

Westleigh Methodist Primary School PE Progression of Skills and Knowledge



With God, all things are possible – Matthew 19:26
Love Teamwork Thankfulness Generosity Peace Forgiveness Equality Justice

National Curriculum

Purpose of study

A high-quality physical education curriculum inspires all pupils to succeed and excel in competitive sport and other physically-demanding activities. It should provide opportunities for pupils to become physically confident in a way which supports their health and fitness. Opportunities to compete in sport and other activities build character and help to embed values such as fairness and respect.

Aims

The national curriculum for physical education aims to ensure that all pupils:

- develop competence to excel in a broad range of physical activities
- are physically active for sustained periods of time
- engage in competitive sports and activities
- lead healthy, active lives.

Subject Content

Key Stage 1

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 cooperative 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.

Key Stage 2

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]
- perform dances using a range of movement patterns
- take part in outdoor and adventurous activity challenges both individually and within a team
- compare their performances with previous ones and demonstrate improvement to achieve their personal best.

Swimming and water safety

All schools must provide swimming instruction either in key stage 1 or key stage 2.

In particular, pupils should be taught to:

- swim competently, confidently and proficiently over a distance of at least 25 metres
- use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]
- perform safe self-rescue in different water-based situations

			Games			
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
			Health and Fitnes	s		
Describe how the body feels when still and when exercising.	 Describe how the body feels before, during and after exercise. Carry and place equipment safely. 	 Recognise and describe how the body feels during and after different physical activities. Explain what they need to stay healthy. 	 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 warm up and cool down. 	 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. 	 Know and understand the reasons for warming up and cooling down. Explain some safety principles when preparing for and during exercise. 	 Understand the importance of warming up and cooling down. Carry out warmups and cooldowns safely and effectively. Understand why exercise is good for health, fitness and wellbeing.

Hit a ball with a bat or racquet.	skills in a game. Practise basic Leastriking, sending and receiving. page 1. Service striking for sending and strice game.	Striking and Hitting a ike or hit a I with reasing introl. 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.	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 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 situation. Use hand-eye coordination to strike a moving and a stationary Play a tennis game using an overhead serve.	Know ways they can become healthier. Hit a bowled ball over longer distances. Use good handeye coordination to be able to direct a ball when striking or hitting. Understand how to serve in order to start a game.
		Thursting and Catching	ball.	
 Roll equipment in different ways. Throw underarm. Throw an object at a target. Catch equipment using two hands. 	underarm dif and overarm. Catch and bounce a ball. Use rolling skills in a game. Practise	Throwing and Catching Tow ferent tes of cuipment in ferent ys, for curacy and tance. Tow, catch d bounce all with a rether. 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.	Develop different ways of throwing and catching. Representation of throwing and catching, and know when each is appropriate in a game. Representation of throwing and catching, and know when each is appropriate in a game.	Throw and catch accurately and successfully under pressure in a game.

	consistent catching.	 Use throwing and catching skills in a game. Throw a ball for distance. Use handeye coordination to control a ball. Vary types of throw used. 	 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. 			
			Travelling with a Ba	ill		
 Move a ball in different ways, including bouncing and kicking. Use equipment to control a ball. 	 Travel with a ball in different ways. Travel with a ball in different directions (side to side, forwards and backwards) with control and fluency. 	 Bounce and kick a ball whilst moving. Use kicking skills in a game. Use dribbling skills in a game. 	 Move with the ball in a variety of ways with some control. Use two different ways of moving with a ball in a game. 	Move with the ball using a range of techniques, showing control and fluency.	 Use a variety of ways to dribble in a game with success. Use ball skills in various ways, and begin to link together. 	Show confidence in using ball skills in various ways in a game situation, and link these together effectively.
			Passing a Ball			
Kick an object at a target.	 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 	 Occasionally contribute 	 Keep and win back possession 	 Keep and win back possession

			possession of the ball in a team game. Using Space	towards helping their team to keep and win back possession of the ball in a team game.	of the ball effectively in a team game.	of the ball effectively and in a variety of ways in a team game.
Move safely around the space and equipment. Travel in different ways, including sideways and backwards.	Use different ways of travelling in different directions or pathways. Run at different speeds. Begin to use space in a game.	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 use the best space in	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.
Play a range of chasing games.	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.	Begin to use and understand the terms attacking and defending. Use at least one technique to attack or defend to play a game successfully.	Use simple attacking and defending skills in a game. Use fielding skills to stop a ball from travelling past them. Tactics and Rules	 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. 	Choose the best tactics for attacking and defending. Shoot in a game. Use fielding skills as a team to prevent the opposition from scoring.	 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.

Follow simple rules.	 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. 	 Understand the importance of rules in games. Use at least one technique to attack or defend to play a game successfully. 	 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. 	 Vary the tactics they use in a game. Adapt rules to alter games. 	 Know when to pass and when to dribble in a game. Devise and adapt rules to create their own game. 	 Follow and create complicated rules to play a game successfully. Communicate plans to others during a game. Lead others during a game.
Control my body when performing a sequence of movements. Participate in simple games.	 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. 	 Perform sequences of their own composition with coordination. Perform learnt skills with increasing control. Compete against self and others. 	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. Evaluate	 Perform and apply skills and techniques with control and accuracy. Take part in a range of competitive games and activities. 	 Consistently perform and apply skills and techniques with accuracy and control. Take part in competitive games with a strong understanding of tactics and composition. 	 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.

 Talk about what they have done. Talk about what others have done. 	 Watch and describe performance s. Begin to say how they could improve. 	 Watch and describe performance s, and use what they see to improve their own performance Talk about the differences between their work and that of others. 	 Watch, describe and evaluate the effectiveness of a performance. Describe how their performance has improved over time. 	 Watch, de and evaluathe effectiver performa giving ide improven Modify the use of skitechnique achieve a result. 	evalua evalua ness of others nces, nas for nents. neir particulation es to the eff	te own and mance. why they sed llar skills or ques, and ect they ad on their	Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.
Reception	Year 1	Year 2	Year 3	Year 4	Year 5		Year 6
Reception	Teal 1	Teal Z			rear 3		Teal o
			Health and Fitne	ess			
Describe how the body feels when still and when exercising.	 Describe how the body feels before, during and after exercise. Carry and place equipment safely. 	 Recognise and describe how the body feels during and after different physical activities. Explain what they need to stay healthy. 	 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 warm up and cool down. 	 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. 	 Know and understand the reasons for warming up and cooling down. Explain some safety principles when preparing for and during exercise. 	• Cai do • Un goo we • Kno	derstand the importance of rming up and cooling down. Try out warm-ups and coolwns safely and effectively. derstand why exercise is od for health, fitness and ellbeing. ow ways they can become althier.

- Join a range of different movements together.
- Change the speed of their actions.
- change the style of their movements.
- Create a short movement phrase which demonstrate s their own ideas.

- Copy and repeat actions.
- Put a sequence of actions together to create a motif.
- Vary the speed of their actions.
- Use simple choreographi c devices such as unison, canon and mirroring.
- Begin to improvise independentl y to create a simple dance.

- Copy, remember and repeat actions.
- Create a short motif inspired by a stimulus.
- Change the speed and level of their actions.
- Use simple choreographi c 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.

- Begin to improvise with a partner to create a simple dance.
- Create motifs from different stimuli.
- Begin to compare and adapt movements and motifs to create a larger sequence.
- Use simple dance vocabulary to compare and improve work.
- Perform with some awareness of rhythm and expression.

- Identify and repeat the movement patterns and actions of a chosen dance style.
- Compose a dance that reflects the chosen dance style.
- 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.

- 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.
- 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,

- 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.
- 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.

			Compete/I	 Change parts of a dance as a result of self-evaluation. Use simple dance vocabulary when comparing and improving work. 	still demonstratin g 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.	 Modify some elements of a sequence as a result of self and peer evaluation. Use complex dance vocabulary to compare and improve work.
Control my body when performing a sequence of movements.	Perform using a range of actions and body parts with some coordination. Begin to perform learnt skills with some control.	 Perform sequences of their own composition with coordination. Perform learnt skills with increasing control. Compete against self and others. 	 Develop the quality of the actions in their performance s. Perform learnt skills and techniques with control and confidence. Compete against self and others in 	 Perform and create sequences with fluency and expression. Perform and apply skills and techniques with control and accuracy. 	 Perform own longer, more complex sequences in time to music. Consistently perform and apply skills and techniques with accuracy and control. 	 Link actions to create a complex sequence using a full range of movement. Perform the sequence in time to music. Perform and apply a variety of skills and techniques confidently, consistently and with precision.

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			a controlled manner.			
			Evaluate			
 Talk about what they have done. Talk about what others have done. 	 Watch and describe performance s. Begin to say how they could improve. 	 Watch and describe performance s, and use what they see to improve their own performance Talk about the differences between their work and that of others. 	 Watch, describe and evaluate the effectiveness of a performance. Describe how their performance has improved over time. 	 Watch, describe and evaluate the effectiveness of performance s, giving ideas for improvement s. Modify their use of skills or techniques to achieve a better result. 	 Choose and use criteria to evaluate own and others' performance s. Explain why they have used particular skills or techniques, and the effect they have had on their performance. 	Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.
			Gymnasti	cs	'	
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
,			Health and Fi	tness		
Describe how the body feels when still and when exercising.	 Describe how the body feels before, during and after exercise. Carry and place equipment safely. 	 Recognise and describe how the body feels during and after different physical activities. Explain what they need to 	 Recognise and describe the effects of exercise on the body. Know the importance of strength and flexibility for physical activity. 	 Describe how the body reacts at different times and how this affects performance. Explain why exercise is good for your 	 Know and understand the reasons for warming up and cooling down. Explain some safety principles when preparing for 	 Understand the importance of warming up and cooling down. Carry out warm-ups and cooldowns safely and effectively. Understand why exercise is good for health, fitness and wellbeing. Know ways they can become healthier.

Т			
		warm up and and cooling	
		cool down. down.	
	Acquirir	g and Developing Skills in Gymnastics (General)	
 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 objects and equipment. 	 Create and perform a movement sequence. Copy actions and movements to create their own sequence. Link actions to make a sequence. Link two actions to make a sequence. Recognise and copy contrasting actions (small/tall, narrow/wide). Travel in different ways, changing direction and speed. Hold still shapes and simple balances. Carry out simple stretches. Copy, explore and remember actions remember actions to movements to create their own sequence. Link actions to ways, including rolling. Hold a still shape whilst balancing on different points of the body. Jump in a variety of ways and land with increasing control and balance. Climb onto and jump off the equipment safely. Move with increasing 	 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. 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 alignment of body parts in balances. Use a range of jumps in their sequences. 	 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 should be in relation to the base of the balance. Confidently use equipment to Develop strength, technique and flexibility throughout performances. Confidently use equipment to Develop strength, technique and flexibility throughout performances. Confidently use equipment to

	 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. 	control and care.	 Begin to use equipment to vault. Create interesting body shapes while holding balances with control and confidence. Begin to show flexibility in movements. 	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 performance s.	vault in a variety of ways. • Apply skills and techniques consistently. • Develop strength, technique and flexibility throughout performance s. • Combine equipment with movement to create sequences.	
			Rolls		T	
 Curled side roll (egg roll) Log roll (pencil roll) Teddy bear roll 	 Log roll (controlled) Curled side roll (egg roll) (controlled) Teddy bear roll (controlled) 	 Log roll (controlled) Curled side roll (egg roll) (controlled) Teddy bear roll (controlled) Rocking forward roll 	 Crouched forward roll Forward roll from standing Tucked backward roll 	 Forward roll from standing Straddle forward roll Tucked backward roll Backward roll to straddle 	 Forward roll from standing Straddle forward roll Pike forward roll Tucked backward roll Backward roll to straddle 	 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

Г		Crouched	T			
		forward roll				
		<u>'</u>	Jumps			
Straight	Straight jump	Straight jump	Straight jump	Straight jump	Straight jump	Straight jump
jump	 Tuck jump 	Tuck jump	• Tuck jump	 Tuck jump 	• Tuck jump	Tuck jump
• Tuck jump	 Jumping jack 	 Jumping jack 	 Jumping jack 	 Jumping jack 	 Jumping jack 	Jumping jack
Jumping jack	Half turn .	 Half turn 	• Star jump	 Star jump 	Star jump	Star jump
Half turn jump	jump	jump	Straddle	Straddle	Straddle	Straddle jump
	Cat spring	Cat spring	jump	jump	jump	Pike jump
		 Cat spring to straddle 	Pike jump Straight jump	Pike jump Straight jump	Pike jump Stag jump	Stag jump
			Straight jump half-turn	 Straight jump half-turn 	Stag jumpStraight jump	Straight jump half-turn
			Cat leap	Straight jump	half-turn	Straight jump full-turn
				full-turn	Straight jump	Cat leap
				Cat leap	full-turn	Cat leap half-turn
				 Cat leap half- turn 	Cat leap	Cat leap full-turn
				turri	 Cat leap half- turn 	Split leap
					Split leap	Stag leap
	Vault -	with springboard a	nd vault or other suita	ble raised platform. e.		
Straight jump off springboard	Hurdle step onto springboard	Hurdle step onto springboard	Hurdle step onto springboard	Hurdle step onto springboard	Hurdle step onto springboard	Straight jump off springboard
	 Straight jump off 	Squat on vault	Squat on vault	Squat on vault	Squat on vault	
	springboard	Star jump off	Straddle on	Straddle on	Straddle on	
	Tuck jump off	Tuck jump	vault	vault	vault	
	springboard	off	Star jump off	Star jump off	Star jump off	
		Straddle jump off	Tuck jump off	Tuck jump off	Tuck jump off	
		 Pike jump off 	Straddle	 Straddle 	 Straddle jump off 	
			jump off	jump off	Pike jump off	
			Pike jump off	Pike jump off	-	

Bunny hop	Bunny hop Front support wheelbarrow with partner T-lever Scissor kick	I ● Cartwneel	 Lunge into handstand Lunge into cartwheel 	Squat through vault Straddle over vault Lunge into handstand Lunge into cartwheel Lunge into round-off	 Lunge into cartwheel Lunge into round-off Hurdle step Hurdle step into cartwheel
• Tintoe sten	Tintoe sten Tintoe ster		1	• Tintoe sten	Tintoe sten jump and hon
Tiptoe, step, jump and hop	 Tiptoe, step, jump and hop Hopscotch Skipping Galloping Straight jump and hop Hopscotch Skipping Galloping 	jump and hop Hopscotch Skipping Chassis steps	 Tiptoe, step, jump and hop Hopscotch Skipping Chassis steps Straight jump half turn Straight jump full turn Cat leap Cat leap half turn Pivot 	 Tiptoe, step, jump and hop Hopscotch Skipping Chassis steps Straight jump half turn Straight jump full turn Cat leap Cat leap half turn Pivot 	 Tiptoe, step, jump and hop Hopscotch Skipping Chassis steps Straight jump half turn Straight jump full turn Cat leap Cat leap half turn Cat leap full turn Pivot
	·	Shapes and B	alances		
 Standing balances 	 Standing balances Kneeling balances Pike, tuck, star, straight, Standing balances Kneeling balances Large body part balance 	Large and small body part balances, including standing and kneeling balances	 1, 2, 3 and 4-point balances Balances on apparatus Balances with and 	 1, 2, 3 and 4-point balances Balances on apparatus Part body weight 	 1, 2, 3 and 4- point balances Balances on apparatus Develop technique, control and complexity of part-weight partner balances Group formations

	straddle shapes	 Balances on apparatus Balances with a partner Pike, tuck, star, straight, straddle shapes Front and back support 	 Balances on apparatus Matching and contrasting partner balances Pike, tuck, star, straight, straddle shapes Front and back support Compete/Pe 		partner balances Pike, tuck, star, straight, straddle shapes Front and back support	Pike, tuck, star, straight, stradd
 sequence of movements. Participate in simple games. 	 Perform using a range of actions and body parts with some coordination. Begin to perform learnt skills with some control. 	 Perform sequences of their own composition with coordination. Perform learnt skills with increasing control. 	 Develop the quality of the actions in their performance s. Perform learnt skills and techniques with control and confidence. Compete against self and others in a controlled manner. 	 Perform and create sequences with fluency and expression. Perform and apply skills and techniques with control and accuracy. 	 Perform own longer, more complex sequences in time to music. Consistently perform and apply skills and techniques with accuracy and control. 	 Link actions to create a complex sequence using a full range of movement that showcases different agilities, performed in time to music. Perform and apply a variety of skills and techniques confidently, consistently and with precision. Begin to record their peers' performances, and evaluate these.
			Evaluat			
Talk about what they have done.	 Watch and describe performance s. 	 Watch and describe performance s, and use what they see to 	 Watch, describe and evaluate the effectiveness 	 Watch, describe and evaluate the effectiveness of performance 	 Choose and use criteria to evaluate own and others' 	 Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.

Talk about what others have done.	Begin to say how they could improve.	improve their own performance. • Talk about the differences between their work and that of others.	of a performance. Describe how their performance has improved over time.	s, giving ideas for improvement s. • Modify their use of skills or techniques to achieve a better result.	performance s. Explain why they have used particular skills or techniques, and the effect they have had on their performance.	
			Athletic	S		
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
			Health and F	itness		
Describe how the body feels when still and when exercising.	 Describe how the body feels before, during and after exercise. Carry and place equipment safely. 	 Recognise and describe how the body feels during and after different physical activities. Explain what they need to stay healthy. 	 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 warm up and cool down. 	 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. 	 Know and understand the reasons for warming up and cooling down. Explain some safety principles when preparing for and during exercise. 	 Understand the importance of warming up and cooling down. Carry out warm-ups and cooldowns safely and effectively. Understand why exercise is good for health, fitness and wellbeing. Know ways they can become healthier.
 Run in different ways for a variety of purposes. 	 Vary their pace and speed when running. 	 Run at different paces, describing 	Running Identify and demonstrate how different techniques	• Confidently demonstrate an improved	Accelerate from a variety of starting positions and	Recap, practise and refine an effective sprinting technique, including reaction time.

 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. 	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.	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.	speed up and slow down smoothly. Select most s pace for distant their filevel in to mai sustain run. Identified demons stamin	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. Ty and matrix and the canding its cance.
Jump in a Perform	 Perform and 	Use one and	Learn how to • Improv	ve • Develop the technique for the
range of different	compare	two feet to	combine a technic	· · · · · · · · · · · · · · · · · · ·

ways, landing safely.	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. 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.	different types of jumps: for example, two feet to two feet to two feet, two feet to one foot to same foot or 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.	take off and to land with. Develop an effective take-off for the standing long jump. Develop an effective flight phase for the standing long jump. Land safely and with control.	hop, step and jump to perform the standing triple jump. • Land safely and with control. • Begin to measure the distance jumped.	for jumping for distance. Perform an effective standing long jump. Perform the standing triple jump with increased confidence. 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.	 Maintain control at each of the different stages of the triple jump. 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
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Roll equipment in different ways. Throw underarm. Throw an object at a target.	Throw underarm and overarm. Throw a ball towards a target with increasing accuracy. Improve the distance they can throw by using more power.	 Know that the leg muscles are used when performing a jumping action. Throw different types of equipment in different ways, for accuracy and distance. Throw with accuracy at targets of different heights. Investigate ways to alter their throwing technique to achieve greater distance. 	Throwin Throw with greater control and accuracy. Show increasing control in their overarm throw. Perform a push throw. Continue to develop techniques to throw for increased distance.	Perform a pull throw. Measure the distance of their throws. Continue to develop techniques to throw for increased distance.	 Perform a fling throw. Throw a variety of implements using a range of throwing techniques. Measure and record the distance of their throws. Continue to develop techniques to throw for increased distance. 	 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/Pe			
 Control their body when performing a sequence of movements. Participate in simple games. 	 Begin to perform learnt skills with some control. Engage in competitive 	 Perform learnt skills with increasing control. Compete against self and others. 	 Perform learnt skills and techniques with control and confidence. Compete against self 	 Perform and apply skills and techniques with control and accuracy. Take part in a range of 	 Consistently perform and apply skills and techniques with accuracy and control. 	 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.

	activities and team games.	and others in a controlled manner.	competitive games and activities.	Take part in competitive games with a strong understandin g of tactics and composition.	
• Talk about	• Watch and • 14/	Evaluat		• Chaosa and	Thoroughly avaluate their aven
 Talk about what they have done. Talk about what others have done. 	describe performance s. s, a wh Begin to say how they could ow improve. pe Tal the diff better the anniers of the country of	formance. their performance k about has improved	 Watch, describe and evaluate the effectiveness of performance s, giving ideas for improvement s. Modify their use of skills or techniques to achieve a better result. 	 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. 	Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.