<u>EYFS</u>	Year I	<u>Year 2</u>	<u>Year 3</u>	<u>Year 4</u>	Year 5	<u>Year 6</u>		
	Multi-Skills							
balancing Experiment with different ways of moving (agility) Experiment with different ways of throwing a moving a ball with different body parts (co- ordination) Working with friends in a team - taking turns	Balance on lines with control and use equipment to balance on various parts of body Changing direction quickly with some control (agility) Co-ordinating body whilst beginning to move with equipment Co-operate, compete and challenge themselves as a team in various games	Balance on low apparatus with good control Changing direction quickly with good balance and control (agility) Co-ordinating body whilst beginning to move at different speeds with various equipment Compete challenges in a team in various running/obstacle games and working together to improve team performance	Balancing on various body parts while moving Agility focus - changing direction at speed Co-ordinate body to perform a combination of movements. Complete a variety of fitness test successfully and get a personal best	Balancing confidently using various equipment and body parts Agility focus - changing direction at speed with good technique Co-ordinate body efficiently to perform combination of movements or actions Complete a variety of fitness tests confidently and achieve a number of personal bests	In combination with different skills can balance equipment while moving and co-ordinating another body action Agility focus - change direction quickly and efficiently with equipment Co-ordinate using both sides of the body Test and measure balance agility and coordination confidently and accurately. Can campare their performances with previous ones and a strive to achieve a personal best	Balance equipment on various body parts whilst moving or co- ordinating another body actions accurately Agility focus - can change direction at speed with balance and control whilst using various equipment Co-ordinate using both sides of the body with fluency to perform combination of movements or actions Complete each test with fluency and accurately measure and record. Evaluate previous performance levels and demonstrate improvements to achieve their personal best		
			<b>Vocabulary</b>					

Нор	Personal best	Paces	Agility	Agility	Agility	Agility			
Jump	Target	Race	Balance	Balance	Balance	Balance			
Skip	Space	Control	Co-ordination	Co-ordination	Co-ordination	Co-ordination			
Run	Jog	Apparatus	Measure	Leadership	Performance	Technique			
Balance	Rules	Space	Record	Skills	Combination	Fluency			
Climb	Dribbling	Skipping	Team	Co-operate	Success.	Efficiency			
	Diamary	Direction	Speed	· ·	Evaluate	Exercise			
Imagine		Direction		Accuracy					
Safe			Test		Create	Isolation			
			Mini coach			Challenge			
			<b>Athletics</b>						
Marching/running for	Running pumping arms	Using arms and keeping	Begin to perform 'FAST'	Perform 'FAST' technique	React quickly and	Accelerate quickly with			
co-ordination	at various speeds	head still when	technique	confidently	accelerate over short	speed and control in			
Experiment with	Throw a variety of	exploring running	Throw a javelin/vortex	when sprinting	distances.	movement -			
different ways of	objects with some	patterns	using	Throw a javelin/vortex	Throw a javelin/vortex/	timed/competitive races			
throwing under/overarm	accuracy	Throw in correct stance	correct stance rotating	with height and	tennis ball using	Throw a javelin/vortex			
			hips	distance	correct stance rotating				
Experiment with	Jumping bending knees	'Usain Bolt position'			0	/shot put safely with			
different ways of	and pushing off -	Use arms to improve	forward	Perform a hop, step	hips forward with	accuracy and power.			
jumping- measuring	being competitive	jumping technique -	Perform a hop, step	and jump (standing	good height and	Perform a jump for			
with various objects	to improve distance as	beating their own	and jump	triple jump)	distance	distance varying			
Working with friends in	a pair	score	(standing triple jump) in	In warm ups develop	Perform a variety of	techniques			
a team – taking	Co-operate and compete	Compete in a team in	isolation and in	running for	jumps (Lang jump and	to improve performance			
turns	in a team in various	various	combination	distance increasing	triple jump) and	In an competitive game			
	running games	running/obstacle games	In warm ups develop	each lesson	measure for distance	and begin to hit/place a			
		and	running	Pass a relay baton	Develop pace when	ball into a space			
		working together to	for distance	with control with a	running longer	Develop long distance			
		improve team	Develop relay change	partner in adapted	distance	running-learning to			
		performance	over	games	Pass a relay baton	pace			
		1 0	techniques	Run and jump over	with control and timing	and show good			
			Run and take off over	hurdles with some	in a pairs change over	technique			
			obstacles at some speed	speed and control		Pass a relay baton in			
			AND STATE OF THE PROPERTY OF T	Sapara Auror Santanas		competitive situations			
						(timed)			
						(whea)			
			<u>Vocabulary</u>						
March	Throw	Speed	Facus	Technique	Evaluate	Long distance			
Quick	Race	Accuracy	Accelerate	Triple jump	React Collaborate	Compete			
Run Jump	Jump Personal best	Competition Challenge	Triple jump Relay	Compete Change over	Pace	Sprint start Stride			
Walk	FAST	Personal best	Lmprove	Batan	Peer access	Gracious			
Throw	Control	Distance	Shot put	Shart distance	Feedback	Leader			
Нор	Safe	Measure	Pawer						
·	Mini coaches		Hurdle						
	<u> </u>		<u> </u>		<u> </u>	<u> </u>			
			Gymnastics	5					
		<u>Gymmastics</u>							

C : 1 :11						C 0 1
Can experiment with	Can perform shapes	Can perform shapes	Can perform a variety	Can perform a variety	Can perform complex	Can perform complex
different space	Perform basic space	with a strong body	of	of shapes with	shapes with control	shapes when performing
shapes	jump (rocket jump)	and control	shapes with good	good control when	and some flexibility	Sequences and skills
Experiment with	Perform a moon rock	Perform jumps (rocket,	control	performing various	Perform more complex	with flexibility
different jumps	and a moon roll	star, moon jump) with	Perform a rocket jump	skills	jumps, tuck, pike	Perform more complex
Experiment with	Perlorm a rocket roll	control and a	with a	Perform a rocket jump	and begin leaps	jumps, tuck, pike and
different ways of	with pointed toes	strong body	half turn	with a ¾ and full	Side star roll and T-	leaps scissor kick and
rolling	Perform a bunny hop-	Perform a moon rock,	Teddy bear roll	turn with pointed toes	roll.	cat leap
in small shape (moon		moon roll and forward	Perform matching and			Side star roll, T-roll
· ·	hands first then feet		0	Teddy bear roll with a	Perform point and patch	,
roll)	Perform a basic	roll	mirroring balances	partner/group in	balances	(with pointed toes),
Experiment with a	sequence (roll and a	Perform a rocket roll	Perform a bunny hop	sequence with pointed	Perform a 'squat on	backwards roll
rocket roll	jump)	and extend to a	across a	toes	and squat off on	Perform more complex
Moving along the floor		dish/saucer roll	mat run and	Perform matching and	various apparatus	point and patches
in different ways		Perlorm a bunny hop -	anto/across low	mirroring	To perform a hurdle	balances in a sequence
like aliens sliding,		hands flat with	benches and apparatus	balance routines on	step on the	on apparatus
					· ·	
rolling, stretching etc		straight arms	Hopscotch on throw	apparatus	floor/springboard	Perform a 'squat on
Show a start shape,		Perform a sequence -	down	Perform a bunny hop	Link and sequence	and squat off
rocket roll and		(roll, jump and	feet	onto variety of	actions.	'apparatus
finishing shape		balance)	Perform a short	apparatus with control	Co-operate,	with a run up (with o
(beginning of a			sequence on	Hopscotch across the	communicate and	without a spring
sequence)			mats	floor to develop	collaborate.	board)
				hurdle step	with others.	Perform a hurdle step
				Perform a short	waat aa taas.	on the
				0		
				sequence on mats		floor/springboard
				showing levels, control		and onto low
				and pointed		apparatus
				toes		Compete in teams to
						win points with
						sequences
						and a vault
						competitions
			Vocabulary			
Jump	Pike	Straddle	Teddy bear	Matching	Symmetrical	Counter tension
Strong	Squat	Control	Perform	Mirroring	Asymmetrical	Counter balance
Rack	Tuck	Burny hop	Half turn	Elements	Collaborate	Aesthetic appeal
Stretch	Straight	Dish	Point	Static	Scissor kick	Rhythm
Crawl	Balance	Arch	Travelling	Body tension	Hurdle step	Precision
Star	Roll	Middle	Patch	Apparatus	Vaulting	Inverted
Safe	Start	Sequences	Quarter turn	Sequences	Canan	Synchronised
Move	Finish		Create	Fluency	Unisan	Momentum
				Sashay	Speed	Formation
		ŀ	<b>Wik Cricke</b>	et		
	Rolling and stopping a	Roll and stop a ball	Roll the ball with one	Roll the ball with one	Begin to use fielding	Positioning in a
Ralling and stanning a		nou will sup a suu		hand and stop the	techniques with	O O
0 11 0		: Llaa_l_a_l /				modified game to field
Rolling and stopping a ball sitting down	ball with one/two	with control/accuracy	hand		•	
ball sitting down and standing up	ball with one/two hands	Throw underarm with	and stop the ball	ball from different	throwing and stopping	a ball
ball sitting down	ball with one/two	, ,			•	

Passing an object to	Bowl underarm	Bowl underarm	Throw and catch	Throw and catch under	Throwing	Making correct
another child	towards a target	towards a target with	underarm	pressure in	over/underarm and	decisions with the type
Pushing a ball away	Hit a ball off a tee	control and accuracy	with both hands (in	modified games	catching	of throw
from body with hands	using various bats	Begin to hold the bat in	isolation)	Bawl at a wicket	over various distances	to use in modified
Push ball with throw	Play a modified game	correct position and hit	Bowl at a wicket	underarm/overarm	Bowl attempting to hit	game. Move body into
		· ·		*		· ·
down strips to	hitting off a tee	a ball off a	underarm	with accuracy and	the wicket using	а
develop hand eye co-		tee	and attempt overarm	control	under/overarm	position to catch the
ordination		Play a modified game	Control with a bat	Hit a drop fed ball	Hit a moving ball with	ball
		encouraging teamwork	(holding it	and/or moving ball	control and some	Bowl (over/underarm)
		when fielding	correctly) hitting a ball	with a bat	distance	at a wicket in a game
			off a	Play a game	Communicate and	against a batter with
			tee and whilst moving	communicating as a	collaborate as team to	some speed and control
			Play a modified game	team	beat an opponent	to
			using			hit the wicket
			fielding and batting			In a competitive game
			skills			1 0
			skills			begin to tactically
						hit/place a ball into a
						space
						Use a variety of tactics
						to attack and defend in
						a
						game of quick cricket
		•	\/			1007
			<u>Vocabulary</u>			
	Rolling	Aim	Long barrier	Accuracy	Inspire	Fluency
	Catch	Cantral	Scooping	Batter	Speed	Motion
	Bat	Overarm	Wicket	Scare	Distance	Technique
	Release	Challenge Bawl	Teamwark Bawler	Fielder	Wide	Focus
	Safety Tee	Striker	Божлег	Co-aperate	Wicket keeper Over	Leadership Zane
	Target	Suuke			Runs	2200
	Cradle				Fair play	
			Ball Skills			
			<u>Dan Skins</u>			
Throw to self, catching	Catch a soft ball safely	Catch a ball in an				
a soft ball/balloon	Pass the soft ball from	adapted game				
Experiment with rolling	chest - 'W' shape when	Bounce pass from a				
the ball, throw and	passing and	short distance to a				
catch to self and to a	receiving.	partner.				
partner (hand eye	Small sided games	Small sided games				
coordination)	(super hero ball) 3v3	(super hero ball) Small				
	· ·	the state of the s				
Moving around at	introducing passing	sided games 3v3				
speed and changing	and receiving a ball	encouraging chest				
direction	Play an adapted	passes in game				
Fun games encouraging	superhero game and	Play an adapted super				
throwing and catching	introduces rules	hero netball game. One				
different types of balls	Scoring in a variety of	team is to attack				
Passing with a partner	ways					
and counting to 5 and	<i>σ</i>					
	1	I.				

Stopping a ball with and attempt to score, Explore stopping a ball the inside of feet the opposing team is to Pass the ball beginning stop (defending) with different parts of the body to use inside of feet them from scoring. Experiment kicking the "toe, toe, toe, no, Scoring in a variety of ball with feet to a no. no!" ways and begin to use partner Dribble the ball with the in a game situation Move a bean bag on inside of leet Stopping a ball with Follow my leader the floor using inside the sole and inside of trying to stay near feet their partner Pass the ball to a foot Fox and rabbits game. Scaring point in a partner P.P.P. Plant, Object of the game is Pass Point to help with variety of ways in adapted games accuracy Play a simple game of Dribble the ball with the move away from the rabbit onto a spot inside of feet keeping (finding Move with control with the ball close to the ball in their hands a space) their body Passing with a partner at chest Tag game-trying to and counting to 5 and height catch their partner Hand over the Rugby Scoring in a variety of Follow a partner to ball sideways ways and begin to use steal their bib Attempt to get past a scoring techniques Move with different defender game situations objects in their hands Scoring a try in a Play a tag game whilst Passing an object to modified drill using moving at speed another child correct technique- stay Move with the ball Moving around in a on feet using 2 hands holding it with hands space in different ways in 'W' shape at Scoring points with chest height Pass the ball sidewaysbeanbag treasure in a simple hoop invasion with smile technique Dodge around a game. defender in small area Scoring a try in a 2v2 game in the end zone

## **Tennis**

Throw and catch to
self with a soft ball
and
attempt to bounce catch
to self
Balance an object e.g.
beanbag on racket
Hand eye co-ordination
passina ball to a

Throwing and catching a small ball with control and bounce catch to self and partner Balance a ball on racket

Throw and catch from one hand to the other and bounce catch into a target with a partner Balance a ball on racket with control

Move to catch a ball
Control a ball on racket
when
moving
Hit ball across the
floar with
forehand position
Hit the ball across the
floar

Move with balance and control to catch a ball
Hit/bounce ball on racket when moving
Hit ball in forehand position with drop feed

Move to hit a ball with same control
Hit/ bounce a ball with control when
moving
Moving into position to
hit a ball with
forehand in skills
practice and game

Move in a variety of directions when hitting a ball
Hit/bounce ball to a partner with control
Move to hit a ball in game in forehand position

partner Move on the floor ball with hand in a variety of ways Push the ball with throw down strips to develop hand eye co- ardination	Racket familiarisation- moving ball with racket in forehand position Racket Familiarisation – moving a ball in backhand position Tap up tennis to self keeping control	Racket familiarisation- moving ball with racket in forehand and backhand position whilst moving Racket Familiarisation - moving a ball in backhand position whilst moving Tap up tennis with a partner to keep cantrol of the ball	using back hand position Hit a ball into a target (with ane bounce)	Hit a ball in backhand position with a dropfeed Hit a ball into a target from a variety of distances with no bounce	Moving into position to hit a ball with backhard in skill practice and game Serve diagonally with underarm/overarm throwing into target/game. Begin to use with racket to serve into a target.	Move into position to hit a ball with backhand. Begin to choose which shot it best in a game Serve diagonally under/overarm in a game of mini tennis.
			<b>Vocabulary</b>			
Thraw Catch Trick Side-step Target Aim Hop	Run Ready Racket Underarn Baunce Balance Cradle	Forehand Backhand Ready position Skills Honesty Cantral Team	Rules Facus Ready stance Points Rally daubles	Cansecutive Drap feed Hand feed Accuracy Positian Campete Grip Cammunicate	Collaborate Serve Shats Overarm Integrity Volley	Umpire Anticipate Speed Reaction Technique Empathy Percision
			<u>Swimming</u>	L		
<u>Beginner</u>	(KS1/KS2)	Intermediat	te (KS1/KS2)	Advanc	ed (KS2)	End of KS2
Enter and exit the pool in carrect and safe manner by the poolside steps. Gain confidence in water walking unaided in pool Breathing technique - blowing bubbles, face in water and begin to develop technique with float Developing whole strokes including "doggy paddle" swim on back through kicking and sculling Be able to swim 5-10metres Gain knowledge of water safety and attempt self rescue using skills e.g. pyjama rescue in shallow water		Enter the pool safely by jumping in or sliding in an frant. Exit the pool by the poolside steps or climbing out. Be confident to be able to swim across the pool without stopping Begin to show breathing technique when performing various strakes with and without a float Swim competently and confidently across the pool using various strakes front crawl, breaststrake and backstrake Be able to swim at least 25 metres Perform safe self rescue in water base situations e.g. pyjama rescue, float aids in deep water etc		Enter the pool by jumping and diving (at the deep end) safely. Exit the pool by climbing out.  Swim confidently using various strokes on the surface and under the water. Use advance breathing techniques in all strokes.  Swim competently and confidently using correct stroke techniques e.g. front crawl, breast stroke, backstroke and butterfly.  Be able to swim over 25m.  Confidently perform safe self rescue skills in deep water.		All primary schools must provide swimming and water safety lessons in either Key Stage I or 2 Each pupil is required to be able to do the following: Perform safe self-rescuin different water based situations Swim competently, confidently and proficiently over a distance of at least 25 metres Use a range of strokes effectively, for example, frant crawl, backstroke and

breaststroke.

<b>Footbal</b>	
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Explore stopping a ball with different parts of the body Experiment kicking the ball with feet to a partner Move a bean bag on the floor using inside of foot Fox and rabbits game. Object of the game is to move away from the rabbit onto a spot (linding a space) Passing with a partner and counting to 5 and 10

Stopping a ball with
the inside of feet
Pass the ball beginning
to use inside of feet
"toe, toe,
toe, no, no, no!"
Dribble the ball with the
inside of feet
Follow my leader trying to stay near
their partner
Scoring point in a
variety of ways in
adapted games

Stopping a ball with the sole and inside of feet
Pass the ball to a partner P,P,P, Plant,
Pass Point to help with accuracy
Dribble the ball with the inside of feet keeping the ball close to their body
Tag game-trying to catch their partner
Scoring in a variety of ways and begin to use scoring

techniques game

situations

Control a ball using inside. outside and sole of feet Pass the ball with inside of feet with accuracy Dribble the ball beginning to turn with some control (inside and outside hook) Begin to defend making standing tackle in a lvl Kick a ball stationary past a goal keeper Embracing rules and playing

fairly

Move body to correct position to stop and control a ball Pass, the ball with inside of feet whist on the move Dribble the ball using inside, outside hook and drag back beginning to accelerate. Begin to defend making a standing tackle or intercept a pass Kick a ball whilst moving past a goal keeper with some accuracy Inspire others with fair play and being gracious in victory and defeat

Control the ball using either foot when moving Pass the ball with inside, front or laces the loot Dribble the ball using various turns beginning to accelerate past an opponent Show good body position to defend and press in a 2v2 game Scoring using top of foot (laces)- aiming for corners of the goal Beain to communicate with team to develop tactics for attacking and defending

Move into space to receive the ball and control with either foot in a Select the correct pass for various distances in a game situation Dribble the ball in a game situation around defender Communicate with team when defending in a game -making interceptions, cover space To work as a team to score, shooting from various angles Communicate with team evaluate and recognise success to help improve individual and team performance

## **Vocabulary**

Forward
Look
Balance
Close
Move
Around
Safe

Sole Plant Pass Point Touches Dribble Outside

Scare Space Invasian Aware Inside Outside Tackle

Control Passing Tackle Stationary Throw-in Defending Attacking

Body position Inside hook Outside hook Drag back Fairness Intercept Communication Accuracy

Possessian Black Lofted pass Interceptors Technique Evaluate Performance Tactics
Direction
Power
Laces
Angles
Accelerate
Feints
Speed

## **Rugby**

Follow a partner to steal their bib Move with different objects in their hands Passing an object to another child Moving around in a space in different ways Scoring points with beanbag treasure in a simple hoop invasion game.

Play a simple game of tag
Move with control with the ball in their hands at chest height
Hand over the Rugby ball sideways
Attempt to get past a defender
Scoring a try in a modified drill using

correct technique- stay

on feet using 2 hands

Play a tag game whilst moving at speed
Move with the ball
halding it with hands in 'W shape at
chest height
Pass the ball sidewayswith smile technique
Dodge around a
defender in small area
Scaring a try in a 2v2
game in the end zone

Tag a player in isolation using the tag belts Move with a ball in their hand using correct position 'dirtu fingers clean palms' Pass the ball backwards and sideways in isolation Move into a space to avoid a defender through dodaina techniques Beat a defender to score a try

Tag a player whilst moving using tag Move with control in a variety of directions holding the ball in the correct position. Pass the ball backwards/ sideways with control whist moving Use speed and space to avoid a passive delender Beat a defender at speed to score a try

Tag more than one player using either hand whilst moving with tag belts Choose different pathways to move with ball in hands against a delender Pass and receive the ball in a game situation Use speed and space to avoid an active delender In a game situation beat defenders to score a tru

Tag a player using either hand when moving at full speed in a game situation Dodge around a defender at speed with a ball in hands avoiding being tagged Pass and receive the ball when in a pressurised modified game situation Play modified competitive games avoiding delenders Work as a team in a game situation to score a tru

## **Dance**

Moving in time to happy and sad music Experiment with different ways of moving Experiment with actions at different levels Moving around as different characters or animals to the music

Listen to the music and begin to move in time to it Perform basic dance movements Perform dance movements showing some levels Perform basic dance travelling movements e.g. jumping Perform simple dance

moves with some

control

Move in time to the music showing some expression Perform dance movements with control Perform dance movements showing a variety of levels Perform dance movements showing travelling in different directions e.g. sliding, turning, gesturing Remember simple dance steps perform with control in time to the music

Collaborate to make a dance warm up
Use a stimulus to create a dance
Dance in unison with a partner
Perform canon with a group
Use some different levels and pathways

Cooperate to make a dance warm up and take on a leadership role Respond imaginatively to a stimulus Dance in unisan with a partner/group Performing a range of movement patterns Perform canon showing a range of movement patterns Perform a variety of levels and pathways in a dance

Co-operate and collaborate to create a warm up displaying a variety of movement patterns I can translate ideas from a stimulus showing control and fluency Dance in unison in a group keeping in time with each other Dance in canon showing good timing Perform using a variety of levels and using the space

Co-operate, communicate and collaborate with group to make up a warm up with good rhythm and timing I can translate ideas. from a stimulus into movement showing expression, precision, control and fluency Dance in unison in a group showing good timing, energy and strength Dance in canon in a group showing good timing, energy and strength Use levels, travelling and space with timing and

musicalitu

	<u>Vocabulary</u>							
Space	Time	Movement	Unison	Inspire	Energy	Transition		
Perform	Start	Control	Levels	Pathways	Fluency	Evaluate		
Moving	Finish	Count	Perform	Direction	Shape	Expression		
Listen	Levels	Beat	Canan	Counts	Precision	Space		
		Travel	Stimulus	Collaborate	Strength	Formations		
			Feedback	Choreograph	Rhythm	Musicality		
				Timing	Leader	Contact		
				Create				