	EYFS	У1	У2	УЗ	У4	У5	Уб
Dance	Skip, hop, stand on one leg and hold a pose for a game like musical statues. Develop the overall body strength, co-ordination, balance and agility needed to engage successfully with future physical education sessions and other physical disciplines including dance, gymnastics, sport and swimming. Confidently and safely use a range of large and small apparatus indoors and outside, alone and in a group. Skip, hop, stand on one leg and hold a pose for a game like musical statues. Confidently and safely use a range of large and small apose for a game like musical statues.	Move freely to music. Respond freely to stimuli. Alter speed appropriately. Show originality when moving on different levels. Perform a sequence with fluidity. Improve sequences based on feedback. Perform sequences based on feedback. Perform sequences in time with others. Create an original sequence. Work collaboratively to adapt a sequence.	Move appropriately in response to stimuli. Move appropriately to music. Copy and repeat a simple sequence consistently. Create and perform a dance sequence with expression. Create an original sequence and perform with timing and control. Perform sequence in time with others consistently. Perform sequence in time with music. Give specific feedback on a performance. Can use specific feedback to improve. Change level in a sequence.	Translate stimuli to dance moves. Move appropriately with expression. Move at different speeds, directions and levels. Show control and originality. Create a sequence using different speeds, levels and directions. Work with a partner or group to create sequence. Copy basic moves with precision. Perform moves to a beat with control. Copy an extended sequence. Create original moves. React to different tempo. Describe, evaluate and alter sequence accordingly.	Perform as a character. Use and perform with distinct and expressive movements. Create original movements to support narrative. Be an active group member. Perform a routine with control, energy and flair. Copy a sequence with control. Suggest appropriate changes to group's formation. Evaluate a performance and refine accordingly. Adapt own performance to different stimuli.	Perform with elements of originality and expression. Work cooperatively with a partner. Perform consistently with precision. Convey a message or expression through dance. Perform narrative with expression. Adapt and change a performance based on self evaluation. Replicate sequence quickly. Perform with purpose and with high energy levels. Create original movements linked in an original sequence. Communicate ideas in a group. Give appropriate feedback	Move imaginatively and appropriately to a range music Perform movements and routines with originality and expression. Link movements to a story. Perform and link dance phrases appropriately and effectively. Adapt and change performance based on self evaluation. Can work within and contribute to group decisions. Replicate quickly what they have seen. Adapt performances to incorporate equipment. Can lead groups and perform with high levels of energy. Create and perform original routine with elements of performance and flair. Give appropriate feedback
Gymnastics	and outside, alone and	Demonstrate effective and safe	Consistently demonstrate	Perform $\frac{1}{2}$ turns and full turns on a floor	Perform 3 mirrored balances within given	Perform mirrored balances within given	Consistently show body tension.

some gr activitie make up themsel teams. Explore in music dance. Listen a move to about m express feelings response Revise a the fund moveme they hav acquired • rolling • crawlin • walking • jumpin • running • hoppin • climbir	technique. Show tens movements balances. Turn and s control Move in di ways. Know and a and engage making and and engage making and technique. Show tens turn and s control Move in di ways. Know and a effective movements Consistent with contr Balance co using diffe parts. Copy a 5 p sequence. Create a 5 sequence. Introduce movement Perform a g g g g g g g g g g g g g g g g g g	jumping and landing technique. S and Show tension in a variety of movements and balances. fferent Turn and spin consistently with describe control. gymnastic s. ly roll Know, describe and ol. demonstrate ersent body movements. Consistently roll art different starting part positions. Link jump and roll a linking with control. sequence. sequence. balance consistently sequence. balance consistently consistently a linking movements. Copy a 5 part sequence using gymnastic principle Create an original 5 part sequence using linking movements. Perform sequence of part of a competition with control, tension and balance. Act on feedback.	and landing le.Show variet balances.nsion in a nsion in aConsistently tension in al balances.of of tas andBalance usin apparatusd spin ntly withapparatus Roll with con at least 2 di ways.different rate e gymnastic nts.Roll forward sitting posit trol.ntly roll trol.Create and a sequence of consistentlyp and roll trol.Create and a sequence of balances.p and roll trol.Create and sold and perform sec unison.p and roll trol.Can adapt sec using comple movements.part e using ic principles. in original 5 uence using hovements.Can act on f can act on f can act on f can act on feusing ic principles. in original 5 uence using hovements.Can act on f can act on f can act on feusing ic principles. tion with tension and eedback.Herton f can act on f can act on f	y in Consistently show tension and control show Perform a range or supported balance. Change speed, leve and direction in a sequence. Perform all rolls with control. Roll from differen into into starting positions. Attempt backwarce roll (with support) vith Perform a variety of, complex sequen with a partner with a partner with a partner with a partner with a partner guence in Demonstrate safe landing consistentl control. Connect complex sedback. Perform leaps as part of a sequence Create own sequen Respond to and giv appropriate feedback.	 f (apparatus and s. partner) show creativity in paired work Communicate effectively with partner. t Show control and fluidity in sequence. l Perform up to 4 rolls with control. Roll from different starting position. Start and exit roll with control. Perform cartwheel in a straight line. y. Show safe landing position. th Show control when jumping, turning and spinning. Perform leaps as part of an original sequence. ce Adapt and perform a 	Perform given positions accurately. Perform a range of leaps. Perform a wide range of rolls accurately. Turn and spin with control. Create a complex sequence. Perform original sequence with enthusiasm, precision, fluidity and balance. Demonstrate sound understanding of gymnastic performance. Work effectively in a group. Evaluate own and others performance. Show elements of decision making and leadership. Create original sequence using apparatus. Adapt ideas showing gymnastic awareness.
	confidence, range of m	novements. range of movement	movements. and control.	technique with	when jumping. Select preferred	of the jump in isolation.

	precision and accuracy when engaging in activities that involve a ball.	techniques. Shift weight side to side. Use sideways movement. Change direction quickly. Demonstrate a variety of jumps. Self select appropriate speeds. Link 2 movements. Use different techniques to throw an object. Throw with power.	improve sprinting technique. Respond quickly to stimuli. Shift weight side to side. Use sideways movement for a purpose. Change direction quickly whilst moving. Demonstrate good technique when jumping for height and distance. Self-select appropriate speed when moving. Link 2 or more movements with balance and agility. Identify different throws. Use correct technique to throw. Select appropriate technique in a given situation with different objects.	and control. Perform athletic sequence with control. Jump and land safely. Describe and evaluate jumping action. Run effectively at different speeds. Use good sprinting technique. Show good acceleration from a static start. Know basic principles of throwing for distance. Demonstrate basic principles of throwing Use a variety of techniques to throw. Use correct technique to achieve maximum power. Recognise and describe what body feels like after exercise.	Show fluency in running and jumping. Select appropriate speed for a race. Maintain a constant pace. Adapt pace to race conditions. Show acceleration and speed over a distance. Demonstrate quick reactions and evaluate different starting positions. Pass baton without change of pace. Accelerate and maintain pace through a curve. Select appropriate throwing technique for an event. Use correct technique to achieve maximum power. Describe effects of exercise. Explain rates of recovery.	take-off foot when jumping. Combine explosion with control. Run and jump with height. Combine elements of jump to maximise distance. Isolate parts of the jump in order to improve performance. Run with high levels of speed, agility and competitiveness. Adapt pace to race situation. Sustain acceleration and speed over a distance. Develop preferred starting position. Develop and apply baton passing technique. Use good technique with performing a variety of throws Throw with power using a run up.	Understand fully how a skill is broken down. Perform a variety of jumps fluently. Evaluate performance of others and suggest improvements. Show improvement in jumping. Perform triple jump with balance and control. Can sustain an appropriate pace for a race. Adapt pace to race situation. Use knowledge of tactics in a race situation. Consistently show power and effective technique when jumping, throwing and sprinting. Show determination. Demonstrate a strong desire to improve. Maintain a competitive attitude.
KS1 Sending and Receiving Progressing to:		Roll with accuracy. Throw with accuracy. Can throw to themselves consistently.	Roll with accuracy and control. Throw with increased accuracy. Can throw to themselves	Execute a variety of passes. Send and control a ball on the move. Recognise and move into space.	Execute a variety of passes. Consistently select appropriate skill for different situations. Know difference	Send and receive effectively on the move. Execute a variety of passes confidently. Move into space	Apply basic skills to game situations. Know High5 netball positions. Have some creative input into the

KS2 Invasion	Can predict where to move to stop a ball Show awareness of moving into space and receiving on the move. Show elements of leadership in a group. Select appropriate throw (underarm/ overarm). Select the best way to send. Show awareness of purpose when sending an object.	consistently. Can predict where to move to stop a ball and stop it effectively. Show increased awareness of moving into space and receiving on the move. Show element of leadership and decision making in a group. Can adapt throwing and catching techniques instinctively. Demonstrate good technique when striking. Show awareness of purpose when sending an object.	Show understanding of marking. Use evasion strategies. Know difference between attack and defence. Anticipate opportunities to intercept. Know difference between a pass and a shot Apply skills and knowledge effectively in a game situation Select appropriate technique in a given situation.	between a shot and a pass. Quickly identify space and react accordingly, Understand marking and react to an attack. Evaluate own performance Consistently show awareness of game principles. Pass accurately using correct technique. Work as part of a team. Give and act on effective feedback	appropriately. Use evasive strategies. Apply attacking/ defensive strategies. Develop own attacking/ defensive strategy. Use tactics in a game situation Demonstrate leadership qualities. Demonstrate elements of flair and creativity in game situations. Consistently show teamwork and fair play Show accuracy when shooting	creation of a game. Evaluate activity and make appropriate changes. Implement attacking and defensive tactics in a game. Develop own attacking and defensive tactics. Show high levels of awareness of game principles. Show high level of control, skill and accuracy. Execute a variety of passes consistently. Recognise and move into space quickly. Apply flair in game situations. Show leadership qualities to support and encourage
KS1 Object control Progressing to: KS2 Striking and Fielding	Show basic hand eye coordination. Demonstrate hand eye coordination whilst moving. Hold racket effectively. Hit a rolling ball with control. Hit a bouncing ball. Move with an object at speed. Control an object in a tight space. Control an object in	Show increased levels of hand/eye coordination. Demonstrate hand/eye coordination while moving in different directions. Hold racket effectively. Hit a rolling ball with increased control. Hit a bouncing ball with control.	Return a bouncing ball with some accuracy. Rally with a partner (10 shots) Show awareness of hitting into space. Hit a bouncing ball consistently with control. Show awareness of space in a game situation. Catch consistently. Hit a volley with	Perform forehand using correct technique. Know difference between forehand and backhand. Use backhand to hit moving ball. Consistently hit a moving ball with control. Hit a volley with precision and control React quickly to play the best shot	Hit a moving ball consistently. Continue a rally. Consistently show accuracy using a backhand. Consistently hit a volley with precision. Coordinate throwing and hitting. Select appropriate shot for a given situation. Use a wide variety of shots with	Keep a rally going over a prolonged period of time. Consistently show accuracy using backhand Consistently show accuracy using forehand Consistently show accuracy using volley. React well to changing situations. Consistently select

	a straight line. Keep control whilst changing direction. Keep close control using different body parts. Show control using equipment.	Demonstrate correct hitting position. Control an object at speed in a variety of ways. Can control a variety of objects in a tight space consistently. Control a variety of objects in a straight line. Keep close control using different body parts. Show control with a change of direction at speed. Consistently use equipment to send and control accurately	control Hit a stationary ball. Hit a moving ball using correct technique. Choose direction of strike. Show basic fielding principles. React quickly to events in a game situation.	possible. Show competitive edge. Throw accurately using 2 techniques. Catch a small ball. Hit a ball in an intended direction with power. Explain the rules of a game. Demonstrate effective fielding skills consistently	precision. React well to changing situations within a game. Throw overarm/underarm effectively and accurately. Consistently select and apply correct throw. Use correct technique (cricket bowl) Hit a ball consistently with power and controlled direction. Show awareness of match situations	the correct shot in any given situation. Use skills and knowledge to effectively win games. Use correct technique when throwing and stopping a ball. Transfer from stop to throw quickly. Use correct technique when striking a ball. Contribute to group discussions. Lead group and resolve any conflicts.
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