

EYFS	Gymnastics	Dance	Basic movement, Team/Competitive Games	Athletics	Outdoor Adventure	Swimming
Year 1	 developing balance, agility and coordination. control body when travelling and balancing travel and balance in different ways 	 perform own dance moves copy or make up a short dance move safely in a space 	 throw underarm throw and kick in different ways use hitting, kicking and/or rolling in a game 	To develop basic movements including running, jumping, throwing and catching.	 to develop fundamental movement skills extend their agility, balance and coordination, individually and with others Have the opportunity to be creative in order to develop problem solving & thinking skills (in a group and independently) to use nature and natural resources to make games and develop appreciation 	
Year 2	 plan and perform a sequence of movements using pathways, such as curling improve sequence based on feedback 	 change rhythm, speed, level and direction in dance make a sequence by linking sections together 	 use hitting, kicking and/or rolling in a game decide the best space to be in during a game use a tactic in a game follow rules 	To master basic movements including running, jumping, throwing and catching.	 to extend their agility, balance and coordination, individually and with others to develop the fundamental skills of 	



	think of more than one	use dance to show			travelling, throwing	
	way to create a sequence which follows some 'rules'	a mood or feeling			 and balancing recognise how different rules work within a game to understand teamwork and some of the roles within a team 	
Year 3	 plan and perform a sequence of movements adapt sequences to suit different types of apparatus and criteria move in a controlled way 	 improvise freely and translate ideas from a stimulus into movement share and create phrases with a partner and small group 	 be aware of space and use it to support teammates and to cause problems for the opposition know and use rules fairly 	 run at fast, medium and slow speeds; changing speed and direction take part in a relay, remembering when to run and what to do 	 to develop some basic map reading skills problem solve and work cooperatively during paired and team challenges to explore the outdoors to establish a sense of challenge 	
Year 4	 travel in a controlled way include change of speed and direction in a sequence, with various rolls 	 take the lead when working with a partner or group use dance to communicate an idea 	 throw and catch accurately with one hand hit a ball accurately with control vary tactics and adapt skills depending on what is happening in a game 	 sprint over a short distance and show stamina when running over a long distance jump in different ways throw in different ways and hit a target, when needed 	 to know how to follow instructions/directions to follow a route safely to know how to work as a team to solve problems follow a map in a familiar context 	 use front crawl, back and breast stroke including breathing control to know water safety rules and how to respond if they or someone else is in danger swim competently and confidently a distance of at least 25 metres



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						using a range of strokes
						 To enter, exit and move around a pool safely perform safe self-rescue in different waterbased situations.
Year	 work with a partner to create, repeat and improve a sequence with at least three phases critique and improve on sequence with partner collaboratively combine action, balance and shape 	 compose own dances in a creative way perform dance to an accompaniment dance shows clarity, fluency, accuracy and consistency 	 gain possession by working a team and pass in different ways choose a specific tactic for defending and attacking use a number of techniques to pass, dribble and shoot 	 jumping: controlled when taking off and landing throw with increasing accuracy combine running and jumping 	 follow a route in a time limit use clues and a compass to navigate a route change route to overcome a problem use new information to change route 	 use front crawl, back and breast stroke including breathing control to know water safety rules and how to respond if they or someone else is in danger swim competently and confidently a distance of at least 25 metres using a range of strokes To enter, exit and move around a pool safely perform safe self-rescue in different water-based situations.



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audiences and sequences to a variety of timings skills/approaches/ equipment demonstrate stamina and