



St. Mary's C of E Primary School, Hawkshaw

P.E. Skills Progression Map



St. Mary's physical education curriculum will inspire all pupils to succeed and excel in competitive sport and other physically demanding activities. We provide opportunities for pupils to become physically confident in a way which supports their health and fitness and provide opportunities to compete in sport and other activities build character and help to embed values such as fairness and respect. The core curriculum will cover invasion games, dance, gymnastics and swimming. All children will be assessed and supported to swim at least 25m unaided.

Children will be encouraged to join sports clubs and signposted to clubs outside of school. The school enriches the P.E. curriculum by employing a specialist coaching company, so that all children can find a sport to excel in that suits their skills and temperament.

In KS1, children develop fundamental movement skills, and are encouraged to become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. They are taught to master basic movements including running, jumping, throwing and catching as well as developing balance, agility and coordination, and begin to apply these in a range of activities. They also participate in team games, developing simple tactics for attacking and defending and perform dances using simple movement patterns.

Further on in school, pupils 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 will be taught to communicate, collaborate and compete with each other. They learn to evaluate and recognise their own success. The KS2 curriculum covers running, jumping, throwing and catching in isolation and in combination. The playing of competitive games, (such as: badminton, basketball, cricket, football, hockey, netball, rounders and tennis) and swimming.

Our curriculum is built on the skills learnt in the Early Years Foundation Stage:

- Negotiate with peers, working as part of a group- understanding and following rules, adapting their behaviours to different situations.
- Move with confidence in a range of ways, negotiating space and be able to use one handed equipment with control.
- Adjust speed and direction and be able to use precision to control and manipulate resources and small equipment.
- Show an awareness and understanding of the effect of physical activity and what they eat on the body.
- Show good control and coordination in large and small movements.
- Move confidently in a range of ways, safely negotiating space.
- Handles equipment and tools effectively.

Early Years Outcomes

The main Early Years Outcomes covered in the Games units are:

- Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball. (PD: Reception)
- Further develop and refine a range of ball skills including: throwing, catching, kicking, passing, batting and aiming. (PD: Reception)
- I can negotiate space and obstacles safely, with consideration for others and myself. (PD: ELG)
- I can demonstrate my strength, balance and coordination. (PD: ELG)
- I can move energetically, when running, jumping, dancing, hopping, skipping and climbing. (PD: ELG).

KS1 National Curriculum Aims

Pupils should 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. They should be able to engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations.

Pupils should be taught to:

- 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;
- participate in team games, developing simple tactics for attacking and defending;
- perform dances using simple movement patterns.

KS2 National Curriculum Aims

Pupils should 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 with each other. 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.

Pupils should be taught to:

- use running, jumping, throwing and catching in isolation and in combination;
- play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending;
- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics];
- compare their performances with previous ones and demonstrate improvement to achieve their personal best.

EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Understanding of fitness and health			Understanding of fitness and health			
<ul style="list-style-type: none"> ✓ Describe how the body feels when still and when exercising. 	<ul style="list-style-type: none"> ✓ Describe how the body feels before, during and after exercise. ✓ Know how to carry and place equipment. 	<ul style="list-style-type: none"> ✓ Recognise and describe how the body feels during and after different physical activities. ✓ Explain what they need to stay healthy ✓ Lift, move and place equipment safely. 	<ul style="list-style-type: none"> ✓ Recognise and describe the effects of exercise on the body. ✓ Know the importance of strength and flexibility for physical activity. ✓ Explain why it is important to warmup and cool-down. 	<ul style="list-style-type: none"> ✓ 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. ✓ Recognise which activities help their speed, strength and stamina and know when they are important in games. 	<ul style="list-style-type: none"> ✓ Know and understand the reasons for warming up and cooling down. ✓ Explain some safety principles when preparing for and during exercise. ✓ Understand why physical activity is good for their health. 	<ul style="list-style-type: none"> ✓ 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 and how to become healthier themselves. ✓ Know ways they can become healthier
Striking and hitting a ball			Striking and hitting a ball			
<ul style="list-style-type: none"> ✓ Hit a ball with a bat or racquet. 	<ul style="list-style-type: none"> ✓ Use hitting skills in a game. ✓ Practise basic striking, sending and receiving. 	<ul style="list-style-type: none"> ✓ Strike or hit a ball with increasing control. ✓ Learn skills for playing striking and fielding games. ✓ Position the body to strike a ball. 	<ul style="list-style-type: none"> ✓ Demonstrate successful hitting and striking skills. ✓ Develop a range of skills in striking (and fielding where appropriate). ✓ Practise the correct batting technique and use it in a game. ✓ Strike the ball for distance. 	<ul style="list-style-type: none"> ✓ Use a bat, racquet or stick (hockey) to hit a ball or shuttlecock with accuracy and control. ✓ Accurately serve underarm. ✓ Build a rally with a partner. ✓ Use at least two different shots in a game situation. 	<ul style="list-style-type: none"> ✓ Use different techniques to hit a ball. ✓ Identify and apply techniques for hitting a tennis ball. ✓ Explore when different shots are best used. ✓ Develop a backhand technique and use it in a game. ✓ Practise techniques for all strokes. 	<ul style="list-style-type: none"> ✓ 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 in order to start a game.

				✓ Use hand-eye coordination to strike a moving and a stationary ball.	✓ Play a tennis game using an overhead serve.	
Throwing and catching a ball			Throwing and catching a ball			
<ul style="list-style-type: none"> ✓ Roll equipment in different ways. ✓ Throw underarm. ✓ Throw an object at a target. ✓ Catch equipment using two hands 	<ul style="list-style-type: none"> ✓ Throw underarm and overarm. ✓ Catch and bounce a ball. ✓ Use rolling skills in a game. ✓ Practise accurate throwing and consistent catching. 	<ul style="list-style-type: none"> ✓ Throw different types of equipment in different ways, for accuracy and distance. ✓ Throw, catch and bounce a ball with a partner. ✓ Use throwing and catching skills in a game. ✓ Throw a ball for distance. ✓ Use hand-eye coordination to control a ball. ✓ Vary types of throw used. 	<ul style="list-style-type: none"> ✓ Throw and catch with greater control and accuracy. ✓ Practise the correct technique for catching a ball and use it in a game. ✓ Perform a range of catching and gathering skills with control. ✓ Catch with increasing control and accuracy. ✓ Throw a ball in different ways (e.g. high, low, fast or slow). ✓ Develop a safe and effective overarm bowl. 	<ul style="list-style-type: none"> ✓ Develop different ways of throwing and catching. 	<ul style="list-style-type: none"> ✓ Consolidate different ways of throwing and catching, and know when each is appropriate in a game. 	<ul style="list-style-type: none"> ✓ Throw and catch accurately and successfully under pressure in a game.
Travelling with a Ball			Travelling with a Ball			
<ul style="list-style-type: none"> ✓ Move a ball in different ways, including bouncing and kicking. ✓ Use equipment to control a ball. 	<ul style="list-style-type: none"> ✓ Travel with a ball in different ways. ✓ Travel with a ball in different directions (side to side, forwards and 	<ul style="list-style-type: none"> ✓ Bounce and kick a ball whilst moving. ✓ Use kicking skills in a game. 	<ul style="list-style-type: none"> ✓ Move with the ball in a variety of ways with some control. ✓ Use two different ways of moving with a ball in a game. 	<ul style="list-style-type: none"> ✓ Move with the ball using a range of techniques showing control and fluency. 	<ul style="list-style-type: none"> ✓ Use a variety of ways to dribble in a game with success. ✓ Use ball skills in various ways, and begin to link together. 	<ul style="list-style-type: none"> ✓ Show confidence in using ball skills in various ways in a game situation, and link these together effectively.

	backwards) with control and fluency.	✓ Use dribbling skills in a game.				
Passing a ball			Passing a ball			
✓ Kick an object at a target.	<ul style="list-style-type: none"> ✓ Pass the ball to another player in a game. ✓ Use kicking skills in a game. 	✓ Know how to pass the ball in different ways.	✓ Pass the ball in two different ways in a game situation with some success.	✓ Pass the ball with increasing speed, accuracy and success in a game situation.	✓ Pass a ball with speed and accuracy using appropriate techniques in a game situation.	✓ Choose and make the best pass in a game situation and link a range of skills together with fluency, e.g. passing and receiving the ball on the move.
			Possession			
			✓ Know how to keep and win back possession of the ball in a team game.	✓ Occasionally contribute towards helping their team to keep and win back possession of the ball in a team game.	✓ Keep and win back possession of the ball effectively in a team game.	✓ Keep and win back possession of the ball effectively and in a variety of ways in a team game.
Using space			Using space			
<ul style="list-style-type: none"> ✓ Move safely around the space and equipment. ✓ Travel in different ways, including sideways and backwards. 	<ul style="list-style-type: none"> ✓ Use different ways of travelling in different directions or pathways. ✓ Run at different speeds. ✓ Begin to use space in a game 	<ul style="list-style-type: none"> ✓ Use different ways of travelling at different speeds and following different pathways, directions or courses. ✓ Change speed and direction whilst running. ✓ Begin to choose and 	✓ Find a useful space and get into it to support teammates.	✓ Make the best use of space to pass and receive the ball.	✓ Demonstrate an increasing awareness of space.	✓ Demonstrate a good awareness of space.

		use the best space in a game.				
Attacking and defending			Attacking and defending			
<ul style="list-style-type: none"> ✓ Play a range of chasing games. 	<ul style="list-style-type: none"> ✓ Begin to use the terms attacking and defending. ✓ Use simple defensive skills such as marking a player or defending a space. ✓ Use simple attacking skills such as dodging to get past a defender. 	<ul style="list-style-type: none"> ✓ Begin to use and understand the terms attacking and defending. ✓ Use at least one technique to attack or defend to play a game successfully. 	<ul style="list-style-type: none"> ✓ Use simple attacking and defending skills in a game. ✓ Use fielding skills to stop a ball from travelling past them. 	<ul style="list-style-type: none"> ✓ Use a range of attacking and defending skills and techniques in a game. ✓ Use fielding skills as an individual to prevent a player from scoring. 	<ul style="list-style-type: none"> ✓ Choose the best tactics for attacking and defending. ✓ Shoot in a game. ✓ Use fielding skills as a team to prevent the opposition from scoring 	<ul style="list-style-type: none"> ✓ Think ahead and create a plan of attack or defence. ✓ Apply knowledge of skills for attacking and defending. ✓ Work as a team to develop fielding strategies to prevent the opposition from scoring.
Tactics and rules			Tactics and rules			
<ul style="list-style-type: none"> ✓ Follow simple rules. 	<ul style="list-style-type: none"> ✓ Follow simple rules to 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. 	<ul style="list-style-type: none"> ✓ Understand the importance of rules in games. ✓ Use at least one technique to attack or defend to play a game successfully. 	<ul style="list-style-type: none"> ✓ Apply and follow rules fairly. ✓ Understand and begin to apply the basic principles of invasion games. ✓ Know how to play a striking and fielding game fairly. 	<ul style="list-style-type: none"> ✓ Vary the tactics they use in a game. ✓ Adapt rules to alter games 	<ul style="list-style-type: none"> ✓ Know when to pass and when to dribble in a game. ✓ Devise and adapt rules to create their own game. 	<ul style="list-style-type: none"> ✓ Follow and create complicated rules to play a game successfully. ✓ Communicate plans to others during a game. ✓ Lead others during a game.

Compete and perform			Compete and perform			
<ul style="list-style-type: none"> ✓ Control my body when performing a sequence of movements. ✓ Participate in simple games 	<ul style="list-style-type: none"> ✓ Perform using a range of actions and body parts with some coordination. ✓ Begin to perform learnt skills with some control. ✓ Engage in competitive activities and team games. 	<ul style="list-style-type: none"> ✓ Perform sequences of their own composition with coordination. ✓ Perform learnt skills with increasing control. ✓ Compete against self and others. 	<ul style="list-style-type: none"> ✓ Develop the quality of the actions in their performances. ✓ Perform learnt skills and techniques with control and confidence. ✓ Compete against self and others in a controlled manner. 	<ul style="list-style-type: none"> ✓ Perform and apply skills and techniques with control and accuracy. ✓ Take part in a range of competitive games and activities. 	<ul style="list-style-type: none"> ✓ Consistently perform and apply skills and techniques with accuracy and control. ✓ Take part in competitive games with a strong understanding of tactics and composition. 	<ul style="list-style-type: none"> ✓ Perform and apply a variety of skills and techniques confidently, consistently and with precision. ✓ Take part in competitive games with a strong understanding of tactics and composition.
Acquiring and Developing Skills in Gymnastics (General)			Acquiring and Developing Skills in Gymnastics (General)			
<ul style="list-style-type: none"> ✓ Create a short sequence of movements. ✓ Roll in different ways with control. ✓ Travel in different ways. ✓ Stretch in different ways. ✓ Jump in a range of ways from one space to another with control. ✓ Begin to balance with control. ✓ Move around, under, over, and through different 	<ul style="list-style-type: none"> ✓ 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). 	<ul style="list-style-type: none"> ✓ Copy, explore and remember actions and movements to create their own sequence. ✓ Link actions to make a sequence. ✓ Travel in a variety of ways, including rolling. ✓ Hold a still shape whilst balancing on different points of the body. ✓ Jump in a variety of ways and land with 	<ul style="list-style-type: none"> ✓ Choose ideas to compose a movement sequence independently and with others. ✓ Link combinations of actions with increasing confidence, including changes of direction, speed or level. ✓ Develop the quality of their actions, shapes and balances. ✓ Move with coordination, control and care. 	<ul style="list-style-type: none"> ✓ Create a sequence of actions that fit a theme. ✓ Use an increasing range of actions, directions and levels in their sequences. ✓ Move with clarity, fluency and expression. ✓ Show changes of direction, speed and level during a performance. ✓ Travel in different ways, including using flight. ✓ Improve the placement and 	<ul style="list-style-type: none"> ✓ 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 placement of their body parts in balances, recognising the position of their centre of gravity and where it 	<ul style="list-style-type: none"> ✓ 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. ✓ Confidently use equipment to

objects and equipment.	<ul style="list-style-type: none"> ✓ 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. 	<p>increasing control and balance.</p> <ul style="list-style-type: none"> ✓ Climb onto and jump off the equipment safely. ✓ Move with increasing control and care. 	<ul style="list-style-type: none"> ✓ Use turns whilst travelling in a variety of ways. ✓ Use a range of jumps in their sequences. ✓ Begin to use equipment to vault. ✓ Create interesting body shapes while holding balances with control and confidence. ✓ Begin to show flexibility in movements 	<p>alignment of body parts in balances.</p> <ul style="list-style-type: none"> ✓ Use equipment to vault in a variety of ways. ✓ Carry out balances, recognising the position of their centre of gravity and how this affects the balance. ✓ Begin to develop good technique when travelling, balancing and using equipment. ✓ Develop strength, technique and flexibility throughout performances. 	<p>should be in relation to the base of the balance.</p> <ul style="list-style-type: none"> ✓ 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. 	<p>vault and incorporate this into sequences.</p> <ul style="list-style-type: none"> ✓ Apply skills and techniques consistently, showing precision and control. ✓ Develop strength, technique and flexibility throughout performances.
Rolls			Rolls			
<ul style="list-style-type: none"> ✓ Curled side roll (egg roll) ✓ Log roll (pencil roll) ✓ Teddy bear roll. 	<ul style="list-style-type: none"> ✓ Log roll (controlled) ✓ Curled side roll (egg roll) (controlled) ✓ Teddy bear roll (controlled). 	<ul style="list-style-type: none"> ✓ Log roll (controlled) ✓ Curled side roll (egg roll) (controlled) ✓ Teddy bear roll (controlled) ✓ Rocking for forward roll ✓ Crouched forward roll. 	<ul style="list-style-type: none"> ✓ Crouched forward roll ✓ Forward roll from standing ✓ Tucked backward roll. 	<ul style="list-style-type: none"> ✓ Forward roll from standing ✓ Straddle forward roll ✓ Tucked backward roll ✓ Backward roll to straddle. 	<ul style="list-style-type: none"> ✓ Forward roll from standing ✓ Straddle forward roll ✓ Pike forward roll ✓ Tucked backward roll ✓ Backward roll to straddle. 	<ul style="list-style-type: none"> ✓ Forward roll from standing ✓ Straddle forward roll ✓ Pike forward roll ✓ Dive forward roll ✓ Tucked backward roll ✓ Backward roll to straddle ✓ Backward roll to standing pike

						✓ Pike backward roll.
Jumps			Jumps			
<ul style="list-style-type: none"> ✓ Straight jump ✓ Tuck jump ✓ Jumping Jack ✓ Half turn jump. 	<ul style="list-style-type: none"> ✓ Straight jump ✓ Tuck jump ✓ Jumping jack ✓ Half turn jump ✓ Cat spring. 	<ul style="list-style-type: none"> ✓ Straight jump ✓ Tuck jump ✓ Jumping jack ✓ Half turn jump ✓ Cat spring ✓ Cat spring to straddle. 	<ul style="list-style-type: none"> ✓ Straight jump ✓ Tuck jump ✓ Jumping jack ✓ Star jump ✓ Straddle jump ✓ Pike jump ✓ Straight jump half-turn ✓ Cat leap. 	<ul style="list-style-type: none"> ✓ Straight jump ✓ Tuck jump ✓ Jumping jack ✓ Star jump ✓ Straddle jump ✓ Pike jump ✓ Straight jump half-turn ✓ Straight jump full-turn ✓ Cat leap ✓ Cat leap half-turn. 	<ul style="list-style-type: none"> ✓ Straight jump ✓ Tuck jump ✓ Jumping jack ✓ Star jump ✓ Straddle jump ✓ Pike jump ✓ Stag jump ✓ Straight jump half-turn ✓ Straight jump full-turn ✓ Cat leap ✓ Cat leap half-turn ✓ Split leap 	<ul style="list-style-type: none"> ✓ Straight jump ✓ Tuck jump ✓ Jumping jack ✓ Star jump ✓ Straddle jump ✓ Pike jump ✓ Stag jump ✓ Straight jump half-turn ✓ Straight jump full-turn ✓ Cat leap ✓ Cat leap half-turn ✓ Cat leap full-turn ✓ Split leap Stag leap.
Handstands, Cartwheels and Round-offs			Handstands, Cartwheels and Round-offs			
<ul style="list-style-type: none"> ✓ Bunny hop. 	<ul style="list-style-type: none"> ✓ Bunny hop ✓ Front support wheelbarrow with partner. 	<ul style="list-style-type: none"> ✓ Bunny hop ✓ Front support wheelbarrow with partner ✓ T-lever ✓ Scissor kick. 	<ul style="list-style-type: none"> ✓ Handstand ✓ Lunge into handstand ✓ Cartwheel. 	<ul style="list-style-type: none"> ✓ Lunge into handstand ✓ Lunge into cartwheel. 	<ul style="list-style-type: none"> ✓ Lunge into handstand ✓ Lunge into cartwheel ✓ Lunge into round-off. 	<ul style="list-style-type: none"> ✓ Lunge into cartwheel ✓ Lunge into round-off ✓ Hurdle step ✓ Hurdle step into cartwheel ✓ Hurdle step into round-off.
Travelling & Linking Actions			Travelling & Linking Actions			
<ul style="list-style-type: none"> ✓ Tiptoe, step, jump and hop. 	<ul style="list-style-type: none"> ✓ Tiptoe, step, jump and hop ✓ Hopscotch ✓ Skipping ✓ Galloping. 	<ul style="list-style-type: none"> ✓ Tiptoe, step, jump and hop ✓ Hopscotch ✓ Skipping ✓ Galloping ✓ Straight jump half-turn. 	<ul style="list-style-type: none"> ✓ Tiptoe, step, jump and hop ✓ Hopscotch ✓ Skipping ✓ Chassis steps ✓ Straight jump half turn ✓ Cat leap. 	<ul style="list-style-type: none"> ✓ Tiptoe, step, jump and hop ✓ Hopscotch ✓ Skipping ✓ Chassis steps ✓ Straight jump half turn 	<ul style="list-style-type: none"> ✓ Tiptoe, step, jump and hop ✓ Hopscotch ✓ Skipping ✓ Chassis steps ✓ Straight jump half turn 	<ul style="list-style-type: none"> ✓ Tiptoe, step, jump and hop ✓ Hopscotch ✓ Skipping ✓ Chassis steps ✓ Straight jump half turn

				<ul style="list-style-type: none"> ✓ Straight jump full turn ✓ Cat leap ✓ Cat leap half turn ✓ Pivot. 	<ul style="list-style-type: none"> ✓ Straight jump full turn ✓ Cat leap ✓ Cat leap half turn ✓ Pivot. 	<ul style="list-style-type: none"> ✓ Straight jump full turn ✓ Cat leap ✓ Cat leap half turn ✓ Cat leap full turn ✓ Pivot.
Shapes and Balances			Shapes and Balances			
<ul style="list-style-type: none"> ✓ Standing balances. 	<ul style="list-style-type: none"> ✓ Standing balances ✓ Kneeling balances ✓ Pike, tuck, star, straight, straddle shapes. 	<ul style="list-style-type: none"> ✓ Standing balances ✓ Kneeling balances ✓ Large body part balances ✓ Balances on apparatus ✓ Balances with a partner ✓ Pike, tuck, star, straight, straddle shapes ✓ Front and back support. 	<ul style="list-style-type: none"> ✓ Large and small body part balances, including standing and kneeling balances ✓ Balances on apparatus ✓ Matching and contrasting partner balances ✓ Pike, tuck, star, straight, straddle shapes ✓ Front and back support. 	<ul style="list-style-type: none"> ✓ 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. 	<ul style="list-style-type: none"> ✓ 1, 2, 3 and 4-point balances ✓ Balances on apparatus ✓ Part body weight partner balances ✓ Pike, tuck, star, straight, straddle shapes ✓ Front and back support. 	<ul style="list-style-type: none"> ✓ 1, 2, 3 and 4-point balances ✓ Balances on apparatus ✓ Develop technique, control and complexity of part-weight partner balances ✓ Group formations ✓ Pike, tuck, star, straight, straddle shapes ✓ Front and back support.
Outdoor and adventurous						
			<ul style="list-style-type: none"> ✓ I can follow a map in a familiar context. ✓ I can use clues to follow a route. ✓ I can follow a route safely. 	<ul style="list-style-type: none"> ✓ I can follow a map in a (more demanding) familiar context. ✓ I can follow a route within a time limit. 	<ul style="list-style-type: none"> ✓ I can follow a map in an unknown location. ✓ I can use clues and a compass to navigate a route. ✓ I can change my route to 	<ul style="list-style-type: none"> ✓ I can plan a route and a series of clues for someone else. ✓ I can plan with others taking account of safety and danger.

					overcome a problem. ✓ I can use new information to change my route.	
			Swimming			
			✓ Can swim competently, confidently and proficiently.	✓ Can swim competently, confidently and proficiently.	✓ Can swim competently, confidently and proficiently.	✓ Can swim competently, confidently and proficiently over a distance of at least 25 metres.
			✓ Can use some strokes effectively [for example, front crawl, and backstroke].	✓ Can use some strokes effectively [for example, front crawl, backstroke and breaststroke].	✓ Can use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]	✓ Can use a range of strokes effectively [for example, front crawl, backstroke and breaststroke and butterfly].
			✓ Can perform safe self-rescue in different water-based situations.	✓ Can perform safe self-rescue in different water-based situations.	✓ Can perform safe self-rescue in different water-based situations.	✓ Can perform safe self-rescue in different water-based situations.
Dance Skills			Dance Skills			
✓ Join a range of different movements together. ✓ Change the speed of their actions.	✓ Copy and repeat actions. ✓ Put a sequence of actions together to create a motif. ✓ Vary the speed of their actions. Use simple	✓ Copy, remember and repeat actions. ✓ Create a short motif inspired by a stimulus.	✓ Begin to improvise with a partner to create a simple dance. ✓ Create motifs from different stimuli. ✓ Begin to compare and adapt	✓ Identify and repeat the movement patterns and actions of a chosen dance style. ✓ Compose a dance that reflects the chosen dance style.	✓ 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.	✓ Identify and repeat the movement patterns and actions of a chosen dance style. ✓ Compose individual, partner and group dances that reflect

<ul style="list-style-type: none"> ✓ Change the style of their movements. ✓ Create a short movement phrase which demonstrates their own ideas. 	<p>choreographic devices such as unison, canon and mirroring.</p> <ul style="list-style-type: none"> ✓ Begin to improvise independently to create a simple dance. 	<ul style="list-style-type: none"> ✓ Change the speed and level of their actions. ✓ Use simple choreographic devices such as unison, canon and mirroring ✓ Use different transitions within a dance motif. ✓ Move in time to music. ✓ Improve the timing of their actions. 	<p>movements and motifs to create a larger sequence.</p> <ul style="list-style-type: none"> ✓ Use simple dance vocabulary to compare and improve work. ✓ Perform with some awareness of rhythm and expression. 	<ul style="list-style-type: none"> ✓ Confidently improvise with a partner or on their own. ✓ Compose longer dance sequences in a small group. ✓ Demonstrate precision and some control in response to stimuli. ✓ Begin to vary dynamics and develop actions and motifs in response to stimuli. ✓ Demonstrate rhythm and spatial awareness. ✓ Change parts of a dance as a result of self-evaluation. ✓ Use simple dance vocabulary when comparing and improving work. 	<ul style="list-style-type: none"> ✓ Show a change of pace and timing in their movements. ✓ Develop an awareness of their use of space. ✓ Demonstrate imagination and creativity in the movements they devise in response to stimuli. ✓ Use transitions to link motifs smoothly together. ✓ Improvise with confidence, still demonstrating fluency across the sequence. ✓ Ensure their actions fit the rhythm of the music. ✓ Modify parts of a sequence as a result of self and peer evaluation. ✓ Use more complex dance vocabulary to compare and improve work. 	<p>the chosen dance style.</p> <ul style="list-style-type: none"> ✓ Use dramatic expression in dance movements and motifs. ✓ Perform with confidence, using a range of movement patterns. ✓ Demonstrate strong and controlled movements throughout a dance sequence. ✓ Combine flexibility, techniques and movements to create a fluent sequence. ✓ Move appropriately and with the required style in relation to the stimulus, e.g. using various levels, ways of travelling and motifs. ✓ Show a change of pace and timing in their movements. ✓ Move rhythmically and accurately in dance sequences. ✓ Improvise with confidence, still demonstrating fluency across their sequence. ✓ Dance with fluency and control, linking all movements and ensuring that transitions flow. ✓ Demonstrate consistent precision when performing dance sequences. ✓ Modify some elements of a sequence as a result of self and peer evaluation. ✓ Use complex dance vocabulary to compare and improve work.
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Running			Running			
<ul style="list-style-type: none"> ✓ Run in different ways for a variety of purposes. 	<ul style="list-style-type: none"> ✓ 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. ✓ Change direction when sprinting. ✓ Maintain control as they change direction when jogging or sprinting. 	<ul style="list-style-type: none"> ✓ Run at different paces, describing the different paces. ✓ Use a variety of different stride lengths. ✓ Travel at different speeds. ✓ Begin to select the most suitable pace and speed for distance. ✓ Complete an obstacle course. ✓ Vary the speed and direction in which they are travelling. ✓ Run with basic techniques following a curved line. ✓ Be able to maintain and control a run over different distances. 	<ul style="list-style-type: none"> ✓ 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. ✓ Understand the importance of adjusting running pace to suit the distance being run. 	<ul style="list-style-type: none"> ✓ Confidently demonstrate an improved technique for sprinting. ✓ Carry out an effective sprint finish. ✓ Perform a relay, focusing on the baton changeover technique. ✓ Speed up and slow down smoothly. 	<ul style="list-style-type: none"> ✓ 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. ✓ Select the most suitable pace for the distance and their fitness level in order to maintain a sustained run. ✓ Identify and demonstrate stamina, explaining its importance for runners. 	<ul style="list-style-type: none"> ✓ Recap, practise and refine an effective sprinting technique, including reaction time. ✓ Build up speed quickly for a sprint finish. ✓ Run over hurdles with fluency, focusing on the lead leg technique and a consistent stride pattern. ✓ Accelerate to pass other competitors. ✓ Work as a team to competitively perform a relay. ✓ Confidently and independently select the most appropriate pace for different distances and different parts of the run. ✓ Demonstrate endurance and stamina over longer distances in order to maintain a sustained run.
Jumping			Jumping			
<ul style="list-style-type: none"> ✓ Jump in a range of ways, landing safely. 	<ul style="list-style-type: none"> ✓ Perform different types of jumps: for example, two feet to two feet, two feet to one foot, one foot to same foot or one foot to opposite foot. 	<ul style="list-style-type: none"> ✓ Perform and compare different types of jumps: for example, two feet to two feet, two feet to one foot, one foot to same foot or 	<ul style="list-style-type: none"> ✓ Perform and compare different types of jumps: for example, two feet to two feet, two feet to one foot, one foot to same foot or one foot to opposite foot. 	<ul style="list-style-type: none"> ✓ Learn how to combine a hop, step and jump to perform the standing triple jump. Land safely and with control. 	<ul style="list-style-type: none"> ✓ Improve techniques for jumping for distance. ✓ Perform an effective standing long jump. Perform the standing triple jump with increased confidence. 	<ul style="list-style-type: none"> ✓ Develop the technique for the standing vertical jump. ✓ Maintain control at each of the different stages of the triple jump.

	<ul style="list-style-type: none"> ✓ Perform a short jumping sequence. ✓ Jump as high as possible. ✓ Jump as far as possible. ✓ Land safely and with control. ✓ Work with a partner to develop the control of their jumps. 	<ul style="list-style-type: none"> ✓ one foot to opposite foot. ✓ Combine different jumps together with some fluency and control. ✓ Jump for distance from a standing position with accuracy and control. Investigate the best jumps to cover different distances. ✓ Choose the most appropriate jumps to cover different distances. ✓ Know that the leg muscles are used when performing a jumping action. 		<ul style="list-style-type: none"> ✓ Combine different jumps together with some fluency and control. ✓ Jump for distance from a standing position with accuracy and control. ✓ Investigate the best jumps to cover different distances. ✓ Choose the most appropriate jumps to cover different distances. ✓ Know that the leg muscles are used when performing a jumping action. 	<ul style="list-style-type: none"> ✓ Begin to measure the distance jumped. 	<ul style="list-style-type: none"> ✓ Develop an effective technique for the standing vertical jump (jumping for height) including take-off and flight. ✓ Land safely and with control. ✓ Measure the distance and height jumped with accuracy. Investigate different jumping techniques. 	<ul style="list-style-type: none"> ✓ Land safely and with control. ✓ Develop and improve their techniques for jumping for height and distance and support others in improving their performance. ✓ Perform and apply different types of jumps in other contexts. ✓ Set up and lead jumping activities including measuring the jumps with confidence and accuracy.
Evaluating and improving performance			Evaluating and improving performance				
<ul style="list-style-type: none"> ✓ Talk about what they have done. ✓ Talk about what others have done. 	<ul style="list-style-type: none"> ✓ Watch and describe performances. ✓ Begin to say how they could improve. 	<ul style="list-style-type: none"> ✓ Watch and describe performances, and use what they see to improve their own performance. ✓ Talk about the differences between their work and that of others. 		<ul style="list-style-type: none"> ✓ Watch, describe and evaluate the effectiveness of a performance. ✓ Describe how their performance has improved over time. 	<ul style="list-style-type: none"> ✓ Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements. ✓ Modify their use of skills or techniques to achieve a better result. 	<ul style="list-style-type: none"> ✓ Choose and use criteria to evaluate own and others' performance. ✓ Explain why they have used particular skills or techniques, and the effect they have had on their performance. 	<ul style="list-style-type: none"> ✓ Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.