

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
EYFS (PD) Gross motor: Children develop their core strength, stability, balance, spatial awareness, coordination and agility. EYFS (PD) Fine motor: children to develop their fine motor skills including hand dominance,hand-eye coordination, crossing the midline, developing the tripod pencil grasp and using tools including scissor development.	Year 1 KS1 National Curriculum Pupils should develop fur skills, become increasingl confident and access a br opportunities to extend t coordination, individually They should be able to er (both against self and aga co-operative physical acti increasingly challenging s be taught to: • master basic movement jumping, throwing and ca developing balance, agilit begin to apply these in a • participate in team gam tactics for attacking and ca	idamental movement y competent and oad range of heir agility, balance and and with others. Ingage in competitive inst others) and vities, in a range of ituations. Pupils should ts including running, tching, as well as y and coordination, and range of activities.	KS2 Nation Pupils shou different w communic understand evaluate a - use runni - play com football, he defending - develop f gymnastics - perform	hal Curriculum Aims uld continue to apply and develop a vays and to link them to make action ating, collaborating and competing v ding of how to improve in different p nd recognise their own success. Pupi ng, jumping, throwing and catching petitive games, modified where appro ockey, netball, rounders and tennis], lexibility, strength, technique, contro	broader range of skills, lea s and sequences of moven with each other. They shou ohysical activities and sport ils should be taught to: in isolation and in combina ropriate [for example, bad and apply basic principles of and balance [for example batterns	rning how to use them in nent. They should enjoy Id develop an ts and learn how to ation minton, basketball, cricket, suitable for attacking and e, through athletics and
	 perform dances using sing sing sing sing single patterns 	mple movement	- compare personal b	their performances with previous o est	nes and demonstrate impr	rovement to achieve their
Nursery	YR 1 and 2 PE National Cur	riculum	YR 3 and 4	PE National Curriculum	YR 5 and 6 PE National C	Curriculum
Gross and fine motor	AUTUMN		<u>AUTUMN</u>		AUTUMN	
experiences developed incrementally throughout	Children can:		Children car	ו:	Children can:	
the year. Sensory	Y1 Sport: Netball		Y3: Orientee	ing Introduction	Y5: Football	
explorations developed through indoor and outdoor games . <u>AUTUMN</u> Me and Myself	1-Explore different ways to u 1-Develop skills such as send catching, and gathering, roll 1-React to situations to mak	ling an object to a target, ing and basic ball control.		/orienteering map in both hands. set/orientate a simple map and keep it he move.	Pass the ball to team mater Compete in games. Dribble with the ball whilst Decide on ways to attack w	under pressure. hen playing games.
N- shows understanding towards the effects of activity on their body	using simple tactics. e.g. Mo 1-Understand how to play ir 1-Show good awareness of o	a safe way.	Use the legen an orienteerir	d to become familiar with features on g map.	Defend in a team. To decide games.	
N- responds to ideas showing understanding, asking appropriate questions of others	1-Perform a range of actions under control.	with the ball keeping it		ne purpose of thumbing the map. TAR/SCORE orienteering.	attacking, detending, spee turning, direction, referee,Y5: Dance	d, dribble, throw in, tackle, shooting, scoring
N- Ability to dress themselves	Control, balance, throw, Cato	h, aim, pass roll, teamwork,				

with support if necessary N- moves freely and with	space, gather, ready, score, send, shoot, skills, watch,	Work/communicate as part of a team.	Be inspired by music and different stimuli.
pleasure and confidence in a	bounce, close, copy, explore,	set, orient, orientate, start, finish, feature, legend,	Apply the principles of dance to a routine.
range of skillful ways	Y1 Sport: Dance	thumbing, folding, route, teamwork, map skills, communication, problem solving, navigate, control	Show ideas through dance.
N- runs skillfully and negotiates	1-Respond imaginatively to a range of stimuli.	marker	Combine movements – keeping to the beat.
spaces successfully, adjusting speed or direction to avoid	1-Move confidently and safely in your own and general	Y3: Football	Create sections of dance on your own, and in a group.
obstacles	space, using changes of speed, level, and direction.		Perform to an audience.
Reception	1-Perform movement phrases using a range of different	Stop the ball with my feet.	routine, movement, fluency, music, unison, choreography, beat of 8
AUTUMN	body actions and body parts – with control and accuracy.	Make a standing tackle.	choreography, beat of 8
		Pass the ball with the inside of my feet.	Y6: Tennis
Children can:	1-Create linked movements, combining different ways of travelling, with beginnings, middles and ends.	Shoot a stationary football.	Know and describe the correct grip and stance when
Movement Development		Dribble using my feet.	holding a racket.
R - show understanding of the need for safety when tackling	2-Perform a range of actions and simple movement patterns with control and coordination.	Participate in a group football game.	Adopt a good ready position.
new challenges and considers and	2-Compose short dances that express and communicate		Use a variety of different shots, and serves, hitting with
manages some risks	mood, ideas, and feelings, varying simple compositional	attacking, defending, throwing, dribbling, control, tackle, passing, pitch, referee, shooting, scoring	increased consistency.
R- Show some understanding towards the effects of activity on	ideas.		Employ tactics in games.
their body.	2- Explore, remember, and repeat short dance phrases,	Y4: Tennis	Play shots on the forehand and backhand side of the body.
R - Be aware of boundaries ser and of behavioural expectations	showing greater control and spatial awareness.	Watch, track, and catch a tennis ball successfully.	Follow the rules and score correctly.
in the setting and can respond to simple instructions	2-Describe phrases and expressive qualities.	Hit a ball into space (at different speeds and heights) to try beat an opponent.	Tonow the rules and score correctly.
R Travels with confidence and	Canon, smart, neat, performance, movement, express,	Perform a basic forehand action with increasing	rally, power, accuracy, control, swing, strategy, aim,
skill in a range of movements equipment	phrase, teamwork	accuracy.	cooperative
R Moves freely with pleasure and	Y1 Football	Keep a rally going using a range of shots.	Y6: Gymnastics
confidence in a range of skilful ways	1-Explore different ways to use, move and send the ball.	Perform a basic backhand shot with increasing	Show flexibility and technique when performing
R runs skilfully and negotiates	1- Develop skills such as sending an object to a target,	control.	gymnastic elements.
spaces successfully, adjusting	catching, receiving, rolling, pushing, throwing and basic	Compete with others.	Create longer sequences.
speed or direction to avoid obstacles	ball control.		Travel fluently on the floor and on/off apparatus.
	1- Show control of a ball with basic actions.	direction, power, accuracy, control, partner, bounce, space, movement	Show rhythm and creativity when working with others.
	1- Send/ pass a ball and successfully catch/stop a ball.	Y4: Swimming	Travel with confidence choosing different pathways.
Control, fluently, space, coordination, free, creative,	1- Recognise space in games and use it to your		Perform in front of an audience.
slow, fast, awareness,	advantage.	Swim competently, confidently and proficiently over a distance of at least 25 metres.	pace, jumping, timing, movement, technique,
movements, high, low, run,	1- Show control of the ball with basic actions – including		coordination
walk	sending a ball/equipment to a target.	Use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]	
<u>SPRING</u>	1- Can shoot successfully at a goal or target.		SPRING Children and
Children can:	1-Move to defend a goal.	Perform safe self-rescue in different water-based situations	Children can: Y5: Netball
Throwing and Catching	1- Play simple games, understanding the rules of the	Front crawl, breaststroke, backstroke	Pass / send a ball with increasing accuracy.
	game.		Find and use space well to keep possession.
R-able to respond to simple	kick, shoot, score, dribble, pass, ball control, space,	<u>SPRING</u>	Move with the ball keeping it under control.
instructions, showing a good understanding of safety when	coordination, direction, rules, partner	Children can:	Apply basic attacking and defending principles.
using tools and equipment	Y1 Hockey	Y3: Dance	Pass the ball in different ways.
R- aware of boundaries set, and	1- recognise space in games and use it to their	Perform dances using a range of movement	Play in small sided games, employing simple tactics.
of behavioural expectations in	advantage	patterns.	

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	the setting, and can respond to simple instructions	1- describe what they have done or seen others doing	Create, practice and perform more complex dances.	accuracy, bounce, pass, shoot, control, teamwork, speed, chest pass, possession
	R- showing increased control	 understand why being active and playing games is good 	Link movement patterns together.	
	when catching a ball	1- explore different ways to move with a ball	Perform as various characters when moving to music.	Y5: Hockey
	R- shows increasing control			Play games understanding different positions and roles.
	over an object, pushing, passing, throwing, catching or	1- Show control of a ball with basic actions	Work on your own, with a partner and in a group.	Dribble a ball at speed whilst changing direction.
	kicking it	1- send/pass a ball and successfully stop a ball	Communicate feeling through dance.	Use different passes whilst on the move.
	R- moves freely and with	1- Develop fundamental movement skills, become	routine, co-ordination, fluency, music, unison,	Decide the best way to defend in a game situation.
	pleasure and confidence in a	increasingly confident and competent, moving fluently,	performance, beat of 8, rhythm, expression	Shoot with confidence and control.
	range of skillful ways	changing direction and speed	Y3: Hockey	Decide the best way to attack in a game situation.
	R- Can play fairly in a group.	1- use skills in different ways when playing games	Hold a hockey stick correctly and safely.	dribbling, turn, shoot, control, teamwork, speed, push pass, possession
	Show the ability to accept the needs of others and take turns	Y2 Tag Rugby	Dribble a ball whilst changing direction.	F F
	to share resources, sometimes	2- Throw and catch the ball with increasing control, and	Use a push pass.	Y6: Netball
	with support from others	throw the ball in different ways e.g. fast, slow, high, low	Use a slap pass.	Pass the ball in a variety of ways with confidence and
	Throw, catch, watch, aim, target, push, roll, kick,	2- Show good awareness of others when playing games.		control.
	hands, bounce, count, ready	2- Participate in team games.	Get on a low position when dribbling and/or passing.	Keep possession of the ball when faced with opponents.
	<u>Summer</u>	2- Pass a ball with control.	Play hockey games against others.	Move with the ball at speed.
	Children can:	2- Show control when moving, changing speed and		Work together as a team, showing good awareness of
		direction, both with and without a ball.	dribbling, turn, direction, control, teamwork, slap pass, push pass, possession, shoot	others.
	Working with others	2- Develop fundamental movement skills, becoming		Mark, track and cover when defending.
	R - Shows some understanding that good	increasingly confident and competent.	Y4: Gymnastics	Apply attacking and defending skills in game situations
	practices regarding exercise,	2- Perform a variety of skills keeping the ball under	Perform 9 key shapes.	aim, technique, shoot, control, teamwork, speed, chest
	eating, sleeping and hygiene can contribute to good health	control.	Ceate sequences of movements, shapes, balances,	pass, bounce pass
	-	2- Show control when moving, changing speed and	and rolls.	VC. Tan Dunku
	R - Aware of the boundaries set, and of behavioural	direction, both with and without a ball.	Travel using different body parts.	Y6: Tag Rugby
	expectations in the setting	2- Can shoot successfully at a goal or target.	Work with others mirroring and cannoning.	Travel at speed with the ball.
	and can respond to simple instructions	2- Move to defend a goal.	Travel on different levels at different speeds.	Watch and evaluate the professional game. Dodge and fake passes when running with the ball.
	R - can play in a group	2- Throw and catch a ball to themselves and others.	Perform in front of others.	Decide on ways to attack when playing games.
	R - Keeps play going by	2- Improve movement skills whilst moving with the ball	balances, jumps, sequence, routine, rolls,	Catch the ball whilst under pressure.
	responding to what others	in two hands.	teamwork, coordination, apparatus	Decide on the best ways to defend in games.
	are saying or doing R - Begins to accept the	2- Learn how to tag.	Y4: Tag Rugby	pass, tag, attack, defend, mark, dummy, share
	needs of others and can take	tag, pass, try, catch, dodge, support, belts, target, space,	Travel with the ball.	
	turns to share, sometimes with the support of others	attack, run, trick, defend, try, target, dodge, teamwork	Defend by removing a player's tag.	<u>SUMMER</u>
	R - runs skillfully and	Y2 Dodgeball		Children can:
	negotiates space successfully	2- Show control of a ball with basic actions.	Keep a horizontal line with others when running.	Y5: Cricket
	adjusting successfully, adjusting speed or direction	2- Develop and practise ball handling skills.	Work together with others.	Throw a ball with increasing accuracy. Hit a ball towards the target.
	to avoid obstacles	2- Move the ball in different ways, practising throwing	Catch the ball whilst on the move.	Catch a ball with increasing control.
	Throw, catch, aim, target,	using overarm and underarm techniques.	Play games against others that require tactics to be	Choose fielding skills to make it difficult for an
	roll, help, catch, target,	2- Roll a ball with some accuracy.	used to try score	opponent.
	bounce, team, watch, ready,	2- Recognise what is successful.	pass, tag, attack, defend, mark, dummy, share	Successfully hit a ball from a tee.
	count, partner			

2- Develop fundamental movement skills, becoming	SUMMER	Participate in modified competitive games, showing
increasingly confident.	Children can:	good teamwork fielding, wickets, runs, overarm, underarm, bowling,
2- Explore different ways of moving, with and without a ball, developing movement and coordination.	Y3: Handball	batting, accuracy, teamwork
2- Show increasing control when pushing, patting,	Pass/send a ball with increasing accuracy.	VE/C: Athlatica
throwing, and catching a ball.	Dribble when under pressure.	Y5/6: Athletics Use the correct combination of jumps to complete the
2- Send objects towards a target with increasing	Move with the ball keeping it under control.	triple jump.
accuracy.	Defend by marking.	Use a run up when throwing.
throw, catch, bounce, teamwork, react, pass, dodge,	Pass the ball over different distances.	Compete in long distance running.
roll, target, speeds, dodgeball, reaction time, control, aim		Practise to improve throwing distance.
Y2 - Football	Play handball games against others.	Compete in short distance races.
	throw, receive, aim, space, catch, power, control, support	Use a run up when jumping.
2- recognise what is successful.	Y3/4: Athletics	pace, timing, coordination, technique, movement, measurements
2- Use actions and ideas you have seen to improve your own skills		
	Throw an object by overarm, underarm, pulling, pushing and slinging.	Y6: Cricket
2- participate in team games	Run in races of varied distances.	Throw and bowl in different ways.
2- pass ball with control		Use skills and tactics to outwit opponents when
2- show control when moving changing speed and direction	Combine different types of jumping.	fielding.
	Take part in athletic events.	Play shots into different areas of the field.
2- perform a variety of skills keeping the ball under control	Run for distance.	Use skills and tactics to outwit opponents when batting.
Aim, attack, control, turn, teamwork, shooting, passing,	Perform competitively with others.	Retrieve, catch, intercept, and stop a ball when
speed, space, dribble, defend, movement, rules	athlete, timing, coordination, technique, movement,	fielding.
Y2 Dance	measurements	Participate in competitive games.
2- Describe phrases and expressive qualities	Y4: Handball	wicket keeper, wickets, runs, overarm, underarm, bowling, batting, striking, teamwork
2 - begin to understand the importance of warming up	Pass/send a ball whilst on the move.	
2- watch and describe performance accurately and	Decide on ways to attack during games.	Y6: Swimming
recognise what is successful	Shoot whilst under pressure.	Swim competently, confidently and proficiently over a
2- perform a range of actions and simple movement	Decide on ways to defend during games.	distance of at least 25 metres.
patterns with control and coordination	Pass the ball over different distances whilst moving.	Use a range of strokes effectively [for example, front
2- compose short dances that express and communicate	Play handball games against others.	crawl, backstroke and breaststroke]
mood, ideas and feelings	space receive, support, control, accuracy, power,	Perform safe self-rescue in different water-based situations
2- explore, remember and repeat short dance phrases,	dribbling, intercept	
showing greater control		Front crawl, breaststroke, backstroke Y5: Orienteering
2- work individually and with others	Y4: Orienteering	
Actions, beat, performance, movement, near, expression, improve, create, character, levels, count,		Work together to complete outdoor & adventurous activities which require communication, cooperation
unison	map in both hands; setting/orientating the map;	and trust.
SPRING	folding and thumbing the map to maintain position.	Understand Point-to-Point orienteering.
Y1/ 2 Gymnastics	Become more familiar with STAR/SCORE	

1- Perform basic gymnastics actions, including travelling,	orienteering.	Know how to use a compass.
rolling, jumping, and staying still.	set, orient, orientate, start, finish, feature, legend, thumbing, folding, route, teamwork, map skills, communication, problem solving, navigate, control marker	Apply appropriate orienteering skills
1- Become increasingly confident and competent, moving safely using changes of speed, level and direction.		set, orient, orientate, start, finish, feature, legend, thumbing, folding, route, teamwork, map skills,
1-Combine different ways of travelling exploring a range of movements and shapes.		communication, problem solving, navigate, control marker, compass, bearing, north
1- Create linked movement phrases with beginning, middle and ends.		
1-Perform movement phrases using a range of different body parts/actions.		
1-Develop fundamental movement skills, combining travelling, balancing and stiffness using both floor and apparatus; and moving smoothly from one position of stiffness to another.		
1- Develop agility, balance, and coordination.		
2- Perform a range of actions with control and confidence.		
2- Explore, remember, and repeat a range of gymnastic actions with control, precision, and coordination.		
2- Form simple sequences of different actions, using the floor and a variety of apparatus.		
2- Develop fundamental movement skills, combining travelling, balancing and stiffness using both floor and apparatus; and moving smoothly from one position of stiffness to another.		
2- Continue to develop agility, balance, and coordination.		
Key shapes, teamwork, smart, neat, performance, movement, express, balance, roll, straight, tense		
Y1 Sport: Tag Rugby		
1-Develop control and accuracy when throwing and catching a rugby ball.		
1-Improve movement skills whilst moving with the ball in two hands, progressing to beating a defender.		
1-Learn how to tag and begin tagging players in game situations.		
1-Begin to understand and develop correct technique of passing the ball.		
1-Develop understanding of tag rugby and participate in small games.		
1-Use simple tactics in game situations, such as deciding when to pass and when to run		

when to pass and when to run.

	-Understand who the attackers and who the defenders re.	
E	elts, target, catch, space, attack, defend, try	
Y	1/2 Tennis	
	 Use different skills and movements, including aiming nto space to try to win games. 	
1	- Move fluently, changing direction and speed.	
1	- Engage in cooperative physical activities.	
-	 Explore different ways to use and move with the ball showing control with simple actions and basic control when striking an object. 	
	 Understand the concept of moving to get in line with ball to receive it. 	
1	- Successfully receive (catch/stop) a ball.	
	-Understand, follow, and apply skills and tactics in imple games.	
	-Understand what a rally is and how to continue one in airs.	
2	-Develop simple tactics for attacking.	
	-Gain an understanding that hitting the ball into space elps them score points.	
	-Use actions and ideas they have seen to improve their wn skills.	
g	-Perform a range of actions including catching/ athering skills and sending/passing with control and hrow/	
h	it a ball in different ways e.g. high, low, fast, slow.	
С	im, aiming, balance, ball control, bounce, move, ontrol, experiment, racket, receive, roll, score, send, wing, throw, underarm.	
Y	1/2 - Orienteering	
	 Move in different directions and a variety of different vays. 	
	- Work independently, as well as cooperatively in small roups.	
1	- Participate in games following rules and playing fairly.	
1	- Begin to plan how to solve problems.	
	 Participate in competition with others, completing a imple orienteering event. 	
2	-Begin to problem-solve with others.	

2- Understand what a compass is used for and be able	
to use the direction points.	

2- Has knowledge of safety rules and procedures for taking part in orienteering events.

2-Introduction to map reading. Be able to use some basic features on a map to select and plan a route.

2-Begin to understand the competitive side of orienteering and take part in a picture orienteering event.

2-Work well in big groups, sharing, taking turns, and cooperating with others.

Teamwork, Together, Compass, Map, Route, Directions, Safety, Orienteering, Problem solving, Challenge

Y2 - Netball

2-Throw and catch the ball with increasing control, and throw the ball in different ways e.g. fast, slow, high,

low (mastering basic throwing technique).

2- Show good awareness of others when playing games.

2- Participate in team games.

2- Pass a ball with control.

2- Show control when moving, changing speed and direction, both with and without a ball.

2- Develop fundamental movement skills, becoming increasingly confident and competent.

2- Perform a variety of skills keeping the ball under control.

2- Perform a range of actions with control of the ball, including throwing, catching, gathering, keeping possession, and throwing in different ways (fast, slow, high, low).

2- Know and show how to defend between the ball and target.

2- Decide when and where to run, showing good awareness of surroundings.

2- Pass a ball with control and increasing accuracy and consistency.

2- Move fluently, changing direction and speed – with and without a ball.

2- Choose and use simple tactics to suit different situations in small sided games.

2- React to situations in ways that make it difficult for opponents.

2- Develop control and accuracy when throwing and catching a ball.

2- Successfully beat a defender.

ball,control, balance, throw, catch, aim, accuracy, pass, roll ,team, teamwork, get in line, space

<u>SUMMER</u>

Y1/2 Sport: Athletics

1-Explore and practise a variety of athletic movements and apply athletic skills and technique to a variety of activities.

1-Show understanding and a basic level of control, coordination and consistency when running.

1-Experiment with different jumping techniques, showing control, coordination, and consistency throughout.

1-Develop the overarm, underarm and pull throw technique, throwing accurately towards a target.

2-Develop coordination and balance whilst exploring different running, jumping, and throwing techniques.

2-Develop the distance running technique, understanding the difference between sprinting, and running over longer distances.

Running, Jumping, Throwing, Personal Best, Competition, distance, speed, race, measuring

Y1/2 Sport: Cricket

1-Move fluently, changing direction and speed,

1-Show basic control of the ball, including when striking a ball.

1-Understand and follow simple rules for games and compete in physical activities both against self and against others.

1-Successfully receive (catch/stop) a ball, understanding the concept of moving to get in line with the ball to receive it.

1-Apply skills and tactics in simple games, including recognizing space and using it to your advantage.

2-Develop fundamental movement skills, becoming increasingly confident and competent, moving fluently, changing direction and speed.

2-Throw/hit a ball in different ways e.g. high, low, fast, slow showing basic control.

2-React to situations in ways that make it difficult for opponents, applying simple tactics like hitting the ball into space to help score more points.	
2-Show good awareness of others when playing games.	
Throwing, batting, fielding, catching, underarm, wickets. striking, long barrier, communicate, tracking the ball, feeder, Fielder, wicket keeper, get in line, teamwork, experiment	
Y1/2 Sport: Fitness	
1 /2-Improve speed, agility, and stamina.	
1-Develop the jumping technique safely and while moving at speed.	
1-Improve and develop coordination, control, and balance, and negotiate space.	
1-Take turns in teams.	
1-Explore and practise a variety of different movements and fitness techniques.	
2-Develop the safe jumping technique to gain height and distance.	
2-Develop control, balance and coordination when completing a variety of tasks.	
2-Work well as a team.	
2-Explore and practise a variety of movements and fitness techniques.	
2-Complete exercise with good technique and focus, and with good energy.	
Jump, Land, Space, Coordination, Height, Hurdle, Control, Balance, Posture, Distance, Energy, Forfeit, Movement, Stretch, Technique, Control, Stamina, Speed, Stamina, Balance, Agility, Relay, Fitness	