

Leafield C.E. Primary School: Physical Education (P.E.) Progression and Skills

Skill	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Topic: Cycle 1	Me and my community	Enchanted Woodland		Through the Ages		Chinese Dynasties	
		Moon Zoom		Rocks, Relics and Rumb	oles	Groundbreaking Greeks	
	Once upon a time; Sparkle and Shine	Bright Lights, Big City		Emperors and Empires		Sow, Grow and Farm	
	Sparkic and Shine	bright Lights, big city		Emperors and Empires		30w, Grow and raim	
	Starry night; Winter wonderland	School Days					
	Ready, Steady, Grow						
	Dangerous						
	Dinosaurs, Shadows						
	and Reflections						
	Big Wide World;						
	Moving on						
Topic: Cycle 2	Me and my	Movers and Shakers		Invasion		Maafa	
Topic. Cycle 2	community						
	Once upon a time;	Coastline		Misty Mountain, Windi	ng River	Frozen Kingdoms	
	Sparkle and Shine	Mighty Monarchs		Ancient Civilisations		Britain at War	
	Starry night; Winter wonderland						
	Ready, Steady, Grow						
	Dangerous						
	Dinosaurs, Shadows and Reflections						
	Big Wide World; Moving on						

Aspect	Reception	Year 1/ Year 2	Year 3/ Year 4	Year 5/ year 6
Gymnastics	Travel with control in a variety of ways. Move different parts	Demonstrate a range of actions for basic skills showing control, co-ordination & consistency on the floor & using apparatus:	Know & use an increased range of skills both on the floor and on apparatus showing greater control & accuracy:	Identify & demonstrate a wide range of skills both on the floor & apparatus and use them in sequences with greater precision, fluency & consistency:
	of the body in a controlled way when stationary.	Travel confidently & competently on different body parts, including hands & showing different shapes. Bounce, hop, spring, jump and land using a	Travel fluently in a variety of ways & demonstrate different pathways. Understand & demonstrate a change of front or direction.	Travel fluently in a variety of ways taking weight on hands. Show fluency & control when performing travelling skills & travel rhythmically with a partner or small group in
	equipment to move with, on/off, over, under, along and through. Know, understand &	Rotate & twist on different body parts and roll sideways and forwards.	Bounce & jump to receive & transfer body weight safely. Rotate & roll on different body parts in	Understand & demonstrate the 5 basic jumps showing different shapes & directions in the air, and show flight from feet to hands & back to feet again.
	demonstrate how to move objects and equipment safely.	Hold a still, balanced position on large and small body parts/combination of body parts. Use space & apparatus safely.	different directions showing variety of shape, size & speed. Balance to show specific planned shapes eg. symmetrical & asymmetrical.	Identify & use rotation or rolling around 3 different axes.
	Use a range of small equipment and apparatus with increasing control and accuracy.	Lift, carry and erect their own apparatus, cooperating in small groups. Choose appropriate movements or skills	Use space & more complex apparatus safely & co-operate in pairs & small groups.	Use balances to make holes or barriers for a partner to travel over, under or around & to match, mirror & contrast with a partner. Make linked balances with a partner & extend them by pushing or pulling against a
	Show an awareness of personal and general space.	Plan sequences or patterns of 3 or more movements which they can remember & repeat	Be responsible for the safe moving & construction of their own apparatus. Select appropriate skills & movements to plan & create sequences:	partner in counter-balance/counter-tension. Use space & apparatus safely in 2s and small groups.
	Start and stop on a given signal. Travel with changes of speed.	Show sequences which have a clear beginning, middle & end.	Understand & show how to move into and from a range of skills with control.	Know the principles of safe siting of apparatus & take apparatus allocated to construct their own simple groups specific for the purpose.

Move & respond to a range of stimuli including percussion, voice, taped music, sometimes showing rhythm and movement memory and sometimes demonstrating independent thought.

Take turns with equipment. Follow the rules of a game.

Share space and equipment safely with others.

Dress and undress independently.

Develop positive attitudes towards a healthy lifestyle.

Demonstrate an understanding of how to create different pathways and move in different directions.

Demonstrate contrasts in level, speed & shape.

Perform a limited range of skills with a partner on the floor & apparatus using simple relationships (eg. Follow my leader) & working side by side.

Describe actions that they & others are doing:

Observe & copy the movements of others.

Use the observation & information to practise and improve the quality & control of their own work.

Use the understanding to adapt work safely from floor to apparatus.

Use appropriate vocabulary to describe what they & others are doing.

Recognise & describe how their bodies feel when fully extended:

Be active throughout the lesson & willingly practise to improve.

Feel a rise in temperature & feel that they become tired after vigorous activity.

Identify & use planned variations in speed levels, directions & pathways.

Create sequences with a partner on floor & apparatus using a range of relationships)eg. Follow my leaders, side by side & travelling over & under).

Recognise & describe how well a sequence has been formed using appropriate terminology:

Describe what they intend to produce.

Observe & describe the movements of others in appropriate language.

Understand what makes a good sequence.

Analyse & say why they like a sequence & use the information to practise & improve their own work.

Recognise that gymnastic activity is a good activity for health & well-being and how to practise safely:

Know that regular exercise improves health, makes you feel good & maintains a healthy body weight.

Know that exercise helps body parts to work well.

Know that exercise strengthens bones & muscles and helps to keep joints flexible.

Design & create imaginative sequences and develop them in more challenging circumstances:

Identify & use planned variations in speed, levels, directions & pathways.

Understand that a well balanced sequence contains elements of all categories of movement: travel, jump, turn & balance.

Adapt, refine & develop movement & skills to work co-operatively & sympathetically with a partner, or in small groups, and understand the range of partner relationships which may be used.

Sustain concentration & practise to improve.

Adapt & transfer sequences from floor to more challenging apparatus.

Observe & analyse a sequence then evaluate it using appropriate terminology & suggest ways to improve it:

Understand the compositional principles of sequencing & recognise when they are absent.

Work independently as an individual or collectively in pairs or small groups to construct, practise, evaluate & improve the composition and quality of a sequence of movement.

		See that different muscles & limbs are working hard, and that faces look red after vigorous exercise.		Accept advice & use it in a reflective way to improve the quality of their work. Understand the short-term effect of exercising in gymnastic activities & how to warm up and practise safely: Know that large working muscles need a supply of oxygen to keep going & this is provided by faster breathing & heart rate. Know that temperature increases as working muscles produce energy as heat, and the skin becomes moist & sticky in order to cool the body down & avoid overheating. Know that we become flushed during exercise or after exercise because blood vessels become wider & closer to the surface of the skin. Know how to warm up & cool down and the reasons for doing so.
Dance (DDMXI)	Move confidently and safely in their own and general space whilst exploring basic actions; e.g.	Move confidently and safely in their own and general space whilst exploring basic actions; e.g. travelling, jumping and balancing. Create and repeat a variety of short dances inspired by a range of stimuli. (Revisited from EYFS.)	Perform dances, focusing on creating, adapting and linking a range of dance actions, inspired by a variety of subjects, including some traditional, social and/or historical dances.	Learn different styles of dance and focus on dancing with other people. Create, perform and watch dances in a range of styles working with partners and groups.

travelling, jumping	Explore, remember, repeat and link a range	Work with a partner and in small groups,	Consider how to use movement to explore
and balancing.	of actions with co-ordination, control and	developing an awareness of the historical	and communicate ideas and issues, and
Create and repeat a	an awareness of the expressive qualities of	and cultural origins of different dances.	own feelings and thoughts.
variety of short	dance.		
dances inspired by a		Create characters and narrative through	Develop an awareness of the historical and
range of	Compose and perform dances that express	movement and gesture.	cultural origins of different dances.
	and communicate moods, ideas and		_
stimuli.	feelings, choosing and varying simple	Gain inspiration from a range of subjects.	Focus on different characters and visual
	compositional ideas.	,	images as the starting point for composing,
Explore moving into		Consider how to use movement to explore	performing and watching dance.
a free space	(Revisited from EYFS)	and communicate ideas and issues, and	
individually, with a	·	own feelings and thoughts.	Learn the key movements of the DDMIX Line
partner and a small	Explore moving into a free space	own reenings and thoughts.	dance, identifying and demonstrating the
group.	independently, with a partner and a small	Name to a boot or which we recipe herein	use of dynamics, formation and unison.
	group.	Move to a beat or rhythm, using basic	
Explore different	8.000	actions.	Link the key movements to form the DDMIX
ways to move body	Explore different ways to move body parts.		Line dance, explore
parts.	Explore different ways to move body parts.	Move to a rhythmic pattern.	Line dance, explore
'			
Explore and identify	Explore and identify basic travelling	Link the key movements to form the DDMIX	mirroring movements and dancing in
basic travelling		African dance sequence.	unison.
movements whilst	movements whilst moving confidently in		
moving confidently		Create a short dance phrase using the	Create a dance phrase that can be combined
in the space.	the space.	rhythmic pattern of an African dance.	and linked with a Line dance. Work
			constructively with a partner and/or small
Explore moving	Explore moving different body parts in	Work in groups to combine African inspired	group.
different body parts	contrasting ways, in relation to stimuli.	dance phrases.	
in contrasting ways,	0 1,0,		Learn the key movements of the DDMIX
in relation to	Explore jumping in a space.	Perform, watch & evaluate a dance	Hand jive, demonstrating clear dynamics.
in relation to	Explore jumping in a space.	sequence, providing constructive feedback.	
akinali		sequence, providing constructive reeuback.	Link the key movements to form the DDMIX
stimuli.	Create a dance phrase using basic travel and		Hand jive. Create their own hand jive
Explore jumping in a	jumping actions.	Identify dynamics in music and apply the	sequence.
space.		appropriate movement.	
	Explore gesture using a variety of body		Perform a hand jive sequence combining
Create a simple	parts.	In response to visual stimuli, create a	both given and devised movements.
dance sequence		movement phrase using dynamics.	Evaluate a performance, providing
using movements			constructive feedback.

inspired by specific	He gostures and mayament to convey a	Combine two phrases to create a dance of	Learn the key movements of the DDMIX
inspired by specific	Use gestures and movement to convey a	•	l ·
characteristics.	character.	two parts (binary: AB).	Arabic dance, demonstrating clear
			dynamics.
Create a dance	Explore and understand balance, using	Demonstrate the use of dynamics through a	
phrase using basic	visual images.	Japanese dance.	Link key movements to form the DDMIX
travel and jumping			Arabic dance.
actions.	Create a dance sequence, using a character	Use shape and formation when performing	
	as a stimulus.	the key movements of a Japanese dance.	Choreograph an Arabic dance sequence,
Explore gesture			focusing on contrasting dynamics.
using a variety of	(New to KS1)	Create a beginning and an end to the DDMIX	
body parts.	Explore different travelling movements that	Japanese dance.	Apply a choreographic device to an Arabic
	express a feeling.	'	dance sequence.
Explore and		Work constructively in groups.	·
understand balance,	Perform a movement phrase that illustrates	Work constructively in groups.	Create an Arabic dance sequence by linking
using visual images.	a feeling.		given and devised movements.
	Change the order of movements to create a	Learn the key movements of the DDMIX	given and devised movements.
Use gestures and	dance sequence using contrasting feelings.	1980s & Disco dances, demonstrating clear	Barfarra an Arabia dan an union anatomatica
movement to	durice sequence using contrasting recinigs.	dynamics.	Perform an Arabic dance using contrasting
convey a character.	Fundame different feelings weing severing		dynamics and
	Explore different feelings using music as stimuli.	Link the 1980s key movements to form a	
Use travel, jumps	Stilliuli.	dance. Perform with a partner using	expression.
and balance to	_	changes of level and direction.	
create a simple	Mirror movements of a partner.		Learn the key movements of the DDMIX
dance sequence.		Create a character & narrative within a	Charleston dance, demonstrating clear
dance sequence.	Create a dance phrase, using music as	1980's dance.	dynamics.
Create a dance	the stimulus.	Create a dance sequence with a narrative	Link the Charleston key movements to form
sequence, using a		from everyday activities.	a sequence. Use expression and scale of
character as a	Adapt a dance sequence to		movement to show character.
stimulus.	raupt a dance sequence to	Make changes of level and direction to an	
		everyday activity dance sequence, whilst	Perform a Charleston dance, using
	communicate a mood or a feeling.	applying group formation.	expression for comic effect.
		~~~	S.p. 333011 Tot Confidence
	Explore and identify a range of actions with	Combine the eventder activity as a super-	Loorn the key mayaments of a 1000s down
	levels.	Combine the everyday activity sequence into the DDMIX 1980's dance. Perform and	Learn the key movements of a 1960s dance, demonstrating clear dynamics.
			demonstrating clear dynamics.
	Create and perform a motif to music	evaluate dance sequence.	
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with a partner. Explore simple canon using disco Link the key movements to form the 1960s movements. dance. Create a 1960s sequence from auditory stimuli. Create a beginning to a dance Apply cumulative canon and unison to a disco dance. Perform a 1960s dance sequence combining sequence that uses simple canon. both given and devised movements. Evaluate a performance, providing Create a disco dance sequence inspired by Create & perform a dance sequence with constructive feedback. visual stimuli. clear beginning, middle and end. Learn the key movements of the DDMIX Experiment with different levels, direction Explore jumping and gesture. Bollywood dance, demonstrating clear and group formations in a disco dance Explore turning and movement qualities. dynamics. sequence. Explore changes of speed and level using Link the key movements to form the DDMIX Perform a disco dance sequence combining shapes and actions. Bollywood dance. Give constructive given and devised feedback on a performance. Explore and create moments of stillness. movements. Perform and evaluate Identify qualities of movement and apply Understand how a dance is formed. Create a providing constructive feedback. Work them to portray a character. motif using pictures as stimuli. constructively as a group. Create movements associated with animals Create a Bollywood dance phrase to tell a you would find in Africa. story. Create motifs to represent animals/ Link a motif and a phrase to form a dance, creatures, using Safari as a stimulus. adding a clear beginning and end. Link movements to motifs to create a dance Perform a Bollywood dance using both given sequence, using Safari as a stimulus. and devised sequences. Evaluate a performance, providing constructive Create the beginning of a dance sequence. feedback. Create a simple dance sequence using movements inspired by specific characteristics. Use travel, jumps and balance to create a simple dance sequence.

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Link and adapt dance sequences.		
Create and perform two linked dance sequences.		
In groups, create a beginning and end position to a dance sequence, using Safari as a stimulus.		
Create a dance sequence with a clear beginning, middle and end, focussing on movement qualities.		
Create a dance sequence using contrasting movement qualities.		
Perform a dance sequence in a group, using changes of speed.		
Perform a dance sequence as a class, focusing on linking movements and formation.		
Understand the importance of warming		
up the body. Create a warmup sequence.		

Games	Striking & hitting a ball (striking	Striking & hitting a ball (striking sports):	Striking & hitting a ball (striking sports):	Striking & hitting a ball (striking sports):
	sports):	Use hitting skills in a game.	Demonstrate successful hitting & striking skills.	Use different techniques to hit a ball.
	Hit a ball with a bat or racquet.	Practise basic striking, sending and receiving.	Develop a range of skills in striking (and fielding where appropriate)	Identify and apply techniques for hitting a ball.
	Throwing, catching and passing a ball	Strike or hit a ball with increasing control.	Practise the correct batting technique & use	Explore when different shots are best used.
	(net/wall games, handball, netball):	Learn skills for playing striking & fielding games.	it in a game.  Strike the ball for a distance.	Develop a backhand technique & use it in a game.
	Roll equipment in different ways.	Position the body to strike a ball.	Use a bat or racquet or stick to hit a ball or	Practise techniques for all strokes.
	Throw underarm Throw an object at a target. Catch	Throwing, catching and passing a ball (net/wall games, handball, netball):	shuttlecock with accuracy and control.	Play a tennis game using an overhead serve.
	equipment using 2 hands.	Throw underarm & overarm.	Accurately serve underarm. Build a rally with a partner.	Hit a bowled ball over longer distances.
	Travelling with a ball, possession,	Catch & bounce a ball.	Use at least 2 different shots in a game situation.	Use good hand-eye coordination to be able to direct a ball when striking or hitting.
	using space, attacking & defending (football,	Use rolling skills in a game.	Use hand-eye coordination to strike a moving & stationary ball.	Understand how to serve in order to start a game.
	hockey/quicksticks):	Practise accurate throwing & consistent catching.	Throwing, catching and passing a ball	Throwing, catching and passing a ball (net/wall games, handball, netball):
	Move a ball in different ways,	Throw different types of equipment in	(net/wall games, handball, netball):	
	including bouncing & kicking.	different ways, for accuracy & distance.  Throw, catch & bounce a ball with a partner.	Throw & catch with greater control and accuracy.	Consolidate different ways of throwing & catching, and know when each is appropriate in a game.
	Use equipment to control a ball.	Use throwing & catching skills in a game. Throw a ball for distance.	Practise the correct technique for catching a ball & use it in a game.	Throw & catch accurately and successfully under pressure in a game.
		Use hand-eye coordination to control a ball.	Perform a range of catching & gathering skills with control.	Pass a ball with speed & accuracy using appropriate techniques in a game situation.

Move safely around Vary types of throw used. Catch with increasing control & accuracy. Choose & make the best pass in a game the space & Pass the ball to another player in a game. situation, and link a range of skills together equipment. with fluency eg. passing & receiving the ball Throw a ball in different ways (eg. High, low, on the move. Know how to pass the ball in different ways. fast or slow) Travel in different wavs, including Travelling with a ball, possession, using Develop a safe & effective overarm bowl. Travelling with a ball, possession, using sideways & space, attacking & defending (football, space, attacking & defending (football, backwards. hockey/quicksticks): hockey/quicksticks): Develop different ways of throwing & catching. Play a range of Use a variety of ways to dribble in a game Travel with a ball in different ways. chasing games. with success. Pass the ball in 2 different ways in a game Travel with a ball in different directions (side situation with some success. Tactics & Rules, Use ball skills in various ways and begin to to side, forwards & backwards) with control Compete & link together. & fluency. Pass the ball with increasing speed, accuracy Perform. Evaluate and success in a game situation. (all games): Show confidence in using ball skills in Bounce & kick a ball whilst moving. Use various ways in a game situation and link kicking skills in a game. Travelling with a ball, possession, using Follow simple rules. these together effectively. Use dribbling skills in a game. space, attacking & defending (football, hockey/quicksticks): Control body when Keep and win back possession of the ball Use different ways of travelling at different effectively in a variety of ways in a team performing a speeds & following different pathways, Move with a ball in a variety of ways with sequence of game. directions or courses. some control. movements. Demonstrate an increasing awareness of Change speed & direction whilst running. Use 2 different ways of moving with a ball in Participate in simple space. a game. games. Begin to choose & use the best space in a Talk about what Demonstrate a good awareness of space. Move with the ball using a range of they have done. Talk techniques showing control & fluency. about what others Choose the best tactics for attacking & Begin to use the terms attacking & have done. defending. defending. Know how to keep and win back possession of the ball in a team game. Shoot in a game. Use simple defensive skills such as marking a player or defending a space. Occasionally contribute towards helping Use fielding skills as a team to prevent the their team to keep & win back possession of opposition from scoring. Use simple attacking skills such as dodging the ball in a team game. to get past a defender.

Use at least one technique to attack or	Find a useful space && get into it to support	Think ahead & create a plan of attack &
defend to play a game successfully.	teammates.	defence.
Tactics & Rules, Compete & Perform,	Make the best use of space to pass &	Apply knowledge of skills for attacking &
Evaluate (all games):	receive the ball.	defending.
		G0.0.14.11.8.
Fellow double adapte also seems tooloofing	Use storale etterities O defending miles skille	Manh as a transfer develop Calding
Follow simple rules to play games, including	Use simple attacking & defending rules skills	Work as a team to develop fielding
team games.	in a game.	strategies to prevent the opposition from
		scoring.
Use simple attacking skills such as dodging	Use fielding skills to stop a ball from	
to get past a defender.	travelling past them.	Tactics & Rules, Compete & Perform,
		Evaluate (all games):
Use simple defensive skills such as marking a	Use a range of attacking & defending skills &	
player or defending a space.	techniques in a game.	Know when to pass & when to dribble in a
		game.
Understand the importance of rules in	Use fielding skills as an individual to prevent	
·	a player from scoring.	Devise & adapt rules to create their own
games.	a player from scoring.	·
		game.
Use at least one technique to attack or	Tactics & Rules, Compete & Perform,	
defend to play a game successfully.	Evaluate (all games):	Follow & create complicated rules to play a
		game successfully.
Perform using a range of actions & body	Apply & follow rules fairly.	
parts with some coordination.		Communicate plans to others during a
	Understand & begin to apply the basic	game.
Begin to perform learnt skills with some	principles of invasion games.	
control.	principles of invasion games.	Lead others during a game.
	Manus have to place at viliage Q field	
Engage in competitive activities 9 to a	Know how to play a striking & fielding game	Consistantly norform 9 annly skills = = =
Engage in competitive activities & team	fairly.	Consistently perform & apply skills and
games.		techniques with accuracy & control.
	Vary the tactics they use in a game, Adapt	
Perform sequences of their own	rules to alter games.	Perform & apply a variety of skills &
composition with coordination.		techniques confidently and with precision.
	Develop the quality of the actions in their	
Perform learnt skills with increasing control.	performances.	Take part in competitive games with a
		strong understanding of tactics &
		composition.
		·

	Compete against self & others. Watch & describe performances. Begin to say how they could improve.  Watch & describe performances & use what they see to improve their own performance.  Talk about the differences between their work & that of others.	Perform learnt skills & techniques with control & confidence.  Compete against self & others in a controlled manner.  Watch, describe & evaluate the effectiveness of a performance, giving ideas for improvements.  Describe how their performance has improved over time.  Modify their use of skills or techniques to achieve a better result.	Choose & use criteria to evaluate own & others' performances, suggesting thoughtful & appropriate improvements.  Explain why they have used particular skills or techniques, and the effect they had on their performance.
Athletics	Running:	Running:	Running:
	Vary their pace and speed when running.  Run with a basic technique over different distances.  Show good posture and balance. Jog in a straight line.  Change direction when jogging. Sprint in a straight line.	Identify and demonstrate how different techniques can affect their performance.  Focus on their arm and leg action to improve their sprinting technique.  Begin to combine running with jumping over hurdles.  Focus on trail leg and lead leg action when running over hurdles.	Accelerate from a variety of starting positions and select their preferred position.  Identify their reaction times when performing a sprint start.  Continue to practise and refine their technique for sprinting, focusing on an effective sprint start.

Change direction when sprinting. Understand the importance of adjusting Select the most suitable pace for the running pace to suit the distance being run. distance and their fitness level in order to maintain a sustained run. Maintain control as they change direction Confidently demonstrate an improved when jogging or sprinting. technique for sprinting. Identify and demonstrate stamina, explaining its importance for runners. Run at different paces, describing the different paces. Carry out an effective sprint finish. Recap, practise and refine an effective sprinting technique, including reaction time. Use a variety of different stride lengths. Perform a relay, focusing on the baton changeover technique. Build up speed quickly for a sprint finish. Travel at different speeds. Speed up and slow down smoothly. Run over hurdles with fluency, focusing on Begin to select the most suitable pace and the lead leg technique and a consistent speed for distance. Jumping: stride pattern. Complete an obstacle course. Use one and two feet to take off and to land Accelerate to pass other competitors. with. Vary the speed and direction in which they Work as a team to competitively perform a are travelling. Develop an effective take-off for the relay. standing long jump. Run with basic techniques following a Confidently and independently select the Develop an effective flight phase for the curved line. most appropriate pace for different standing long jump. distances and different parts of the run. Be able to maintain and control a run over different distances. Land safely and with control. Demonstrate endurance and stamina over longer distances in order to maintain a Jumping: Learn how to combine a hop, step and jump sustained run. to perform the standing triple jump. Perform different types of jumps: for Jumping: example, two feet to two feet, two feet to Land safely and with control. one foot, one foot to same foot or one foot Improve techniques for jumping for to opposite foot. Begin to measure the distance jumped. distance. Perform a short jumping sequence. Jump as Throwing: Perform an effective standing long jump. high as possible.

Jump as far as possible. Land safely and with Throw with greater control and accuracy. Perform the standing triple jump with control. increased confidence. Show increasing control in their overarm Work with a partner to develop the control throw. Develop an effective technique for the of their jumps. standing vertical jump (jumping for height) including take-off and flight. Perform a push throw. Perform and compare different types of jumps: for example, two feet to two feet, Land safely and with control. Continue to develop techniques to throw for two feet to one foot, one foot to same foot increased distance. or one foot to opposite foot. Measure the distance and height jumped with accuracy. Perform a pull throw. Combine different jumps together with Measure the distance of their throws. some fluency and control. Investigate different jumping Continue to develop techniques to throw for Jump for distance from a standing position increased distance. Develop the technique for the standing with accuracy and control. vertical jump. Compete & Perform, Evaluate (as above for Investigate the best jumps to cover different games) Maintain control at each of the different distances. stages of the triple jump. Choose the most appropriate jumps to Land safely and with control. cover different distances. Develop and improve their techniques for Know that the leg muscles are used when jumping for height and distance and support performing a jumping action. others in improving their performance. Throwing: Perform and apply different types of jumps in other contexts. Throw underarm and overarm. Set up and lead jumping activities including Throw a ball towards a target with measuring the jumps with confidence and increasing accuracy. accuracy. Improve the distance they can throw by Throwing: using more power. Perform a fling throw.

	Throw different types of equipment in different ways, for accuracy and distance.		Throw a variety of implements using a range of throwing techniques.
	Throw with accuracy at targets of different heights.		Measure and record the distance of their throws.
	Investigate ways to alter their throwing technique to achieve greater distance.		Continue to develop techniques to throw for increased distance.
	Compete & Perform, Evaluate (as above for games)		Perform a heave throw.
			Measure and record the distance of their throws.
			Continue to develop techniques to throw for increased distance and support others in improving their personal best.
			Develop and refine techniques to throw for accuracy.
			Compete & Perform, Evaluate (as above for games)
Outdoor		Preparation & Organisation:	Preparation & Organisation:
Learning/ Forest School		Try a range of equipment for creating and completing an activity.	
		Make an informed decision on the best equipment to use for an activity.	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.
		Plan and organise a trail that others can follow.	Identify the quickest route to accurately navigate an orienteering course.

			Prepare an orienteering course for others to follow.
Swimming	Swims competently, confidently and proficiently over a distance of at least 25 metres	Swims competently, confidently and proficiently over a distance of at least 25 metres	Swims competently, confidently and proficiently over a distance of at least 25 metres
	Uses a range of strokes effectively [for example, front crawl, backstroke and breaststroke]	Uses a range of strokes effectively [for example, front crawl, backstroke and breaststroke]	Uses a range of strokes effectively [for example, front crawl, backstroke and breaststroke]
	Performs safe self-rescue in different water- based situations	Performs safe self-rescue in different water- based situations	Performs safe self-rescue in different water- based situations