

PE	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Skills	KS1	KS1	Lower KS2	Lower KS2	Upper KS2	Upper KS2
Dance	Copy and explore basic movements and body patterns  Move body into simple movements and dance steps  Link movements to sounds and music  Respond to range of stimuli	Copy and explore basic movements with clear control  Move body into a variety of levels and speed in sequence  Can vary the size of their body shapes  Add change of direction to a sequence  Use space well and negotiates space clearly  Can describe a short dance using appropriate vocabulary  Responds imaginatively to stimuli	Beginning to improvise independently to create a simple dance  Beginning to improvise with a partner to create a simple dance  Translates ideas from stimuli into movement with support  Beginning to compare and adapt movements and motifs to create a larger sequence  Uses simple dance vocabulary to compare and improve work	Confidently improvises with a partner or on their own  Beginning to create longer dance sequences in a larger group  Demonstrating precision and some control in response to stimuli  Beginning to vary dynamics and develop actions and motifs  Demonstrates rhythm and spatial awareness  Modifies parts of a sequence as a result of selfevaluation  Uses simple dance vocabulary to compare and improve work	Beginning to exaggerate dance movements and motifs (using expression when moving)  Demonstrates strong movements throughout a dance sequence.  Combines flexibility, techniques and movements to create a fluent sequence.  Moves appropriately and with the required style in relation to the stimulus. e.g using various levels, ways of travelling and motifs. Beginning to show a change of pace and timing in their movements.  Uses the space provided to his	Exaggerate dance movements and motifs (using expression when moving)  Performs with confidence, using a range of movement patterns.  Demonstrates a strong imagination when creating own dance sequences and motifs.  Demonstrates strong movements throughout a dance sequence.  Combines flexibility, techniques and movements to create a fluent sequence.  Moves appropriately and with the required



		 To evaluate own	maximum	style in relation to
		and others' work	potential.	the stimulus.
			Pototiment	e.g using various
			Improvises with	levels, ways of
			confidence, still	travelling and
			demonstrating	motifs.
			fluency across	
			their sequence.	Beginning to show
			then sequence.	a change of pace
			Modifies parts	and timing in their
			of a sequence	movements.
Dance			as a result of	
			self and peer	Is able to move to
(continued)			evaluation.	the beat
(continued)				accurately in
			Uses more	dance
			complex	sequences.
			dance	
			vocabulary to	Improvises with
			compare and	confidence, still
			improve	demonstrating
			work.	fluency across
			- ,	their sequence.
			To perform	Dances with
			and evaluate own and	fluency, linking
			own and others' work,	all movements
			highlighting	and ensuring
			areas to	they flow.
			improve.	
			inipiove.	Demonstrates
				consistent
				precision when
				performing
				dance
				sequences.
				Modifies parts
				of a sequence
				as a result of
				self and peer
				evaluation.



Dance (continued)						Uses more complex dance vocabulary to compare and improve work.  To perform and analyse own and others' performance, changing areas needing to improve.
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	Copies and	Explores and creates	Applies	Links skills with	Select and combine	Plan and perform
	explores basic movements with	different pathways and patterns.	compositional ideas independently and	control, technique, co-ordination and	their skills, techniques and	with precision, control and fluency,
	some control and	and pattorno.	with others to create	fluency.	ideas.	a movement
	coordination.	Uses equipment in a	a sequence.	,		sequence showing a
		variety of ways to		Perform more	Apply combined skills	wide range of
	Can perform	create a sequence	Copies, explores and	complex sequences.	accurately and	actions including
	different body		remembers a variety	<b>.</b>	appropriately,	variations in speed,
	shapes	Link movements together to create a	of movements and uses these to create	Beginning to use gym vocabulary to	consistently showing precision, control and	levels and directions.
	Performs at	sequence	their own sequence.	describe how to	fluency.	Performs difficult
	different levels	ooquonoo	thon own boquonoo.	improve and refine	naonoy.	actions with an
			Describes their own	performances.	Draw on what they	emphasis on
	Can perform 2		work using simple	·	know about strategy,	extension, clear
	footed jump		gym vocabulary.	Develops strength,	tactics and	body shape and
	Can was			technique and	composition when	changes in direction.
Gym	Can use equipment safely		Beginning to notice	flexibility throughout	performing and	Adapts sequences to
<b>- J</b> · · ·	equipment salely		similarities and	performances.	evaluating.	include a partner or
	Balances with		differences between sequences.	Creates sequences	Analyse and	a small group.
	some control		sequences.	using various body	comment on skills	ŭ .
			Uses turns whilst	shapes and	and techniques and	Gradually increases
	Can link 2-3 simple		travelling in a variety	equipment.	how these are	the length of
	movements		of ways.		applied in their own	sequence work with a partner to make up
			<b>D</b> · · · · ·	Combines equipment	and others' work.	a short sequence
			Beginning to show flexibility in	with movement to	Uses more complex	using the floor, mats
			movements	create sequences.	gym vocabulary to	and apparatus,
			movemente	Be able to bunny hop	describe how to	showing consistency,
			Beginning to develop	side to side in order	improve and refine	fluency and clarity of
			good technique	to achieve the cart	performances.	movement.
			when travelling,	wheel		Draw on what they
			balancing, using		Develops strength,	know about strategy,
			equipment etc		technique and flexibility throughout	tactics and
					performances.	composition when
					Links skills with	performing and
					control, technique,	evaluating.
					co-ordination and	Analyse and
					fluency.	Analyse and comment on skills
					Lindoretondo	and techniques and
					Understands	how these are
					composition by	



			performing more complex sequences.	applied in their own and others' work.
Gym (continued)			complex sequences.	and others' work.  Uses more complex gym vocabulary to describe how to improve and refine performances.  Develops strength, technique and flexibility throughout performances.  Keep a good core body shape and hold any balance for 5-10 seconds



	Can travel in a variety	Confident to send the	Use tactics and	Vary skills, actions	Vary skills, actions	Vary skills, actions
	of ways including	ball to others in a	composition by	and ideas and link	and ideas and link	and ideas and link
				these in ways that		
	running and jumping.	range of ways.	starting to vary how		these in ways that	these in ways that
	5	Б	they respond.	suit the games	suit the games	suit the games
	Beginning to perform	Beginning to apply		activity.	activity.	activity.
	a range of throws.	and combine a	Vary skills, actions			
		variety of skills (to a	and ideas and link	Shows confidence in	Shows confidence in	Shows confidence in
	Receives a ball with	game situation)	these in ways that	using ball skills in	using ball skills in	using ball skills in
	basic control		suit the games	various ways, and	various ways, and	various ways, and
		Develop strong	activity.	can link these	can link these	can link these
	Beginning to develop	spatial awareness.		together.	together.	together effectively.
	hand-eye		Beginning to	e.g. dribbling,		e.g. dribbling,
	coordination	Beginning to develop	communicate with	bouncing, kicking	Uses skills with co-	bouncing, kicking
		own games with	others during game		ordination, control	
	Participates in simple	peers.	situations.	Uses skills with co-	and fluency.	Keeps possession of
	games			ordination, control		balls during games
Co		Understand the	Uses skills with co-	and fluency.	Takes part in	situations.
Games		importance of rules	ordination and	,	competitive games	
		in games.	control.	Takes part in	with a strong	Consistently uses
		3		competitive games	understanding of	skills with co-
		Develop simple	Develops own rules	with a strong	tactics and	ordination, control
		tactics and use them	for new games.	understanding of	composition.	and fluency.
		appropriately.	Ter nen games.	tactics and	33p 33	and national
		. 1 1 1	Makes imaginative	composition.	Can create their own	Takes part in
		Beginning to develop	pathways using	22	games using	competitive games
		an understanding of	equipment.	Can create their own	knowledge and skills.	with a strong
		attacking/ defending	1	games using	and child	understanding of
		attacking, actorialing	Works well in a	knowledge and skills.	Can make	tactics and
			group to develop		suggestions as to	composition.
			various games.	Works well in a	what resources can	composition.
			ranous games.	group to develop	be used to	Can create their own
			Compete with each	various games.	differentiate a game.	games using
			other in a controlled	vanous games.	differentiate a garrie.	knowledge and skills.
			manner.	Compares and	Apply basic skills for	Modifies competitive
			Beginning to select	comments on skills	attacking and	games.
			resources	to support creation of	defending.	gaines.
			independently to	new games.	deferiding.	Compares and
			carry out different	new games.	Uses running,	comments on skills
			skills.	Can make		
			SKIIIS.		jumping, throwing	to support creation of
				suggestions as to	and catching in	new games.
				what resources	isolation and	Can make
				can be used to	combination	Can make
				differentiate a game.		suggestions as to



Games (continued)		Apply basic skills for attacking and defending.  Uses running, jumping, throwing and catching in isolation and combination.	what resources can be used to differentiate a game.  Apply knowledge of skills for attacking and defending.  Uses running, jumping, throwing and catching in isolation and in combination.
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Athletics	Can run at different speeds.  Can jump from a standing position  Performs a variety of throws with basic control.	Can change speed and direction whilst running.  Can jump from a standing position with accuracy.  Performs a variety of throws with control and co-ordination. (preparation for shot put and javelin)  Can use equipment safely	Beginning to run at speeds appropriate for the distance. e.g. sprinting and cross country  Can perform a running jump with some accuracy  Performs a variety of throws using a selection of equipment.  Can use equipment safely and with good control.  To compete in a mini competition, recording scores.	Beginning to build a variety of running techniques and use with confidence.  Can perform a running jump with more than one component. e.g. hop skip jump (triple jump)  Demonstrates accuracy in throwing and catching activities.  Describes good athletic performance using correct vocabulary.  Can use equipment safely and with good control.	Beginning to build a variety of running techniques and use with confidence.  Can perform a running jump with more than one component. e.g. hop skip jump (triple jump)  Beginning to record peers performances, and evaluate these.  Demonstrates accuracy and confidence in throwing and catching activities.  Describes good athletic performance using correct vocabulary.  Can use equipment safely and with good control.	Beginning to build a variety of running techniques and use with confidence.  Can perform a running jump with more than one component. e.g. hop skip jump (triple jump)  Beginning to record peers performances, and evaluate these.  Demonstrates accuracy and confidence in throwing and catching activities.  Describes good athletic performance using correct vocabulary.  Can use equipment safely and with good control.
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Outdoor Adventurous Activities			Listens to others.  Listens to instructions from a partner/ adult.  Beginning to think activities through and problem solve.  Discuss and work with others in a group.  Demonstrates an understanding of how to stay safe.	Show why listening skills are important.  Beginning to think activities through and problem solve.  Choose and apply strategies to solve problems with support.  Discuss and work with others in a group.  Demonstrates an understanding of how to stay safe.	Develops strong listening skills.  Think activities through and problem solve using general knowledge.  Choose and apply appropriate strategies to solve problems with support.  Discuss and work with others in a group.  Demonstrates an understanding	Uses strong listening skills to inform activity.  Logically thinks activities through and problem solve using general knowledge, relating the problem to similar situations  Choose and apply the correct strategies to solve problems with support.  Discuss and work with others in a group to successfully complete a problem.  Demonstrates an understanding of how to stay safe.
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	Stage 1-2	Stage 3 – 4	Stage 5-6
	Enter & Exit water safely  Push & Glide on front and back for 5m	Jump into the pool	Perform a sculling sequence for 35-40 seconds
		Pick up an object fully submerged	Perform a forward somersault
	Move on front and back for 5m	Push and glide for 10m on front and back	Tread water for 1 minute
Swimming	Move from floating position to standing position	Identify 4 water safety rules	Swim 10m in breaststroke, front crawl,
Swimming	Blow bubbles a minimum of 3 times into	Push away from the wall in a streamlined position	butterfly and backstroke
	the water  With support, swim on front and back with	Perform a sequence of changing shapes	Perform 3 different shaped jumps into the deep end
	any kick style for 10m	Kick 10m in breaststroke, front crawl,	Demonstrate an action for getting help
	Perform a tuck jump	butterfly and backstroke	Push and glide, then swim for 25m in any
	Push and glide on front with arms extended	Perform a head first sculling action	desired stroke
	Be showered with water from above	Tread water for 30 seconds	Perform a surface dive
		Exit the pool without steps	Swim 10m wearing clothes.



	Can comment on own and others performance	Watches and describes performances accurately.	Watches and describes performances accurately.
	Can give comments on how to improve performance.	Beginning to think about how they can improve their own work.	Learn from others how they can improve their skills.
	Use appropriate vocabulary when giving feedback.	Work with a partner or small group to improve their skills.	Comment on tactics and techniques to help improve performances.
Evaluation		Make suggestions on how to improve their work, commenting on similarities and differences.	Make suggestions on how to improve their work, commenting on similarities and differences.



	Can describe the effect body	t exercise has on the	Can describe and exp has on the body.	lain the effect exercise	Can describe and expl has on the body and w	
			Can explain the import healthy lifestyle.	tance of exercise and a	Can explain the import healthy lifestyle, includ	ance of exercise and a ing diet
			Show how to warm up explain why they are o		Show how to warm up can identify appropriate	
Healthy Life Styles			Can identify different ways to stay healthy.		Can understand and identify different healthy activities.	
PE	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Knowledge	KS1	KS1	Lower KS2	Lower KS2	Upper KS2	Upper KS2
	To know how to change direction during travelling	To command different levels and speeds of movement.	To know dance movements and create patterns of movement.	To identify the patterns and actions of chosen dance style.	To identify and practise the patterns and actions of the chosen dance style.	To identify and practise the patterns and actions in a street dance style.



	moves and link					
Dance	moves and link moves together  To demonstrate basic body patterns and movements to music.  To demonstrate a variety of moves that change speed and direction.  To have an appreciation of how to link together dance moves with gestures and change direction in time to music.  To know different positions.	To understand what a simple dance phrase is.  To know how to show contrasts in simple dances with good body shape and position.  To develop a range of dance movements and improve timing.  To have an awareness of how to work to music, creating movements that show rhythm and control.  To have an awareness of how to work to music, creating movements that show rhythm and control	To demonstrate a dance with rhythm and expression.  To use knowledge of dance to create a story in small groups.  To develop precision of movement.  To work cooperatively with a group to create a dance piece.  To perform in front of others with confidence.	To demonstrate an awareness of the music's rhythm when improvising.  To have an awareness of how to create an individual dance that reflects the chosen dancing style.  To have an awareness of how to create partnered dances that reflect the dancing style and apply the key components of dance.  To know how to perform known dances using a range of movement patterns.	To demonstrate an awareness of the music's rhythm and phrasing when improvising.  To have an awareness of how to create partnered dances that reflect the chosen dancing style and apply the key components of dance.  To have an awareness of how to create group dances that reflect the dance style.  To know how to perform a known dance using a range of movement patterns.	To demonstrate a controlled awareness of the music's rhythm and phrasing when improvising.  To have an awareness of how to create a dance that represents a street dance style.  To have an awareness of how to create a dance as a group, using any street dance moves.  To have an awareness of how to create a dance as a group, using any street dance moves.
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Gym	To know how to hold a gymnastics posture/stance with pointy toes.  To know the steps to perform a log roll  To have an understanding of how to travel in different ways such as running, jogging, skipping, jumping  To know how to move body to make low level and high level movement  To know how to use simple language such as balance, roll and sequence  To know how to create a sequence using different levels.  To be able to explain how they can use	To know how to hold a gymnastics posture/stance with pointy toes.  To be able to identify how to land from a jump in a controlled way.  To know what a balance point is  To know how to land safely from equipment  To explain the muscles that are being used in a balance  To know the name of some equipment — beam, mat, horse, bench  To understand vocabulary such as tensing, relaxing, balance, extension, movement	To understand vocabulary such as combination, control, sequence, unison, fluency  To know the steps to perform a teddy bear roll, over the shoulder roll, egg roll  To explain what counter balance is  To explain which muscles are working in order to hold balances  To be able to describe what the holds dish and arc are  To recall 2 and 3 point balance  To know how to move at different with different speeds	To be able to explain the steps to perform a forwards and backwards roll.  To know how to perform a cart wheel and hand stand  To know how to refine transitional movements – rolls, jumps, travel  To know how to use higher level equipment safely  To be able to explain how to link balances and movements onto the equipment  To know vocabulary such as body tension, flexibility, core body  To know how to link balance points	To know how to transition from one balance to another, for example front support, to side support, to back support  To know how to successfully use a starting and ending position  To know and apply technical vocabulary such as vault, body management.  To explain how to use small and big equipment safely to enhance sequences.	To know how to enter and exit a vault effectively  To know how to improve a body management sequence.  To how to perform a floor sequence.  To know how to evaluate performance and say how to improve.  To explain how to use equipment effectively and safely



Gym (continued)	their body to make different shapes.  To be able to explain how to use low level equipment safely  To know how to hold a 4 point balance	To know how to hold balances such as front support, back support	To be able to verbalise what went well and what could be better about their performance know the names of further equipment – volt, spring board, frame	To know what arabesque, dish, bowl and shoulder stand look like		
	To participate in small s focus on attacking and To know the rules of the	defending.	Target	Invasion Games	Net and Wall	Striking and Fielding
	To know the different po	ositions of a team	Tri Golf Boccia	Netball Football Basketball Tag Rugby	Tennis Dodgeball Handball Badminton Volleyball	Rounders Diamond Kwik Cricket



Games	To understand teamworoles in it.  To know how to score to know and understar referee's signals  To know how to strike at the control of the c	in various games  nd umpire's and  a ball in different ways		Hockey Benchball	TableTennis	
	To demonstrate varying speeds when running.  To demonstrate footwork patterns.	To demonstrate how to run with agility and confidence.  To recall the best jumping techniques	To demonstrate how to run in different directions and at different speeds, using a good technique.	To know difference running paces for different events  To explain how to throw safely and with	To know the correct technique to run at speed.  To demonstrate how to run for distance.	To know a range of running styles and changes of speed.  To explain how to throw with power and
Athletics	To demonstrate arm mobility.  To demonstrate different methods of throwing.  To demonstrate short distance running	for distance.  To demonstrate how to throw different objects in a variety of ways.  To demonstrate how to hurdle an obstacle and maintain effective running style.	To demonstrate an improved throwing technique.  To demonstrate an improved jumping technique.  To understand the relay and passing the baton.	understanding.  To demonstrate some awareness of knowledge of good running technique in a competitive situation.  To understand which technique is most effective when	To demonstrate how to throw with accuracy and power.  To identify and apply techniques of relay running.  To know some different footwork patterns.	To explain how to throw safely.  To demonstrate strong knowledge of a good running technique in a competitive situation.  To know different
		To demonstrate how to run for distance.		jumping for distance.	To understand which technique is most	footwork patterns.



			To demonstrate how to complete an obstacle course with control and agility	appropriate running techniques.	skills learned in this unit in a competitive situation.	jumping for distance.  To explain how to use skills to improve the distance of a pull throw.  To demonstrate a knowledge of good techniques in a competitive situation	technique is most effective when jumping for distance.  To recall all the skills learned in this unit in a competitive situation.
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Outdoor Adventurous Activities		To demonstrate how to work cooperatively to solve group / paired challenges  To know that listening to and evaluate all ideas and suggestions is part of strong team work  To demonstrate how to contribute to the group discussion by speaking clearly and offer constructive suggestions  To explain how different methods of communication (verbal / non-verbal) can be used and decide which is most effective for you  To demonstrate a willingness to trust others and accept support  To know how to give clear and concise instructions  To know how to follow instructions and accept support from a partner (verbal / physical)  To know how to recognise when your partner needs support	To demonstrate how to plan the task carefully with each group member contributing their ideas  To demonstrate how to work as a team to solve the problem  To Explain how you solved the task  To demonstrate understanding of the concept of a basic map  To demonstrate how to navigate your way around a simple orienteering course  To understand the term 'orientate or 'setting' a map  To demonstrate how to design and create a route for others to follow  To demonstrate how to follow a route using a simple map  To describe safety considerations when orienteering
	Stage 1-2	Stage 3 – 4	Stage 5-6
	Enter & Exit water safely  Push & Glide on front and back for 5m	Jump into the pool  Pick up an object fully submerged	Perform a sculling sequence for 35-40 seconds  Perform a forward somersault
	Move on front and back for 5m	Push and glide for 10m on front and back	Tread water for 1 minute



Swimming	Move from floating position to standing position  Blow bubbles a minimum of 3 times into the water  With support, swim on front and back with any kick style for 10m	Push away from the wall in a streamlined position  Perform a sequence of changing shapes  Kick 10m in breaststroke, front crawl, butterfly and backstroke	Swim 10m in breaststroke, front crawl, butterfly and backstroke  Perform 3 different shaped jumps into the deep end  Demonstrate an action for getting help
	Push and glide on front with arms extended  Be showered with water from above	Perform a head first sculling action  Tread water for 30 seconds  Exit the pool without steps	desired stroke  Perform a surface dive  Swim 10m wearing clothes.