push or pat the ball in a downwards motion.	Vary the speed and	Navigate a not of	alter their throwing
	points of the body.	Improve the timing of their actions.	distance.	uownwarus monon.	direction in which they are travelling.	Navigate a set of instructions using a map	technique to achieve greater distance.
	Jump in a variety of ways	4000000	Throw, catch and bounce a		ii a voidii jo	and symbols.	broater distance.
	and land with increasing	Watch and describe	ball with a partner.	Bounce a ball when	Run with basic techniques	,	
	control and balance.	performances and use	Use throwing and catching	moving.	following a curved line.	Know the four points of a	
		what they see to improve	skills in a game.		Be able to maintain and	compass.	
	Climb onto and jump off	their own performance.		Bounce using 1 hand.	control a run over different	Know how to use a key to	
	the equipment safely.		Throw a ball for distance.		distances.	follow a map.	

	T					
Move with increasing		Use hand-eye coordination	Bounce a ball with	Know the correct technique	Follow a set of	
control and care.		to control a ball.	control, changing hands.	for jumping as high and as	instructions using a map	
				far as they can.	of the school grounds to	
Skills to be taught:		Vary types of throws used.	Begin to use throwing,		find hidden objects.	
Log, curled, side, egg,			catching skills in a game	Recognise and try different	•	
teddy bear roll		Bounce and kick a ball	with some success.	types of jumps.	Use a simple map with	
Rocking and crouched		whilst moving.		3,620 0.3060.	symbols to find hidden	
forward		Time time time.	Use at least one	Land Safely.	objects in and around	
Straight, Tuck		Use kicking skills in a	technique to attack, such	Land Salety.	school.	
Jumping jack		game.	as dodging to play a	Make a simple sequence of	3611001.	
Half turn		gaine.	game with some	jumps.		
Cat spring		Use dribbling skills in a	o .	Julips.		
			success.	luman as birds and as for as		
Cat spring to straddle		game.		Jump as high and as far as		
Hurdle step onto			Begin to choose and use	possible using the correct		
springboard		Know how to pass the ball	the best space in a game.	techniques.		
Straight jump off		in different ways.				
springboard			Understand the	Use different ways of		
Tuck jump off			importance of rules and	jumping.		
springboard			follow them in simple			
Bunny hop Front support			games.	Land Safely, with control.		
Wheelbarrow with				Create a sequence of		
partner			Know how to work as part	jumps and show it to a		
T-lever scissor kick			of a team.	partner.		
Tiptoe, step, jump and						
hop			Know the terms attacking	To be able to jump and		
Hopscotch			and defending.	display different, basic		
Skipping				shapes whilst in the air.		
Gbb8			Understand the			
			importance of rules in			
			games.			
			garries.			
			Use at least one			
			technique to attack or			
			defend to play a game			
			successfully.			

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	Summer 2
Year 3	Gymnastics	Dance	Team Games	Invasion Games	Athletics:	Orienteering	Athletics:
	-		Ball Skills	Basketball	Sports Day	Richardson Dees	Sports Day:
			Batt Okitto	Backetsatt	Running and	Park	Javelin
					_	raik	Javetili
					Jumping		
National	Develop flexibility,	Perform dances using a	Use, throwing and	Use, throwing and	Use running, jumping and	Take part in outdoor and	Use, throwing and
	strength, technique,	range of movement	catching in isolation and in	catching in isolation and	throwing in isolation and in	adventurous activity	catching in isolation
Curriculum	control and balance	patterns.	combination.	in combination.	combination.	challenges both	and in combination.
Programme	through gymnastics.		DI W	<b>D</b>	5 1 6 3 33	individually and within a	
of Study	Compare their	Compare their performances with	Play competitive games, modified where and apply	Play competitive games, modified where and	Develop flexibility, strength, technique,	team.	
	performances with	previous ones and	basic principles suitable	apply basic principles	control and balance		
	previous ones and	demonstrate	for attacking and	suitable for attacking and	through athletics.		
	demonstrate	improvement to achieve	defending.	defending.			
	improvement to achieve	their personal best.					
DDDC	their personal best.  Know the reasons to	Know the reasons to carry	Know how the body feels	Know the reasons to	Know the reasons to carry	Know how the body feels	Throw with greater
RDPS	carry sports equipment	sports equipment safely.	before, during and after	carry sports equipment	sports equipment safely.	before, during and after	control and accuracy.
Knowledge	safely.		exercise.	safely.		exercise.	
and Skills		Know the reasons to carry			Know the reasons to carry		Show increasing
	Know the reasons to	sports equipment safely.	Know the reasons to carry	Know the reasons to	sports equipment safely.	Know the reasons to carry	control in their
	carry sports equipment	Vnow the importance of a	sports equipment safely.	carry sports equipment	Vnow the importance of a	sports equipment safely.	overarm throw.
	safely.	Know the importance of a warmup and a cool down	Know the importance of a	safely.	Know the importance of a warmup and a cool down	Know the importance of a	Perform a push throw.
	Know the importance of	and how this affects the	warmup and a cool down	Know the importance of a	and how this affects the	warmup and a cool down	r onomi a paon anow.
	a warmup and a cool	body.	and how this affects the	warmup and a cool down	body.	and how this affects the	Continue to develop
	down and how this		body.	and how this affects the		body.	techniques to throw
	affects the body	Use the skill of	Demonstrate successful	body.	Identify and demonstrate	Orientate themselves	for increased distance.
	Choose ideas to compose a movement	improvisation, responding to a stimulus (such as	hitting and striking skills.	Know the definitions of	how different techniques can affect their	with increasing	distance.
	sequence	music).	Therm's and senting states	the terms attacking and	performance.	confidence and accuracy	
	independently and		Develop a range of skills in	defending.		around a short trail.	
	with others.	Change their movements	striking and fielding where	14 11 1166	Focus on their arm and leg	11 11 11 11 11 11	
	Link combinations of	according to different stimuli.	appropriate.	Know the difference between attack and	action.	Identify and use effective communication to begin	
	actions with increasing	Sumuli.	Practise the correct batting	defence.	Begin to combine running	to work as a team.	
	confidence, including	Combine and link a small	technique and use it in a		with jumping over hurdles.		
	changes of direction,	number of movement	game.	Pass, receive and travel		Identify symbols used on	
	speed or level.	phrases and patterns.	0. 7	with a ball with some	Use one and two feet to	a key.	
	Develop the quality of	Work cooperatively with a	Strike the ball for distance.	control and accuracy.	take off and to land with.	Begin to choose	
	their actions, shapes	partner and in a small	Throw and catch with	With guidance, begin to	Develop an effective	equipment that is	
	and balances.	group.	greater control and	use basic attacking and	takeoff for the standing	appropriate for an	
			accuracy.	defending skills such as	long jump.	activity.	
	Move with coordination,	Begin to see strength and		marking, dodging and			
	control and care.	areas to improve.		intercepting.		Begin to complete	
						activities in a set period.	

Use turns whilst	Use movements to tell a	Practise the correct	Know what they and their	Develop an effective flight	Begin to offer an	
travelling in a variety	narrative.	technique for catching a	team need to do to keep	phase for the standing long	evaluation of personal	
of ways.		ball and use it in a game.	possession and	jump.	performances and	
	Combine and link	_	contribute to this		activities.	
Use a range of jumps in	increasing numbers of	Perform a range of	occasionally.	Land safely with control		
their sequences.	movement phrases and	catching and gathering	,	, , , , , ,		
o coquecoc.	patterns.	skills with control.	Identify and use tactics			
Begin to use equipment	pattorns.	Skitts With Control.	to help themselves and			
to vault.	Create fluent movement	Catch with increasing	their team keep			
to vauit.	patterns using precision	o o	possession of the ball.			
Overta interretting back.		control and accuracy.	possession of the batt.			
Create interesting body	and control.	T				
shapes while holding		Throw a ball in different	Use space well to pass			
balances with control	Develop dance motifs by	ways (e.g. high, low, fast or	and receive the ball.			
and confidence.	adapting original ideas to	slow).				
	vary the levels methods of	Develop a safe and	Know when to pass or			
Skills to be taught	travel, speed, repeating	effective overarm bowl.	dribble with the ball and			
Crouched forward roll	movements and		use a variety of			
Forward roll from	experimenting with	Move with the ball in a	techniques with control			
standing	different dynamics.	variety of ways with some	and accuracy.			
Tucked backward roll		control.				
Straight jump	Take responsibility of their		Read the game to be able			
Tuck jump	own skill progressions by	Use two different ways of	to intercept effectively.			
Jumping jack	suggesting ways to make	moving with a ball in a	,			
Starjump	activities more	game.	Work effectively as part			
Straddle jump	challenging.	<b>3</b>	of a team.			
Pike jump	onattoriging.	Pass the ball in two	or a toann.			
Straight jump		different ways in a game				
Cat leap		situation with some				
Squat on vault		success.				
· ·		Success.				
Star jump off						
Tuck jump off						
Straddle jump off						
Pike jump off						
Handstand Lunge into						
handstand cartwheel						
Tiptoe, step, jump and						
hop						
Hopscotch						
Skipping						
Chassis steps						
Straight jump half turn						
Cat leap						
Large and small body						
part balances, including						
standing and kneeling						
balances on apparatus						
Matching and						
contrasting partner						
balances						

Year 4	Autumn 1 Gymnastics	Autumn 2 Swimming	Spring 1 Team Games Ball Skills	Spring 2 Invasion Games Netball	Summer 1 Athletics: Sports Day Running and Jumping	Summer 2 Orienteering Plessy Woods	Summer 2 Athletics: Sports Day Javelin
National Curriculum Programme of Study	Develop flexibility, strength, technique, control and balance through gymnastics.  Compare their performances with previous ones and demonstrate improvement to achieve their personal best.	Swim competently, confidently and proficiency over a distance of at least 25 metres.  Use a range of strokes effectively.  Perform safe self-rescue in different water-based situations.	Use, throwing and catching in isolation and in combination.	Use, throwing and catching in isolation and in combination.  Play competitive games, modified where and apply basic principles suitable for attacking and defending.	Use running, jumping, throwing and catching in isolation and in combination.  Develop flexibility, strength, technique, control and balance through athletics.	Take part in outdoor and adventurous activity challenges both individually and within a team.	Use, throwing and catching in isolation and in combination.
RDPS Knowledge and Skills	Know the reasons to carry sports equipment safely.  Know the reasons to carry sports equipment safely.  Know the importance of a warmup and a cool down and how this affects the body Describe how the body reacts at different times and how this affects performance.  Explain why exercise is good for your health.  Know some reasons for warming up and cooling down.  Create a sequence of actions that fit a theme.  Use an increasing range of actions, directions	Be able to swim confidently from one end of a 25m pool to the other without touching the walls or floor.  Know how to maintain their strength throughout the swim so that they can comfortably achieve the distance.  Know how to use their chosen stroke effectively throughout the swim.  How to swim on their front and back using different swimming strokes.  Which stroke to use when. For example, treading water to help with survival and self- rescue, front crawl to swim fast in a race.	Know the reasons to carry sports equipment safely.  Know the reasons to carry sports equipment safely.  Know the importance of a warmup and a cool down and how this affects the body.  Accurately serve underarm.  Use at least two different shots in game.  Use hand-eye coordination to strike a moving and stationary ball.  Develop different ways of throwing and catching.  Move with the ball using a range of techniques showing control and fluency.	Know the reasons to carry sports equipment safely.  Know the reasons to carry sports equipment safely.  Know the importance of a warmup and a cool down and how this affects the body.  Know the definitions of the terms attacking and defending.  Know the difference between attack and defence.  Move in multiple directions with game situation.  Change direction quickly (dodge) and feint a move, using a low body position using a low body position	Know the reasons to carry sports equipment safely.  Know the reasons to carry sports equipment safely.  Know the importance of a warmup and a cool down and how this affects the body.  Confidently demonstrate an improved technique for sprinting.  Perform a relay, focusing on the baton changeover technique.  Develop a fluent changeover.  Speed up and slow down smoothly.  Learn how to combine a hop, step and jump to perform the triple jump.	Know the reasons to carry sports equipment safely.  Know the reasons to carry sports equipment safely.  Know the importance of a warmup and a cool down and how this affects the body.  Orientate themselves with accuracy around a short trail.  Create a short trail for others with a physical challenge.  Start to recognise features of an orienteering course.  Communicate clearly with other people in a team, and with other teams.	Know the reasons to carry sports equipment safely.  Know the reasons to carry sports equipment safely.  Know the importance of a warmup and a cool down and how this affects the body.  Perform a pull throw.  Measure the distance of their throws.  Continue to develop techniques to throw for increased distance.

and levels in their	The potential dangers of	Pass the ball with	and apply this with some	Land safely with control.	Have experience of a	
sequences.	water and how to act	increasing speed,	success in a game	-	range of roles within a	
	responsibly when being	accuracy and success in a	situation.	Begin to measure the	team and begin to identify	
Move with clarity, fluency	near different types of	game situation		distance jumped.	the key skills required to	
and expression.	water e.g. canal, river,		Pass the ball using		succeed at each.	
Show changes of	lake, reservoir, sea.		different techniques,	Improve techniques for		
direction and speed.			demonstrating control	jumping for distance.	Associate the meaning of	
	How to use self-rescue		and speed.		a key in the context of the	
Travel in different ways,	skills and when to use			Perform an effective	environment.	
including using flight.	them if they		Look up when passing	standing long jump.		
	unintentionally fall into		while keeping good		Try a range of equipment	
Improve the placement	the water or get into		control of the ball.	Land safely and with	for creating and	
and alignment of body	difficulty.			control.	completing an activity.	
parts in balances.			Pass the ball with control			
	What to do if someone		and accuracy over a	Investigate different	Make an informed	
Use equipment to vault	else gets into trouble in		range of distances.	jumping techniques.	decision on the best	
in a variety of ways.	the water and who to call				equipment to use for an	
	for help.		Receive a ball that is	Balance landing.	activity.	
Carry out balances,			passed to them with	-		
recognising the position			good control.		Plan and organise a trail	
of their centre of gravity					that others can follow.	
and how this affects the			Make an opposition			
balance.			player with success in a		Complete an orienteering	
			game.		course more than once	
Begin to develop good					and begin to identify ways	
technique when			Position themselves to		of improving completion	
travelling, balancing and			see the player and ball at		time.	
using equipment.			the same time.			
					Offer an evaluation of	
Develop strength,			Anticipate where and		both personal	
technique and flexibility			when the ball will be		performances and	
throughout			passed and get into a		activities.	
performances.			position to be able			
			intercept.		Start to improve trails to	
Skills to be taught					increase the challenge of	
Straight half turn, straight full turn, cat leap, cat leap half turn			Regularly contribute to		the course.	
squat on vault, straddle on			their team in attack and			
Star jump off vault			defence.			
Tuck jump off vault Straddle jump off vault						
Pike jump off vault						
Lunge into handstand into						
cartwheel, into round-off Tiptoe, step, jump and hop						
Hopscotch Skipping Chassis						
steps						
Pivot Jumps: straight, tuck, jumping						
jack, star, straddle, pike,						
1, 2, 3 and 4- point balances						
Balances on apparatus Balances with and against a partner						
Pike, tuck, star, straight, straddle						
shapes						
Front and back support						

Year 5	Autumn 1 Gymnastics	Autumn 2 Dance	Spring 1 Team Games Ball Skills	Spring 2 Invasion Games Basketball	Summer 1 Athletics: Sports Day Running and Jumping	Summer 2 Orienteering Gibside	Summer 2 Athletics: Sports Day Javelin
National Curriculum Programme of Study	Develop flexibility, strength, technique, control and balance through gymnastics.  Compare their performances with previous ones and demonstrate improvement to achieve their personal best.	Perform dances using a range of movement patterns.  Compare their performances with previous ones and demonstrate improvement to achieve their personal best.	Use, throwing and catching in isolation and in combination.  Play competitive games, modified where and apply basic principles suitable for attacking and defending.	Use, throwing and catching in isolation and in combination.  Play competitive games, modified where and apply basic principles suitable for attacking and defending.	Use running, jumping, throwing and catching in isolation and in combination.  Develop flexibility, strength, technique, control and balance through athletics.	Take part in outdoor and adventurous activity challenges both individually and within a team.	Use, throwing and catching in isolation and in combination.
RDPS Knowledge and Skills	Understand the importance of warming up and cooling down.  Carry out warm-ups and cool-downs safely and effectively.  Understand why exercise is good for health, fitness and wellbeing.  Know ways they can become healthier.  Select ideas to compose specific sequences of movements, shapes and balances.  Adapt their sequences to fit new criteria or suggestions.  Perform jumps, shapes and balances fluently and with control.  Confidently develop the	Understand the importance of warming up and cooling down.  Carry out warm-ups and cool-downs safely and effectively.  Understand why exercise is good for health, fitness and wellbeing.  Know ways they can become healthier.  Copy and perform a simple dance phrase.  Change their movements according to different stimuli.  Combine and link a small number if movement phrases and patterns.  Demonstrate a range of dance techniques, such as unison, canon	Understand the importance of warming up and cooling down.  Carry out warm-ups and cool-downs safely and effectively.  Understand why exercise is good for health, fitness and wellbeing.  Know ways they can become healthier.  Use different techniques to hit a ball.  Identify and apply techniques for hitting a tennis ball.  Explore when different shots are bets used.  Develop a backhand technique and use it in a game.	Understand the importance of warming up and cooling down.  Carry out warm-ups and cool-downs safely and effectively.  Understand why exercise is good for health, fitness and wellbeing.  Know ways they can become healthier.  Pass, receive and dribble in different ways with some control and accuracy.  Apply a few skills and techniques with some consistency.  Know about some tactics for attacking with support and apply them. E.g. when to pass and when to dribble.	Understand the importance of warming up and cooling down.  Carry out warm-ups and cool-downs safely and effectively.  Understand why exercise is good for health, fitness and wellbeing.  Know ways they can become healthier.  Identify their reaction times when performing a sprint start.  Accelerate from a variety of different starting positions.  Confidently and independently select the most appropriate pace for different distances and different parts of a run.  Improve techniques for	Understand the importance of warming up and cooling down.  Carry out warm-ups and cool-downs safely and effectively.  Understand why exercise is good for health, fitness and wellbeing.  Know ways they can become healthier.  Start to orientate themselves with increasing confidence and accuracy around an orienteering course.  Design an orienteering course that can be followed and offers some challenge to others.  Begin to use navigation equipment to orientate around a trail.	Perform a fling throw.  Throw a variety of implements using a range of throwing techniques.  Measure and record the distance of their throws.  Continue to develop techniques to throw for increased distance.

parts in balances, recognising the position of their centre of gravity and where it should be in relation to the base of the balance.

Confidently use equipment to vault in a variety of ways.

Apply skills and techniques consistently. Develop strength, technique and flexibility throughout performances.

Combine equipment with movement to create sequences.

#### Skills to be taught

Forward roll from standing Straddle forward, Pike forward, Tucked backward roll Backward roll to straddle Straight jump, Tuck jump Jumping jack, Star jump Straddle jump, Pike jump Stag jump, Straight half turn Straight, Cat leap half turn Split leap, Squat on vault Straddle on vault Star jump/Tuck jump off Straddle jump off Pike jump off Squat through vault Lunge into handstand Lunge into cartwheel Lunge into round-off Tiptoe, step, jump and hop Skipping Chassis steps Straight jump half turn Straight jump full turn Cat leap Cat leap, Half turn Pivot 1, 2, 3 and 4- point balances Balances on apparatus Part body weight partner balances Pike, tuck, star, straight,

straddle shapes

Combine and link an increasing number of movement phrases and patterns.

Respond and react accordingly to their partners/group members dance movements.

Use movement to create a narrative Incorporate a range of dance techniques to create a topic themed phrase.

Develop dance motifs by adapting original ideas to vary the levels methods of travel, speed, repeating movements and experimenting with different dynamics.

Take responsibility of their own skill progressions by suggesting ways to make activities more challenging. Practise techniques for all strokes.

Consolidate different ways of throwing and catching and know when each is appropriate in a game.

Use a variety of ways to dribble in a game with success.

Use ball skills in various

ways and begin to link together.
Pass a ball with speed and accuracy using appropriate techniques in a game situation.

Know about some tactics for defending e.g. when to mark and delay and when to tackle.

Know what needs to be done to keep possession.

Use space well to receive a ball.

Choose the best tactics for attacking and defending.

Shoot in a game.

Use fielding skills as a team to prevent the opposition from scoring.

Explain the effect that using a particular skill or technique has had on their performance.

Begin to choose the best techniques for the correct situations in attack and defence.

Begin to use criteria to evaluate performance of themselves and others.

Use space effectively and intentionally to keep possession of the ball.

Perform an effective standing long jump. Land safely and with control.

Investigate different jumping techniques.

Use clear communication to effectively complete a particular role in a team.

Complete orienteering activities both as part of a team and independently.

Identify a key on a map and begin to use the information in activities.

Choose the best equipment for an outdoor activity.
Create an outdoor activity that challenges others.

Create a simple plan of an activity for others to follow.

Identify the quickest route to accurately navigate an orienteering course.

Complete an orienteering course on multiple occasions, in a quicker time due to improved technique.

Offer a detailed and effective evaluation of both personal performances and activities.

Improve a trail to increase the challenge of the course

Year 6	Autumn 1 Gymnastics	Autumn 2 Dance	Spring 1 Team Games Ball Skills	Spring 2 Invasion Games Netball/Basketball	Summer 1 Athletics Running and Jumping	Summer 2 Orienteering High Borrans	Summer 2 Athletics: Sports Day Javelin
National Curriculum Programme of Study	Develop flexibility, strength, technique, control and balance through gymnastics.  Compare their performances with previous ones and demonstrate improvement to achieve their personal best.	Perform dances using a range of movement patterns.  Compare their performances with previous ones and demonstrate improvement to achieve their personal best.	Use, throwing and catching in isolation and in combination.  Play competitive games, modified where and apply basic principles suitable for attacking and defending.	Use, throwing and catching in isolation and in combination.  Play competitive games, modified where and apply basic principles suitable for attacking and defending.	Use running, jumping, throwing and catching in isolation and in combination.  Develop flexibility, strength, technique, control and balance through athletics.	Take part in outdoor and adventurous activity challenges both individually and within a team.	Use, throwing and catching in isolation and in combination.
RDPS Knowledge and Skills	Understand the importance of warming up and cooling down.  Carry out warm-ups and cool-downs safely and effectively.  Understand why exercise is good for health, fitness and wellbeing.  Know ways they can become healthier.  Create their own complex sequences involving the full range of actions and movements: travelling, balancing, holding shapes, jumping, leaping, swinging, vaulting and stretching.  Demonstrate precise and controlled placement of body parts in their actions, shapes and balances.	Understand the importance of warming up and cooling down.  Carry out warm-ups and cool-downs safely and effectively.  Understand why exercise is good for health, fitness and wellbeing.  Know ways they can become healthier.  Identify and repeat the movement patterns and actions of a chosen dance style.  Compose individual, partner and group dances that reflect the chosen dance style.  Use dramatic expression in dance movements and motifs.	Understand the importance of warming up and cooling down.  Carry out warm-ups and cool-downs safely and effectively.  Understand why exercise is good for health, fitness and wellbeing.  Know ways they can become healthier.  Hit a bowled ball over longer distances.  Use good hand-eye coordination to be able to direct a ball when striking or hitting.  Understand how to serve to start a game.  Throw and catch accurately and successfully under	Understand the importance of warming up and cooling down.  Carry out warm-ups and cool-downs safely and effectively.  Understand why exercise is good for health, fitness and wellbeing.  Know ways they can become healthier.  Move with the ball using the correct technique in at least two invasion games with increasing speed and control including changing direction.  Pass and receive the ball using the correct technique in at least two invasion games with increasing speed and control and accuracy.	Understand the importance of warming up and cooling down.  Carry out warm-ups and cool-downs safely and effectively.  Understand why exercise is good for health, fitness and wellbeing.  Build up speed quickly for a sprint finish.  Use their preferred leg when running over hurdles.  Accelerate to pass other competitors.  Work as a team to competitively perform a relay.  Develop the technique for the standing vertical jump.	Understand the importance of warming up and cooling down.  Carry out warm-ups and cool-downs safely and effectively.  Understand why exercise is good for health, fitness and wellbeing.  Know ways they can become healthier.  Orientate themselves with confidence and accuracy around an orienteering course when under pressure.  Design an orienteering course that is clear to follow and offers challenge to others.  Use navigation equipment (maps, compasses) to improve	Understand the importance of warming up and cooling down.  Carry out warm-ups and cool-downs safely and effectively.  Understand why exercise is good for health, fitness and wellbeing.  Know ways they can become healthier.  Develop the technique for the push, pull and fling throw and support others in improving their performance.  Accurately measure and record the distance of their throws.

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Confidently use	Perform with confidence,		Link together different	Maintain control at each of		
equipment to vault and	using a range of	Show confidence in using	skills in a game with	the different stages of the	Use clear communication	
incorporate this into	movement patterns.	ball skills in various ways	some fluency and	triple jump.	to effectively complete a	
sequences.		in a game situation and	success.		particular role in a team.	
	Demonstrate strong and	link these together		Land safely and with		
Skills to be taught	controlled movements	effectively.	Use space well to pass	control.	Compete in orienteering	
Forward roll from standing	throughout a dance	_	and receive a ball.		activities both as part of a	
Straddle forward roll	sequence.	Choose and make the best		Develop and improve their	team and independently.	
Pike forward, Dive forward,	sequence.	pass in a game situation	Begin to choose and	techniques for jumping for	team and macpendentty.	
Tucked backward roll	Combine flexibility,	and link a range of skills	apply appropriate skills	height and distance and	Use a range of map styles	
Backward roll to straddle	•	g .		S	. ,	
Backward roll to standing	techniques and	together with fluency, e.g.	and techniques when	support others in improving	and make an informed	
pike	movements to create a	passing and receiving the	attacking and defending.	their performance.	decision on the most	
Pike backward roll	fluent sequence.	ball on the move.			effective.	
Jumps: Straight jump, Tuck			Show confidence when			
jump, Jumping jack, Star	Move appropriately and		moving with the ball.		Choose the best	
jump Straddle jump, Pike jump,	with the required style in		Choose the best pass to		equipment for an outdoor	
Stag jump, Straight half turn	relation to the stimulus,		make in a game situation		activity.	
Straight full turn	e.g. using various levels,		and execute it with			
Cat leap, Cat leap half/full	ways of travelling and		accuracy and precision.		Prepare an orienteering	
turn	motifs.		, ,		course for others to	
Split/stag leap			Link together different		follow.	
Squat and squat on vault	Show a change of pace		skills in a game			
Star jump/tuck jump off T	and timing in their		consistently and		Identify the quickest	
Straddle jump and pike off	movements.		effectively, such as		route to accurately	
Squat through vault Straddle	movements.		passing the ball on the		navigate an orienteering	
over vault	Move rhythmically and					
Lunge into cartwheel Lunge			move.		course.	
into round-off Hurdle step Hurdle step into cartwheel	accurately in dance					
Hurdle step into roundoff	sequences.		Use space effectively and		Manage an orienteering	
Tiptoe, step, jump and hop			intentionally to help keep		event for others to	
Skipping Chassis steps			possession of the ball.		compete in.	
Straight jump half turn						
Straight jump full turn			Think ahead and create a			
1, 2, 3 and 4- point balances			plan of attack or defence.			
Balances on apparatus Full						
body weight partner			Apply knowledge of skills			
balances			for attacking and			
Pike, tuck, star, straight,			defending.			
straddle shapes						
			Work as a team to			
			develop fielding			
			strategies to prevent the			
			opposition from scoring.			