

## Progression

WEST HOVE INFANT SCHOOL A family of friends



		ar R lotor ELG)	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Nursery	Reception						
	<ul> <li>Gross Motor ELGS</li> <li>Negotiate space and obstact for themselves and others.</li> <li>Demonstrate strength, bala playing.</li> <li>Move energetically, such a</li> </ul>		be able to engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations.  Children should be taught to begin to apply these in a range of activities.  • Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination,  • Participate in team games, developing simple tactics for attacking and defending.  • Perform dances using simple movement patterns.		By the end of KS2:  Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to lin 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.			
Strand Name Fitness	PSED-Managing Self  Make healthy choices about food, drink, activity and tooth-brushing.	PSED-Managing Self  Describe how the body feels when still and when exercising Know and talk about the different factors that support their overall health and wellbeing:  - regular physical activity - healthy eating  - tooth-brushing  - sensible amounts of 'screen time'  - having a good sleep routine  - being a safe pedestrian.  Managing Self ELG: Manage their own basic hygiene and personal needs, including dressing, going to the toilet and understanding the importance of healthy food choices.	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 warmup 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 cool-downs safely and effectively.  Understand why exercise is good for health, fitness and wellbeing.  Know ways they can become healthier
Vocabulary	Food, healthy, drink, exercise		Heart, heartbeat, breathing, strength, safe, sweat	physical activity, strength, lungs, oxygen, blood, hydration	Strength, distance, balance, accurately, control	Technique, progress, muscle, co-ordination, healthy, stamina	Technique, agility, momentum, drive, rhythm, power	Generate force, continuous, measure, flexibility, analyse, record
Evaluation	• Negotiate space and obstar for themselve • Demonstrate strength, bal play • Move energetically, such a	d of Year R: otor ELGS cles safely, with consideration es and others. lance and coordination when ying. as running, jumping, dancing, ing and climbing	Children should develop fur become increasingly compete broad range of opportunities and coordination, individually be able to engage in compeagainst others) and co-oper range of increasingly Children should be taught to	be end of KS1:  In principle of		e criteria to evaluate ers' performance. y they have used s or techniques, and y have had on their		

			Master hasis movements	including running jumping				
			Master basic movements     throwing and catching as well	Including running, jumping,  I as developing balance, agility				
				rdination,				
				developing simple tactics for				
			attacking an					
			_	mple movement patterns.				
M	Share, explain, show		Describe, perform,	Difference, support,				
Vocabulary	·		performances, improve	encouragement				
			By the er	nd of KS1:				
			Children should develop fu	-				
	By the end	d of Year R:		ent and confident and access a				
	-	otor ELGS	broad range of opportunities to extend their agility, balance and coordination, individually and with others. They should			By the e	nd of KS2:	
	Negotiate space and obstace	cles safely, with consideration				-		
	-	es and others.	be able to engage in compe	_	<ul> <li>Pupils should continue t</li> </ul>	o apply and develop a broader r	ange of skills, learning how to u	se them in different ways and
	Demonstrate strength, ball	lance and coordination when	-	rative physical activities, in a challenging situations.		to link them to make action	ns and sequences of movement	
		ying.		pegin to apply these in a range	<ul> <li>Pupils should be taught</li> </ul>	to develop flexibility, strength, t	-	for example, through athletics
	<ul> <li>Move energetically, such as running, jumping, dancing, hopping, skipping and climbing</li> </ul>		of act			and g	ymnastics]	
	hopping, skippi	ing and climbing	Master basic movements					
				l as developing balance, agility				
			and co-o	rdination,				
	Gross Motor Skills: Gross Motor Skills:							
	Co we store and stoirs or	Revise and refine the						
	Go up steps and stairs, or climbs up apparatus, using	fundamental movement skills						
	alternate feet	they have already acquired;						
		climbing						
	Start to take part in some group	Basis and as fine the						
	activities which he/she makes up for himself/herself, or in	Revise and refine the fundamental movement skills						
	teams	they have already acquired;						
		jumping						
	Match their developing physical skills to tasks and activities in	Revise and refine the fundamental movement skills						
	the setting, e.g. they decide	they have already acquired;						
Gymnastics	whether to crawl, walk or run	rolling						
Gymmastics	across a plank, depending on its							
	length and width	Progress towards a more fluent						
	Choose the right resources to	style of moving, with developing control and grace						
	carry out their own plan, e.g.	developing control and grace						
	choosing a spade to enlarge a	Confidently and safely use a						
	small hole they dug with a	range of large and small						
	trowel	apparatus indoors and outside, alone and in a group						
	Collaborate with others to	alone and in a group						
	manage large items, such as							
	moving a long plank safely,							
	carrying large hollow blocks							
		Acquiring and Developing Skills	Acquiring and Developing	Acquiring and Developing	Acquiring and Developing	Acquiring and Developing	Acquiring and Developing	Acquiring and Developing
		in Gymnastics (General)	Skills in Gymnastics	Skills in Gymnastics	Skills in Gymnastics	Skills in Gymnastics	Skills in Gymnastics	Skills in Gymnastics
		Create a short sequence of	(General)	(General)	(General)	(General)	(General)	(General)
		movements			Character :			
		Roll in different ways with	Create and perform a	Copy, explore and remember	Choose ideas to	Create a sequence of	Salact idags to compass	Create their own
		control	movement sequence	actions and movements to	compose a movement sequence independently	Create a sequence of actions that fit a theme.	Select ideas to compose specific sequences of	Create their own complex sequences
		Travel in different ways	Convactions and manager	create their own sequence	and with others.	actions that fit a theme.	movements, shapes and	involving the full range
		Stretch in different ways	Copy actions and movement sequences with a beginning,	Link actions to make a		Use an increasing range	balances.	of actions and
		Stretch in different ways	middle and end	Link actions to make a	Link combinations of	of actions, directions		movements: travelling,
		Jump in a range of ways from	made and end	sequence	actions with increasing	and levels in their	Adapt their sequences	balancing, holding
		one space to another with	Link two actions to make a	Travel in a variety of ways,	confidence, including	sequences.	to fit new criteria or	shapes, jumping,
		control	sequence	including rolling	changes of direction,	Adama with the tr	suggestions.	leaping, swinging,
		Begin to balance with control		· · · · · · · · · · · · · · · · · · ·	speed or level.	Move with clarity,	Parform jumps shapes	vaulting and stretching.
		begin to balance with control	<u> </u>	<u> </u>	1	fluency and expression.	Perform jumps, shapes	

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	Management and a sugar and	Recognise and copy	Hold a still shape whilst	Develop the quality of		and balances fluently	Demonstrate precise
	Move around, under, over, and through different objects and	contrasting actions	balancing on different points	their actions, shapes	Show changes of	and with control.	and controlled
	equipment	(small/tall, narrow/wide)	of the body	and balances.	direction, speed and		placement of body parts
	equipment				level during a	Confidently develop the	in their actions, shapes
		Travel in different ways,	Jump in a variety of ways	Move with	performance.	placement of their body	and balances.
		changing direction and	and land with increasing	coordination, control		parts in balances,	
		speed	control and balance	and care.	Travel in different ways,	recognising the position	Confidently use
					including using flight.	of their centre of gravity	equipment to vault and
		Hold still shapes and simple	Climb onto and jump off the	Use turns whilst		and where it should be	incorporate this into
		balances	equipment safely	travelling in a variety of	Improve the placement	in relation to the base	sequences.
		bulances	equipment sujery	ways.	and alignment of body	of the balance.	
		l <u>.</u>			parts in balances.		Apply skills and
		Carry out simple stretches	Move with increasing	Use a range of jumps in		Confidently use	techniques consistently,
			control and care	their sequences.	Use equipment to vault	equipment to vault in a	showing precision and
		Carry out a range of simple		•	in a variety of ways.	variety of ways. Apply	control.
		jumps, landing safely		Begin to use equipment		skills and techniques	
				to vault.	Carry out balances,	consistently.	Develop strength,
		Move around, under, over,		to vaart.	recognising the position	Consistently.	technique and flexibility
		and through different		Create interesting hady		Dayalan strangth	
				Create interesting body	of their centre of gravity	Develop strength,	throughout
		objects and equipment		shapes while holding	and how this affects the	technique and flexibility	performances.
		Danis to s		balances with control	balance.	throughout	
		Begin to move with		and confidence.	1	performances.	
		control and care			Begin to develop good		
				Begin to show flexibility	technique when	Combine equipment	
				in movements.	travelling, balancing	with movement to	
					and using equipment.	create sequences.	
					Develop strength,		
					technique and flexibility		
					throughout		
			1		performances.		
	Acquiring and Developing Skills	Rolls	Rolls	Rolls	Rolls	Rolls	Rolls
	in Gymnastics (rolls)						
	Curled side roll (egg roll)	Log roll (controlled)	Log roll (controlled)	Develop the straight,	Develop the straight,	Develop control and	Develop control and
	Log roll (pencil roll)	Log roll (controlled)		barrel, and forward roll.	barrel, forward and	fluency in the straight,	fluency in the straight,
	Teddy bear roll	Curled side roll (egg roll)	Curled side roll (egg roll)		straddle roll and	barrel, forward,	barrel, forward,
	ready bear ron	(controlled)	(controlled)		perform with increased	straddle and backward	straddle and backward
		Teddy bear roll	Teddy bear roll (controlled)		control.	roll.	roll.
		(controlled)	Rocking for forward roll		Control.	1011.	TOII.
			Crouched forward roll				
	Acquiring and Developing Skills	Jumps	Jumps	Jumps	Jumps	Jumps	Jumps
	in Gymnastics (jumps)						
	Straight jump	Straight jump	Straight jump	Develop stepping into	Develop control in	Select a range of jumps	Select a range of jumps
	Tuck jump	Tuck jump	Tuck jump	shape jumps with	performing and landing	to include in sequence	to include in sequence
	Jumping Jack	Jumping jack	Jumping jack	control.	rotation jumps	work .	work
	Half-turn jumps	Half turn jump	Half turn jump				
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		Cat spring	Cat carina				
		Cat spring	Cat spring				
	Acquiring and Davalaning Skills		Cat spring to straddle	Handstand Carturbacks and	Handstand Conturbacio and	Handstand Carturbacks and	Handstand Carturbasis and
	Acquiring and Developing Skills	Handstand, Cartwheels and	Cat spring to straddle Handstand, Cartwheels and	Handstand, Cartwheels and	Handstand, Cartwheels and	Handstand, Cartwheels and	Handstand, Cartwheels and
	in Gymnastics (Handstand,		Cat spring to straddle	Handstand, Cartwheels and Round-offs	Handstand, Cartwheels and Round-offs	Handstand, Cartwheels and Round-offs	Handstand, Cartwheels and Round-offs
		Handstand, Cartwheels and Round-offs	Cat spring to straddle Handstand, Cartwheels and Round-offs	Round-offs	Round-offs	Round-offs	Round-offs
	in Gymnastics (Handstand, Cartwheels and Round-offs)	Handstand, Cartwheels and Round-offs  Bunny hop	Cat spring to straddle  Handstand, Cartwheels and Round-offs  Bunny hop over apparatus	Round-offs  Handstand Lunge into			•
	in Gymnastics (Handstand,	Handstand, Cartwheels and Round-offs  Bunny hop Front support wheelbarrow	Cat spring to straddle  Handstand, Cartwheels and Round-offs  Bunny hop over apparatus Front support wheelbarrow	Round-offs	Round-offs  Lunge into handstand	Round-offs  Lunge into handstand	Round-offs  Lunge into cartwheel
	in Gymnastics (Handstand, Cartwheels and Round-offs)	Handstand, Cartwheels and Round-offs  Bunny hop	Cat spring to straddle  Handstand, Cartwheels and Round-offs  Bunny hop over apparatus Front support wheelbarrow with partner	Round-offs  Handstand Lunge into	Round-offs	Round-offs	Round-offs
	in Gymnastics (Handstand, Cartwheels and Round-offs)	Handstand, Cartwheels and Round-offs  Bunny hop Front support wheelbarrow	Cat spring to straddle  Handstand, Cartwheels and Round-offs  Bunny hop over apparatus Front support wheelbarrow	Round-offs  Handstand Lunge into	Round-offs  Lunge into handstand	Round-offs  Lunge into handstand  Lunge into cartwheel	Round-offs  Lunge into cartwheel
	in Gymnastics (Handstand, Cartwheels and Round-offs)	Handstand, Cartwheels and Round-offs  Bunny hop Front support wheelbarrow	Cat spring to straddle  Handstand, Cartwheels and Round-offs  Bunny hop over apparatus Front support wheelbarrow with partner	Round-offs  Handstand Lunge into	Round-offs  Lunge into handstand	Round-offs  Lunge into handstand	Round-offs  Lunge into cartwheel
	in Gymnastics (Handstand, Cartwheels and Round-offs)	Handstand, Cartwheels and Round-offs  Bunny hop Front support wheelbarrow	Cat spring to straddle  Handstand, Cartwheels and Round-offs  Bunny hop over apparatus Front support wheelbarrow with partner	Round-offs  Handstand Lunge into	Round-offs  Lunge into handstand	Round-offs  Lunge into handstand  Lunge into cartwheel	Round-offs  Lunge into cartwheel  Lunge into round-off  Hurdle step Hurdle step into
	in Gymnastics (Handstand, Cartwheels and Round-offs)	Handstand, Cartwheels and Round-offs  Bunny hop Front support wheelbarrow	Cat spring to straddle  Handstand, Cartwheels and Round-offs  Bunny hop over apparatus Front support wheelbarrow with partner	Round-offs  Handstand Lunge into	Round-offs  Lunge into handstand	Round-offs  Lunge into handstand  Lunge into cartwheel	Round-offs  Lunge into cartwheel  Lunge into round-off
	in Gymnastics (Handstand, Cartwheels and Round-offs)	Handstand, Cartwheels and Round-offs  Bunny hop Front support wheelbarrow	Cat spring to straddle  Handstand, Cartwheels and Round-offs  Bunny hop over apparatus Front support wheelbarrow with partner	Round-offs  Handstand Lunge into	Round-offs  Lunge into handstand	Round-offs  Lunge into handstand  Lunge into cartwheel	Round-offs  Lunge into cartwheel  Lunge into round-off  Hurdle step Hurdle step into cartwheel Hurdle
	in Gymnastics (Handstand, Cartwheels and Round-offs)	Handstand, Cartwheels and Round-offs  Bunny hop Front support wheelbarrow	Cat spring to straddle  Handstand, Cartwheels and Round-offs  Bunny hop over apparatus Front support wheelbarrow with partner	Round-offs  Handstand Lunge into	Round-offs  Lunge into handstand	Round-offs  Lunge into handstand  Lunge into cartwheel	Round-offs  Lunge into cartwheel  Lunge into round-off  Hurdle step Hurdle step into
Acquiring and Developing Skills	in Gymnastics (Handstand, Cartwheels and Round-offs)	Handstand, Cartwheels and Round-offs  Bunny hop Front support wheelbarrow with partner	Cat spring to straddle  Handstand, Cartwheels and Round-offs  Bunny hop over apparatus Front support wheelbarrow with partner Scissor kick	Round-offs  Handstand Lunge into handstand Cartwheel	Round-offs  Lunge into handstand  Lunge into cartwheel	Round-offs  Lunge into handstand  Lunge into cartwheel  Lunge into round-off	Round-offs  Lunge into cartwheel  Lunge into round-off  Hurdle step Hurdle step into cartwheel Hurdle  step into round-off
Acquiring and Developing Skills in Gymnastics (Travelling &	in Gymnastics (Handstand, Cartwheels and Round-offs)  Bunny hop  Gross Motor Skills:	Handstand, Cartwheels and Round-offs  Bunny hop Front support wheelbarrow	Cat spring to straddle  Handstand, Cartwheels and Round-offs  Bunny hop over apparatus Front support wheelbarrow with partner	Round-offs  Handstand Lunge into	Round-offs  Lunge into handstand	Round-offs  Lunge into handstand  Lunge into cartwheel	Round-offs  Lunge into cartwheel  Lunge into round-off  Hurdle step Hurdle step into cartwheel Hurdle
in Gymnastics (Travelling &	in Gymnastics (Handstand, Cartwheels and Round-offs)  Bunny hop	Handstand, Cartwheels and Round-offs  Bunny hop Front support wheelbarrow with partner  Travelling & Linking Actions	Cat spring to straddle  Handstand, Cartwheels and Round-offs  Bunny hop over apparatus Front support wheelbarrow with partner Scissor kick  Travelling & Linking Actions	Round-offs  Handstand Lunge into handstand Cartwheel	Round-offs  Lunge into handstand  Lunge into cartwheel	Round-offs  Lunge into handstand  Lunge into cartwheel  Lunge into round-off	Round-offs  Lunge into cartwheel  Lunge into round-off  Hurdle step Hurdle step into cartwheel Hurdle  step into round-off
	in Gymnastics (Handstand, Cartwheels and Round-offs)  Bunny hop  Gross Motor Skills: They can combine different	Handstand, Cartwheels and Round-offs  Bunny hop Front support wheelbarrow with partner	Cat spring to straddle  Handstand, Cartwheels and Round-offs  Bunny hop over apparatus Front support wheelbarrow with partner Scissor kick	Round-offs  Handstand Lunge into handstand Cartwheel  Travelling & Linking Actions	Round-offs  Lunge into handstand  Lunge into cartwheel  Travelling & Linking Actions	Round-offs  Lunge into handstand  Lunge into cartwheel  Lunge into round-off  Travelling & Linking Actions	Round-offs  Lunge into cartwheel  Lunge into round-off  Hurdle step Hurdle step into cartwheel Hurdle  step into round-off  Travelling & Linking Actions

	Skip, hop, stand on one leg, and can hold a pose for a game like musical statues	Acquiring and Developing Skills in Gymnastics (Travelling & Linking Actions)  Tiptoe, step, jump and hop	Skipping Galloping	Skipping Galloping Straight jump half-turn	Chassis steps Straight jump half turn Cat leap	Chassis steps Straight jump half turn Straight jump full turn Cat leap Cat leap half turn Pivot	Chassis steps Straight jump half turn Straight jump full turn Cat leap Cat leap half turn Pivot	Chassis steps Straight jump half turn Straight jump full turn Cat leap Cat leap half turn Cat leap full turn Pivot
	Gross Motor Skills: Continue to develop their movement; balancing, riding (scooters, trikes and bikes) and ball skills	Gross Motor Skills: Children Are developing the overall body strength, coordination, balance and agility needed to engage successfully with future PE sessions and other physical disciplines including dance, gymnastics, sport.  Acquiring and Developing Skills in Gymnastics (Shapes and Balances) Standing balances	Shapes and Balances  Standing balances Kneeling balances Pike, tuck, star, straight, straddle shapes	Shapes and Balances  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	Explore point and patch balances and transition smoothly into and out of them.  Explore matching and contrasting shapes.  Develop strength in bridge and shoulder stand.	Shapes and Balances  Develop control and fluency in individual and partner balances.  Develop the range of shapes they use in their sequences.  Explore progressions of a cartwheel.	Explore symmetrical and asymmetrical balances.  Perform shapes consistently and fluently to a high standard, sometimes linked with other gymnastic actions	Shapes and Balances  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
		Gross Motor Skills: Children are developing overall body-strength, balance, coordination and agility Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.  Acquiring and Developing Skills in Gymnastics (Competing and Performing) Control my body when performing a sequence of movements Participate in simple games	Compete/Perform  Perform using a range of actions and body parts with some coordination  Begin to perform learnt skills with some control	Compete/Perform  Perform sequences of their own composition with coordination  Perform learnt skills with increasing control	Compete/Perform  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.	Compete/Perform  Perform and create sequences with fluency and expression.  Perform and apply skills and techniques with control and accuracy.	Compete/Perform  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.
Yoga					Balance Demonstrate increased control when in poses.  Understand that if I use the whole of the body part in contact with the floor, it will help me to balance.	Balance Explore using my breath to maintain balance within a pose.  Understand that if I move with my breath it will help me to balance.	Use my breath to maintain balance within an individual and partner pose.  Understand that I need to apply force to maintain balance in a partner pose.	Balance Link combinations of poses for balance with increased control in transition  Know where and when to apply force to maintain control and balance.
Yoga					Flexibility Explore poses and movement in relation to my breath.  know that if I move as I breathe out I can stretch a little bit further.	Flexibility Demonstrate increased extension in poses.  understand which body parts I am trying to extend in different poses.	Flexibility  Develop flexibility by connecting movement with breath.  Understand that I can improve my flexibility when moving with my breath.	Flexibility Confidently transition from one pose to another showing extension connected to breath.  Know which of my muscles require more practice to increase my flexibility
Yoga					Strength  Explore arm balances with some control.	Strength  Demonstrate increased control and strength when in a pose.	Strength  Demonstrate increased control and strength when in and transitioning between poses	Strength Explore poses that challenge my strength and work to maintain increased control and strength when in and transitioning between poses.

Yoga					Understand that I need to use different muscles for different poses.  Mindfulness Develop my ability to stay still and keep my focus.  Know that I can use my breath to focus.	Understand that people have different levels of strength.  Mindfulness Engage with mindfulness activities with increased focus. Understand that mindfulness is a personal journey.	Know the muscles I am using by name  Mindfulness  Explore methods I can use to control how I feel.  Understand that there are different techniques I can use to control how I feel.	Understand that I can build up my strength by practicing in my own time.  Mindfulness Explore methods to control how I feel with some success.  Identify times in my everyday life when mindfulness activities would be helpful for my wellbeing.
Vocabulary	Legs, gymnast, tiptoes, arms, s sliding, shuffling, walk, skip, jo sideways, under and over, aro hands, toes, heels, knees, hea	ng, up, down, forwards, nund, along, high, low, feet,	Jump, land, roll crawl, tall, long, wide, balance, pike, tuck, straddle, zig-zag, straight, perform, gallop, log roll, egg roll, teddy bear roll	apparatus, linking movement, contrast, similarity, difference, steady, tense, half turn, control, co- ordination, forwards roll, 2/3/4 point balance	Matching, contrasting, sequence, direction, interesting, flow, explore, control, shape, create	Technique, quality, sequence, perform, rotation, extension, apparatus, inverted, shape	Symmetrical, asymmetrical, extension, rotation, synchronisation, canon, inverted, expression, aesthetics,	Momentum, counter balance, aesthetics, formation, synchronisation, stability, inverted, progression, counter tension,
	• Negotiate space and obstact for themselve • Demonstrate strength, ball play • Move energetically, such a	d of Year R: otor ELGS cles safely, with consideration es and others. lance and coordination when ying. as running, jumping, dancing, ing and climbing	Children should develop fur become increasingly compete broad range of opportunities and coordination, individually be able to engage in compeagainst others) and co-oper range of increasingly Children should be taught to be of act  • Master basic movements throwing and catching, as well and co-o	etitive (both against self and rative physical activities, in a challenging situations. Degin to apply these in a range ivities. Including running, jumping, I as developing balance, agility rdination, developing simple tactics for	them to make actions and so each other. They should dev Pupils should be taught competitive games, modific rounders and tennis], and	ly and develop a broader range equences of movement. They sh relop an understanding of how t	ould enjoy communicating, collar o improve in different physical a ognise their own success. wing and catching in isolation and ole, badminton, basketball, crick for attacking and defending; • de	nborating and competing with ctivities and sports and learn and in combination; • play set, football, hockey, netball, evelop flexibility, strength,
Games		Gross Motor Skills: -Further develop and refine a range of ball skills including: throwing, catching, kicking, passing, batting, and aiming Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball  Acquiring and Developing Skills in Games (Striking and Hitting a Ball)  Hit a ball with a bat or racquet	Striking and Hitting a Ball  Use hitting skills in a game  Practise basic striking, sending and receiving	Striking and Hitting a Ball  Strike or hit a ball with increasing control  Learn skills for playing striking and fielding games  Position the body to strike a ball	Striking and Hitting a Ball  Strike a ball with varying techniques	Striking and Hitting a Ball  Strike a ball using varying techniques with increasing accuracy.	Striking and Hitting a Ball  Strike a ball using a wider range of skills.  Apply these with some success under pressure.	Strike a ball using a wider range of skills to outwit an opponent. Apply these with increasing control under pressure.
	Gross Motor Skills: Continue to develop their movement; balancing, riding (scooters, trikes and bikes) and ball skills	Gross Motor Skills: - Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball	Throwing and Catching a Ball  Throw underarm and overarm	Throwing and Catching a Ball  Throw different types of equipment in different ways, for accuracy and distance	Throwing and Catching a Ball  Use a variety of throwing techniques in game situations	Throwing and Catching a Ball  Use a variety of throwing techniques with increasing success	Throwing and Catching a Ball  Use a variety of throwing techniques with some control	Throwing and Catching a Ball  Use a variety of throwing techniques including fake passes to

Acquiring and Developing Skills in Games (Throwing and Catching a Ball) Roll equipment in different ways  Throw underarm  Throw an object at a target  Catch equipment using two hands  Acquiring and Developing Skills in Games Travelling	Catch and bounce a ball  Use rolling skills in a game  Practice accurate throwing and consistent catching  Travelling with a Ball	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  Travelling with a Ball	Catch a ball passed to them using one and two hands with some success  Travelling with a Ball	in game situations  Catch a ball passed to them using one and two hands with increasing success  Travelling with a Ball	under increasing pressure.  Catch and intercept a ball using one and two hands with some success in game situations.  Travelling with a Ball	outwit an opponent  Catch and intercept a ball using one and two hands with increasing success in game situations  Receive a ball with consideration to the next move  Travelling with a Ball
with a Ball  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	Dribble the ball with one hand with some control in game situations  Dribble a ball with feet with some control in game situations	Link dribbling the ball with other actions with increasing control  Change direction when dribbling with feet with some control in game situations	Use dribbling to change the direction of play with some control under pressure.  Dribble with feet with some control under increasing pressure.	Use dribbling to change the direction of play with control under pressure.  Use a variety of dribbling techniques to maintain possession under pressure.
Gross Motor skills: Confidently and safely use a range of large and small apparatus indoors and outside, alone and in a group.  Demonstrate strength, balance and coordination when playing (ELG)  Acquiring and Developing Skills in Games Passing a Ball  Kick an object at a target	Passing a Ball  Pass the ball to another player in a game  Use kicking skills in a game	Passing a Ball  Know how to pass the ball in different ways	Passing a Ball  Kick towards a partner in game situations  Receive a ball sent to them using different parts of the foot	Rick with increasing success in game situations  Receive a ball using different parts of the foot under pressure	Use a variety of kicking techniques with some control under increasing pressure  Receive a ball using different parts of the foot under pressure with increasing control.	Passing a Ball  Select and apply the appropriate kicking technique with control  Receive a ball with consideration to the next move
Gross Motor Skills: -Develop overall body- strength, balance, co- ordination and agility.  Are able to negotiate space and obstacles safely, with consideration for themselves and others (ELG)  Acquiring and Developing Skills in Games Using Space	Using Space  Use different ways of travelling in different directions or pathways  Run at different speeds  Begin to use space in a game	Using Space  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 a game	Using Space  Change direction with increasing speed in game situations.  Use space with some success in game situations	Change direction to lose an opponent with some success.  Create and use space with some success in game situations.	Use a variety of techniques to change direction to lose an opponent.  Create and use space for self and others with some success.	Using Space  Confidently change direction to successfully outwit an opponent.  Effectively create and use space for self and others to outwit an opponent.
Move safely around the space and equipment  Travel in different ways, including sideways and backwards						

	Start to take part in some	Acquiring and Developing	Attacking and Defending	Attacking and Defending	Attacking and Defending	Attacking and Defending	Attacking and Defending	Attacking and Defending
	group activities which he/she makes up for himself/herself, or in teams	Skills in Games Attacking and Defending  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	Begin to use and understand the terms attacking and defending  Use at least one technique to attack or defend to play a game successfully	Change direction with increasing speed in game situations	Change direction to lose an opponent with some success	Use a variety of techniques to change direction to lose an opponent	Confidently change direction to successfully outwit an opponent.  Effectively create and use space for self and others to outwit an opponent.
		Acquiring and Developing	a defender  Tactics and Rules	Tactics and Rules	Tactics and Rules	Tactics and Rules	Tactics and Rules	Tactics and Rules
		Skills in Games Tactics and Rules  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	Use simple tactics individually and within a team	Use simple tactics to help their team score or gain possession.  Change direction to lose an opponent with some success.	Use a variety of techniques to change direction to lose an opponent  Understand the need for tactics and can identify when to use them in different situations	Confidently change direction to successfully outwit an opponent  Effectively create and use space for self and others to outwit an opponent  Work collaboratively to create tactics within their team and evaluate the effectiveness of these
		Gross Motor Skills: Move energetically, such as running, jumping, dancing, hopping, skipping and climbing (ELG)  Acquiring and Developing Skills in Games Compete/Perform  Control my body when performing a sequence of movements  Participate in simple games	Compete/Perform  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	Compete/Perform  Perform using a range of actions and body parts with more coordination  Perform learnt skills with increasing control  Compete against self and others	Compete/Perform  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.	Compete/Perform  Perform and apply skills and techniques with control and accuracy.  Take part in a range of competitive games and activities.	Compete/Perform  Consistently perform and apply skills and techniques with accuracy and control.  Take part in competitive games with a strong understanding of tactics and composition.	Compete/Perform  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.
Vocabulary	Legs, arm, body, balancing, te underarm, goal,	I eam, hoops, rolls, throwing	underarm/ overarm, target attacking/ defending, throwing technique, accurate rules, opponent, tactics, striking, fielding	Net, racket, court, area, possession, fielder, attacker, retrieve, compete, teammate, pathway	Track, receive, chest, shoulder, overhead, accurate, receiver, footwork, rebound, tracking, interception, mark, travelling, playing area, serve, accurately, track, racket, control, rally, opponent, strike, grip, rounder, backstop, bowl, post, wicket, batting, wicket keeper, fielding	Release, select. Control, consistently, technique, persevere, outwit, opposition, opponent, contact, pivot, court, field, pitch, receiver, backhand, forehand, stance, retrieve, opposition, stumped, two-handed pick up, technique, short barrier	Tactics, control, foul, pressure, onside, offside, support, obstruction, volley, cooperatively, footwork, continuously, set, dig, overtake, pressure, tracking, backing up, outwit	Consecutive, consistently, dictate, contest, formation, conceding, turn over, shut down, deep, forecourt, backcourt, defensive, attacking, obstruction, continuous, cooperatively, drive hit, defensive hit
	Gross M	d of Year R: lotor ELGS cles safely, with consideration	Children should develop fu	nd of KS1:  ndamental movement skills,  ent and confident and access a	-	·	end of KS2:  of skills, learning how to use the	nem in different ways and to link
Athletics	for themselv • Demonstrate strength, ba	res and others.  Ilance and coordination when ying.	broad range of opportunities and coordination, individually	to extend their agility, balance and with others. They should etitive (both against self and	them to make actions and s	sequences of movement. They sevelop an understanding of how	hould enjoy communicating, co	llaborating and competing with

as running, jumping, dancing, ing and climbing	range of increasingly of Children should be taught to be of act  • Master basic movements throwing and catching, as wel	rative physical activities, in a challenging situations. Degin to apply these in a range ivities. Including running, jumping, I as developing balance, agility redination,	competitive games, modi rounders and tennis], a technique, control and l prev	ht to: • use running, jumping, th fied where appropriate [for exa nd apply basic principles suitabl balance [for example, through a vious ones and demonstrate imp	mple, badminton, basketball, cr e for attacking and defending; • thletics and gymnastics]; • com	icket, football, hockey, ne develop flexibility, streng pare their performances v
Gross Motor Skills: Move energetically, such as running, jumping, dancing, hopping, skipping and climbing (ELG)  Acquiring and Developing Skills in Athletics (Running) Run in different ways for a variety of purpose	Running  Vary their pace and speed when running  Run with a basic technique over different distances  Show good posture and balance  Jog in a straight line  Change direction when jogging  Sprint in a straight line  Change direction when sprinting  Maintain control as they	Running  Run at different paces, describing the different paces. Use a variety of different stride length  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	Running  Develop the sprinting technique and apply it to relay events  Understand that leaning slightly forwards helps to increase speed.  Leaning my body in the opposite direction to travel helps to slow down.	Running  Develop an understanding of speed and pace in relation to distance.  Develop power and speed in the sprinting technique  Understand that I need to pace myself when running further or for a long period of time.  Understand that a high knee drive, pumping my arms and running on the balls of my feet gives me power.	Running  Apply fluency and coordination when running for speed in relay changeovers.  Effectively apply speeds appropriate for the event  Understand that taking big consistent strides will help to create a rhythm that allows me to run faster.  Understand that keeping a steady breath will help me when running longer distances.	Running  Demonstrate a clear understanding of pacand use it to develop their own and others sprinting technique  Understand that I neet to prepare my body frunning and know the muscle groups I will need to use.
Gross Motor Skills: Move energetically, such as running, jumping, dancing, hopping, skipping and climbing (ELG)  Acquiring and Developing Skills in Athletics (Jumping)  Jump in a range of ways, landing safely	change direction when jogging or sprinting  Jumping  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  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	example, two feet to two feet, two feet to one foot, 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  Know that the leg muscles are used when performing a jumping action	Jumping  Develop technique when jumping for distance in a range of approaches and take off positions  Know that if I jump and land in quick succession, the momentum will help me to jump further.	Jumping  Develop technique when jumping for distance  Understand that transferring weight will help me to jump further	Jumping  Explore technique and rhythm in the triple jump  Know that if I drive my knees high and fast I can build power and therefore distance in my jumps	Jumping  Develop power, contrand technique in the triple jump  Understand that a ruup builds speed and power and enables m to jump further.
Gross Motor Skills:	Throwing	Throwing	Throwing	Throwing	Throwing	Throwing
Further develop and refine a	I	1	Throw with greater	Perform a pull throw.	Perform a fling throw.	

		range of ball skills including: throwing, catching, kicking, passing, batting, and aiming.  Demonstrate strength, balance and coordination when playing (ELG)  Acquiring and Developing Skills in Athletics (Throwing)  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	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	Show increasing control in their overarm throw.  Perform a push throw.  Continue to develop techniques to throw for increased distance.	Measure the distance of their throws.  Continue to develop techniques to throw for increased distance.	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.	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.
		Acquiring and Developing Skills in Athletics Compete/Perform  Control their body when performing a sequence of movements  Participate in simple games	Compete/Perform  Begin to perform learnt skills with some control  Engage in competitive activities and team games	Compete/Perform  Perform learnt skills with increasing control  Compete against self and others	Compete/Perform  Perform learnt skills and techniques with control and confidence.  Compete against self and others in a controlled manner.	Compete/Perform  Perform and apply skills and techniques with control and accuracy.  Take part in a range of competitive games and activities.	Compete/Perform  Consistently perform and apply skills and techniques with accuracy and control.  Take part in competitive games with a strong understanding of tactics and composition.	Compete/Perform  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.
Vocabulary	Running, sprint, distance, race throw, balancing, faster, slowe		co-ordination, speed, balance, obstacles spatial awareness, accuracy, distance, height, take off, landing	Technique, muscles, run up, link, consistently, athlete, Olympics, pace, stride, aim,	Speed, power, strength, accurately, higher, pace, control, faster, further	Power, stamina, officiate, perseverance, determination, accuracy, personal best	Technique, down sweep, upsweep, flight, rhythm, stride	Rotation, trajectory, continuous pace, force, compete, momentum, transfer of weight
Dance	• Negotiate space and obstact for themselve Demonstrate strength, ball place.  • Move energetically, such a	d of Year R: otor ELGS cles safely, with consideration es and others. lance and coordination when ying. as running, jumping, dancing, ing and climbing	Children should develop fur become increasingly compete broad range of opportunities and coordination, individually be able to engage in compe against others) and co-oper range of increasingly Children should be taught to l	nd of KS1: ndamental movement skills, ent and confident and access a to extend their agility, balance y and with others. They should etitive (both against self and rative physical activities, in a challenging situations. begin to apply these in a range ivities. mple movement patterns.	Pupils should continue to apply and develop a broader range of skills, learning how to use them in different to link them to make actions and sequences of movement.  Pupils should be taught to develop flexibility, strength, technique, control and balance.			nt. trol and balance.

Use large-muscle	Acquiring and Developing	Dance skills	Dance skills	Dance skills	Dance skills	Dance skills	Dance skills
movements to wave flags and streamers  Start to take part in some group activities which he/she makes up for himself/herself, or in teams  Are increasingly able to use and remember sequences and patterns of movements which are related to music and rhythm	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 demonstrates 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 choreographic devices such as unison, canon and mirroring  Begin to improvise independently 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 choreographic devices such as unison, canon and mirroring  Improvise independently and in groups to create a simple dance  Use different transitions within a dance motif.  Move in time to music  Improve the timing of their actions	Copy remember and perform a dance phrase.  Create short dance phrases that communicate an idea.  Use canon, unison and formation to represent an idea.  Match dynamic and expressive qualities to a range of ideas.  Use counts to keep in time with a partner and group.	Copy, remember and adapt set choreography.  Choreograph considering structure individually, with a partner and in a group.  Use action and reaction to represent an idea.  Change dynamics to express changes in character or narrative.  Use counts when choreographing short phrases.	Accurately copy and repeat set choreography in different styles of dance showing a good sense of timing.  Choreograph phrases individually and with others considering actions, dynamics, space and relationships in response to a stimulus.  Confidently perform choosing appropriate dynamics to represent an idea.  Use counts accurately when choreographing to perform in time with others and the music.	Perform dances confidently and fluently with accuracy and good timing.  Work creatively and imaginatively individually, with a partner and in a group to choreograph longer phrases and structure dance considering actions, space, relationship and dynamics in relation to a theme.  Improvise and combine dynamics demonstrating an awareness of the impact on performance.  Use counts when choreographing and performing to improve the quality of work.
	Progress towards a more fluent style of moving, with developing control and grace  Are developing the overall body strength, coordination, balance and agility needed to engage successfully with future PE sessions and other physical disciplines including dance, gymnastics, sport and swimming	Compete/Perform  Perform using a range of actions and body parts with some coordination  Begin to perform learnt skills with some control	Compete/Perform  Perform sequences of their own composition with coordination  Perform learnt skills with increasing control  Compete against self and others	Compete/Perform  Perform short, self- choreographed phrases showing an awareness of timing.  Understand that I can use timing techniques such as canon and unison to create effect	Compete/Perform  Perform complex dances that communicate narrative and character well, performing clearly and fluently.  Know that being aware of other performers in my group will help us to move in time	Compete/Perform  Perform dances expressively, using a range of performance skills, showing accuracy and fluency  Understand what makes a performance effective and know how to apply these principles to my own and others' work.	Compete/Perform  Demonstrate a clear understanding of timing in relation to the music and other dancers throughout my performance.  Understand how a leader can ensure our dance group performs together.

Vocabulary	Sk Co Co pe	coquiring and Developing kills in Dance - compete/Perform  control my body when erforming a sequence of novements.  rection, speed, hall, space,	High/ medium/ low levels, forward, backwards, sideways, curved, zigzag, Solo, duet, canon, unison, transitions	group, performance, sequences, represent, timing, starting position, finish position, motif, contact, in time	Unison, explore, create, feedback, perform, timing, levels, flow, dynamics, expression, actions	Space, action, levels, timing, reaction, performance, dynamics, unison, represent, expression	Levels, actions, formation, timing, relationship, performance, expression, unison, posture, dynamics, canon	Levels, actions, formation, timing, phrase, performance, expression, unison, posture, dynamics, canon, choreograph, contrast, structure
	By the end of Recept	otion, children:	By the end of Y	ear 2, children:	them to make actions at with each other. They s  Pupils should be taught to: • t	and develop a broader range on nd sequences of movement. The hould develop an understanding and learn how to evaluate a ake part in outdoor and advent	of skills, learning how to use there should enjoy communicating, g of how to improve in different and recognise their own success urous activity challenges both in the monstrate improvement to ach reparation and	m in different ways and to link collaborating and competing physical activities and sports is.
Outdoor Adventurous Activities					Organisation  Begin to choose equipment that is appropriate for an activity.	Organisation  Try a range of equipment for creating and completing an activity.  Make an informed decision on the best equipment to use for an activity.  Plan and organise a trail that others can follow.	Choose the best equipment for an outdoor activity.  Create an outdoor activity that challenges others.  Create a simple plan of an activity for others to follow.  Identify the quickest route to accurately navigate an orienteering course.	Organisation  Choose the best equipment for an outdoor activity.  Prepare an orienteering course for others to follow.  Identify the quickest route to accurately navigate an orienteering course.  Manage an orienteering event for others to compete in.
					Communicate with others.	Communication  Communicate clearly with others.  Work as part of a team.  Begin to use a map to complete an orienteering course.	Communication  Communicate clearly and effectively with others.  Work effectively as part of a team.  Successfully use a map to complete an orienteering course.  Begin to use a compass for navigation	Communication  Communicate clearly and effectively with others when under pressure.  Work effectively as part of a team, demonstrating leadership skills when necessary.  Successfully use a map to complete an orienteering course. Use a compass for navigation.

					Organise an event for others.
		Compete and Perform	Compete and Perform	Compete and Perform	Compete and Perform
		Begin to complete activities in a set period of time.  Begin to offer an evaluation of personal performances and activities.	Complete an orienteering course more than once and begin to identify ways of improving completion time.  Offer an evaluation of both personal performances and activities.  Start to improve trails to increase the challenge of the course.	Complete an orienteering course on multiple occasions, in a quicker time due to improved technique.  Offer a detailed and effective evaluation of both personal performances and activities.  Improve a trail to increase the challenge of the course.	Complete an orienteering course on multiple occasions, in a quicker time due to improved technique.  Offer a detailed and effective evaluation of both personal performances and activities with an aim of increasing challenge and improving performance.  Listen to feedback and improve an orienteering course from it.
		Evaluate	Evaluate	Evaluate	Evaluate
		Watch, describe and evaluate the effectiveness of a performance.  Describe how their performance has improved over time.	Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements.  Modify their use of skills or techniques to achieve a better result.	Choose and use criteria to evaluate own and others' performances.  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.
		Health and Fitness	Health and Fitness	Health and Fitness	Health and Fitness
		Recognise and describe the effects of exercise on the body.	Describe how the body reacts at different times and how this affects performance.	Know and understand the reasons for warming up and cooling down.	Understand the importance of warming up and cooling down.
		Know the importance of strength and flexibility for physical activity.	Explain why exercise is good for your health.	Explain some safety principles when preparing for and	Carry out warm-ups and cool-downs safely and effectively.
		Explain why it is important to warm up and cool down.	Know some reasons for warming up and cooling down.	during exercise.	Understand why exercise is good for health, fitness and wellbeing.
					Know ways they can become healthier.
		Trails	Trails	Trails	Trails
		Orientate themselves with increasing confidence and accuracy around a short trail.	Orientate themselves with accuracy around a short trail.  Create a short trail for others with a physical	Start to orientate themselves with increasing confidence and accuracy around an orienteering course.	Orientate themselves with confidence and accuracy around an orienteering course when under pressure.
			challenge.  Start to recognise features of an orienteering course.	Design an orienteering course that can be followed and offers some challenge to others.	Design an orienteering course that is clear to follow and offers challenge to others.

			Problem Solving  Identify and use effective communication to begin to work as a team.  Identify symbols used on a key.	Problem Solving  Communicate clearly with other people in a team, and with other teams.  Have experience of a range of roles within a team and begin to identify the key skills	Begin to use navigation equipment to orientate around a trail.  Problem Solving  Use clear communication to effectively complete a particular role in a team.  Complete orienteering activities both as part of a team and	Use navigation equipment (maps, compasses) to improve the trail.  Problem Solving  Use clear communication to effectively complete a particular role in a team.  Compete in orienteering activities both as part of a team and
				required to succeed at each.  Associate the meaning of a key in the context	independently.  Identify a key on a map and begin to use the information in activities.	independently.  Use a range of map styles and make an informed decision on
Vocabulary			Navigate, rules, grid, route, discuss, trust, plan	of the environment.  Leader, inclusive, effectively, orientate, symbol	Tactical, collaborate, control card, collective, orienteering, navigation	the most effective.  Boundaries, location, critical thinking, symbol, cooperatively, strategy
	Exit, enter, front, travel, rules, safely kicking back, pulling, sp breaststroke, submersion, rotation, backstroke, stroke, hudd flutter kick, surface, somersault, personal best, inhale, stream	By the end of KS2:  Pupils should identify my personal best in a range of strokes. Successfully select and apply their fastest stroke over a distance of 25m.  Pupils should be able to demonstrate a smooth and consistent breathing technique in a range of strokes over a distance of 25m.  Pupils should be able to perform a variety of survival techniques.				
Swimming	Pupils should understand that making my body streamlined helps me to glide through the					

water.

Pupils should understand that the more I practice their breathing in the water, the more their heart and lungs can work effectively and aid their muscles with the ability to utilise oxygen when swimming.

Pupils should know which survival technique to use for the situation.

Pupils should understand that different environments have different rules to keep them safe around water.