

EYFS						
	PHYSICAL DEVELOPMENT					
Physical Education	ysical Education Multi skills Multi skills Dance Gymnastics Athletics Games					
	Spatial Awareness and Movement	Spatial Awareness and Movement Dance/Drama (TH)				
	Dance (TH)					



Year 1				
Athletics	Dance	Games	Gymnastics	Outdoor Adventurous Activities
 Run at fast and slow speeds, changing direction. Link running and jumping activities with some fluency, control and consistency. Make up and repeat a short sequence of linked jumps. Take part in a relay activity. Throw a variety of objects, changing their action for distance. Recognise when their heart rate and temperature have changed. 	 Perform basic body actions. Use different parts of the body singly and in combination. Show a sense of dynamic, expressive and rhythmic qualities in their own dance. Choose appropriate movements for different dance ideas. Remember and repeat short dance phrases and simple dances. Move with control. Vary the way they use space. Describe how their lungs and heart work when dancing. Describe basic body actions and simple expressive and dynamic qualities of movement. 	 Use basic underarm rolling and hitting skills. Sometimes use overarm skills. Intercept, retrieve and stop a beanbag and a medium-sized ball with some consistency. Sometimes catch a beanbag and medium sized ball. Track balls and other equipment sent to them, moving in line with the ball to collect it. Hit and kick a ball in a variety of ways, depending on the needs of the game. Choose different ways of hitting, throwing, striking or kicking the ball. Decide where to stand to make it difficult for their opponents. Describe what they and others are doing. 	 Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co- ordination, and begin to apply these in a range of activities Perform dances using simple movement patterns 	 Identify where they are by using simple plans and diagrams of familiar environments. Use simple plans and diagrams to help them follow a short trail and go from one place to another. Respond to a challenge or problem they are set. Begin to work and behave safely. Work increasingly cooperatively with others, discussing how to follow trails and solve problems. Recognise that different tasks make their body work in different ways. Comment on how they went about tackling tasks.



Year 2				
Athletics	Dance	Games	Gymnastics	Outdoor Adventurous Activities
 Run at fast, medium and slow speeds, changing speed and direction. Link running and jumping activities with fluency, control and consistency. Make up and repeat a sequence of linked jumps. Take part in a relay activity, remembering when to run and what to do. Throw various objects, changing their action for accuracy and distance. Recognise when their heart rate, temperature and breathing rate have changed. 	 Consistently perform a range of body actions correctly. Use different parts of the body singly and in combination fluently. Show a sense of dynamic, expressive and rhythmic qualities in their own dance whilst performing singly and in combination. Choose appropriate movements for different dance ideas and perform them. Remember and repeat dance phrases and simple dances. Move with control and coordination. Identify the different ways they use space. Describe how their lungs and heart work when dancing using key vocabulary. Perform body actions and simple expressive and dynamic qualities of movement. 	 Show awareness of opponents and teammates when playing games. Perform basic skills of rolling, striking and kicking with more confidence. Apply these skills in a variety of simple games. Make choices about appropriate targets, space and equipment. Use a variety of simple tactics. Describe how their bodies work and feel when playing games. Work well with a partner and in a small group to improve their skills. 	 Show awareness of opponents and teammates when playing games. Perform basic skills of rolling, striking and kicking with more confidence. Apply these skills in a variety of simple games. Make choices about appropriate targets, space and equipment. Use a variety of simple tactics. Describe how their bodies work and feel when playing games. Work well with a partner and in a small group to improve their skills. 	 Follow simple directions and marked routes on the school sites. Use pictorial and diagrammatic map references. Orientate themselves successfully within a confined space using simple references and basic compass bearings. Respond to references, signs, keys and symbols. Explore and talk about possible alternative responses to simple choice options. Use appropriate technical language, route, symbol, and obstacle. Make suggestions on how they might improve their own and others' work. Follow simple rules and safety procedures.



Year 3				
Athletics	Dance	Games	Gymnastics	Outdoor Adventurous Activities
 Understand and demonstrate the difference between sprinting and running. Know and demonstrate some throwing techniques. Throw with some accuracy and power into a target area. Perform a range of jumps, showing consistent techniques and sometimes using a short run up. Play different roles in small groups. Relate different types of activity to different heart rates and body temperatures, and use some of these activities when warming up. Compare and contrast performances using appropriate language. 	 Improvise freely, translating ideas from a stimulus into a movement. Create dance phrases that communicate ideas. Share and create dance phrases with a partner and in a small group. Repeat, remember and perform these phrases in a dance. Use dynamic, rhythmic and expressive qualities clearly and with control. Understand the importance of warming up and cooling down. Recognise and talk about movements used and the expressive qualities of dance. Suggest improvements to their own and other people's dances. 	 Throw and catch the ball to keep possession and score 'goals'. Be aware of space and use it to support teammates and cause problems for the opposition. Use rules fairly to keep games going. Keep possession with some success for throwing and catching skills. Explain why it is important to warm up and cool down. Say when a player has moved to help others. Apply this knowledge to their own play. 	 Use a greater number of their own ideas for movements in response to a task. Choose and plan sequences of contrasting actions. Adapt sequences to suit different types of apparatus and their partner's ability. Explain how strength and suppleness affect performance. Identify some muscle groups used in gymnastic activities. Compare and contrast gymnastic sequences, commenting on similarities and differences. With help, recognise how performances could be improved. 	 Use maps and diagrams to orientate themselves and to travel around a simple course. Respond when the task or environment changes. Start to plan sensible responses to physical challenges or problems, talking and working with others in their group. Recognise some of the physical demands that activities make on them. Identify parts of the work that were successful. Respond to feedback on how to go about their work differently.



Year 4				
Athletics	Dance	Games	Gymnastics	Outdoor Adventurous Activities
 Understand and demonstrate the difference between sprinting and running for sustained periods. Know, demonstrate and explain a range of throwing techniques and identify the differences between them. Consistently throw with accuracy into a target area. Perform a range of jumps, showing consistent techniques and sometimes using a run up. Explain how different types of activity relate to different heart rates and body temperatures. Compare, contrast and evaluate performances using appropriate language. 	 Respond imaginatively to a range of stimuli related to mood, character and narrative. Use simple motifs and patterns to structure dance phrases on their own, with a partner and in a group. Refine, repeat and remember dance phrases and dances. Perform dances clearly and fluently. Show sensitivity to the dance idea and the accompaniment. Show a clear understanding of how to warm up and cool down safely. Describe, interpret and evaluate dance, using appropriate language. 	 Use a range of skills eg, throwing, striking, intercepting and stopping a ball, with control and accuracy. Choose and vary skills and tactics to suit the situation in a game. Carry out tactics successfully. Set up small games. Know rules and use them fairly to keep games going. Explain what they need to do to get ready to play games. Carry out warm ups with care and awareness of what is happening to their bodies. Describe what they and others do that is successful. Suggest what needs practising. 	 Create, practise and refine longer, more complex sequences for performance, including changes in level, direction and speed. Choose actions, body shapes and balances from a wider range of themes and ideas. Adapt their performance to the demands of a task, using their knowledge of composition. Understand the need for warming up and working on body strength, tone and flexibility. Lead small groups in warm up activities. Use basic set criteria to make simple judgements about performance 	 Describe how the body reacts during the exercise and how this affects their performance. Explain why exercise is good for their health. Follow a map to move around a less familiar space. Follow a map with increasing accuracy and confidence within a set time limit. Be able to bring the correct equipment for the activity. Show leadership skills with growing confidence Be aware of dangers presented by weather conditions and be able to explain what they would do in different situations



Year 5 (Also attend Swimming)				
Athletics	Dance	Games	Gymnastics	Outdoor Adventurous Activities
 Choose the best pace for a running event, so that they can sustain their running and improve on a personal target. Show control at take-off in jumping activities. Show accuracy and good technique when throwing for distance. Organise and manage an athletic event well. Understand how stamina and power help people to perform well in different athletic activities. Identify good athletic performance and explain why it is good, using agreed criteria. 	 Compose motifs and plan dances creatively and collaboratively in groups. Adapt and refine the way they use weight, space and rhythm in their dance to express themselves in their dance style. Perform different styles of dance clearly and fluently. Organise their own warm- up and cool-down exercises. Show an understanding of safe exercising. Recognise and comment on dances, showing an understanding of style. Suggest ways to improve their own and other people's work. 	 Strike a bowled ball. Use a range of fielding skills, e.g catching, throwing, bowling, intercepting, with growing control and consistency. Work collaboratively in pairs, group activities and small sided games. Understand and implement some tactics in games. Use and apply the basic rules consistently and fairly. Recognise the activities and exercises that need including in a warm up. Identify their own strengths and suggest practises to help them improve. Use forehand, backhand and overhand shots increasingly well in games they play. Use the skills they prefer with competence and consistency. Use the volley in games where it is important. Understand the need for tactics. Start to choose and use some tactics effectively. Play cooperatively with a partner. Apply rules consistently and fairly. Identify appropriate exercises and activities for warming up. 	 Create, practise and refine longer, more complex sequences for performance, including changes in level, direction and speed. Choose actions, body shapes and balances from a wider range of themes and ideas. Adapt their performance to the demands of a task, using their knowledge of composition. Understand the need for warming up and working on body strength, tone and flexibility. Lead small groups in warm up activities. Use basic set criteria to make simple judgements about performance and suggest ways they could be improved. 	 Choose and perform skills and strategies effectively. Find solutions to problems and challenges. Plan and implement the strategies they use. Adapt the strategies as necessary. Work increasingly well in a group or in a team where roles and responsibilities are understood. Prepare physically and organisationally for challenges they are set, taking into account the group's safety. Identify what they do well as individuals and as a group. Suggest ways to improve.



	Recognise how these games make their bodies work. Pick out what they and others do well and suggest ideas for practises. Pass, dribble and shoot in games. Identify and use tactics to help their team keep the ball and take it towards the opposition's goal. Mark opponents and help in defence. Know and carry out warm up activities that use exercises helpful for invasion games.
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		Year 6		
Athletics	Dance	Games	Gymnastics	Outdoor Adventurous Activities
 Choose the best pace for a running event, so that they can sustain their running and improve on a personal target, focusing on either distance or speed. Consistently show control in jumping activities. Show accuracy and good technique whilst throwing. Organise and manage an athletic event. Understand how stamina and power help people perform well in various athletic activities. Identify good athletic performance, explain why it is good and suggest areas for improvement using agreed criteria. 	 Work creatively and imaginatively on their own, with a partner and in a group to compose motifs and structure simple dances. Perform to an accompaniment expressively and sensitively. Perform dances fluently and with control. Warm up and cool down independently. Understand how dance helps to keep them healthy. Use appropriate criteria to evaluate and refine their own and others' work. Talk about dance with understanding, using appropriate language and terminology. 	 Use forehand, backhand and overhand shots increasingly well in games they play. Use the skills learnt with competence and consistency. Use the volley in games where it is important. Understand the need for tactics. Start to choose and use tactics effectively. Play cooperatively with a partner. Apply rules consistently and fairly. Identify appropriate exercises and activities for warming up. Recognise how these games make their bodies work and explain. Pick out what they and others do well and suggest ideas for practises. 	 Make up longer, more complex sequences, including changes of direction, level and speed. Develop their own solutions to a task by choosing and applying a range of compositional principles. Combine and perform gymnastic actions, shapes and balances. Show clarity, fluency, accuracy and consistency in their movements. In small groups, prepare a sequence to be performed to an audience. Understand the importance of warming up and cooling down. Say, in simple terms, why activity is good for their health, fitness and wellbeing. 	 Collaborate with others to help complete challenges. Know and understand the different features of a map, including symbols and a key. Know the four cardinal directions on a compass (N, E, S, W). Follow directional instructions including clockwise, anti-clockwise, 90°, 180° and 360° turns. Work with a partner to complete the missing information on a map. Work collaboratively to follow a map and help to plan the best route to complete an orienteering course as quickly as possible. Know and understand the different features of a map, including symbols, a key, scale and compass directions, and can use this information to read a map proficiently.



Show an awareness
of factors influencing
the quality of
performance and
suggest aspects that
need improving.