

Barleyhurst Park Curriculum Progression for PE

	Nursery	Foundation	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Fundamental		-To be able to run in	-To be able to run and	-To be able to run and				
movement		different directions	change directions quickly	change directions				
skills		with control.	with control	quickly with control.				
		-To be able to jump	-To be able to jump for	-To be able to jump for				
		forwards from 2 feet	distance with control.	distance with control.				
		to 2 feet.	-To be able to hop in	-To be able to hop in				
		-To be able to hop on	different directions with	different directions				
		either foot with	control.	with control.				
		control.	-To gallop with rhythm	-To gallop in different				
		-To gallop using	& control in different	directions at speed.				
		preferred leg.	directions.	-To skip with a rope.				
		-To be able to skip	-To skip in different	-To gain power to get				
		over a rope.	directions with control.	height in jump.				
		-To gain height when	-To gain power to get	-To challenge &				
		jumping.	height in jump.	improve skills.				
		-To take turns with a	-To challenge &	-To devise a game to				
		partner when	improve skills.	develop a skill and work				
		performing a task.	-To work cooperatively	cooperatively.				
			with a partner to lead and					
			complete a task.					
Invasion		-To slide a bean bag	-To slide a bean bag	-To be able to change	-To retrieve and carry a	-To be able to pass and	<u>Netball</u>	<u>Basketball</u>
Games		towards a target.	towards a target.	direction at speed with	ball one handed, travelling	receive with increased	-To perform 3 different	-To pass and receive with
		-To roll a ball towards	-To describe a partner's	control.	in a variety of different	control and accuracy.	passes with control and	increased control and
		a target.	rolling action.	-To be able to move a ball	ways.	-To be able to use a	accuracy.	accuracy.
		-To bounce and catch	-To dribble a ball with	with hands on the move.	-To demonstrate	variety of passes to keep	-To land correctly	-To use correct footwork
		a ball with 2 hands.	control.	-To pass the ball	correct catching	possession.	when catching a ball in	and understand the travel
		-To throw underarm	-To throw accurately	with 2 hands to a	technique.	-To be able to use the	netball.	rule.
		to a target.	underarm to a target.	partner.	-To perform a one handed	jump stop and pivot.	-To pass and receive on	-To pass the ball on the
		-To catch a ball with 2	-To catch a ball with 2	-To control a moving ball	over arm throw.	-To understand the travel	the move demonstrating	move and to signal for the
		hands.	hands consistently from	with dominant foot.	-To pass and move into a	rule.	correct footwork.	ball effectively.
		-To control a ball with	close distance.	-To move a ball towards a	space.	-To be able to pass and	-To shoot with accuracy	-To keep head up whilst
		dominant foot.	-To control a moving ball	target with control.	-To know the 3-step rule.	receive the ball on the	(scoring 50% of the time).	dribbling the ball and to
		-To move a ball	with dominant foot.	-To be able to control the	-To pass the ball then	move.	-To dodge to move into a	beat a defender when
		towards a targetTo	-To move a ball towards a	rugby ball with 2 hands.	move into a space to	-To be able to keep head	space.	dribbling.
		be able to move the	target	-To develop a game that	receive the ball.	up whilst dribbling.	-To mark a player without	-To shoot with more
		rugby ball with 2	with control.	improves a skill.	-To develop correct	-To be able to dribble with	the ball.	accuracy (70%) at a target
		handsTo take turns with a	-To be able to control the	-To work with partner to	shooting technique by	both R and L hands.	-To know where each	and to use fast break to
			rugby ball on move.	follow rules and	throwing accurately at a	-To be able to use correct	position stands on court	move the ball up court
		partner when	-To describe a partner's	score points.	target.	shooting technique from	for a centre pass in Hi5 netball.	quicklyTo learn the correct man
		performing a task.	actions.	-To develop a game to	-To create a game to develop and improve the	close rangeTo know how to mark a	-To know 3 basic rules for	to man defence
				practise a skill.	one handed	player using a	netball.	technique.
					overarm pass.	defensive stance.	-To know what to practise	-To learn how to outwit a
					- To co-operate with	-To learn to dribble and	to improve performance.	defender using 1 v1 skills
					others to work in a team.	pass the ball towards	1	_
					-To play in a conditioned	the basket.	-To play in a conditioned passing game and show	such as jab step & fake and drive.
					•	the basket.	awareness of attack and	-To understand basic
					passing game and			
							defence positions.	positions in basketball.



implement simple team	- To implement basketball		-To demonstrate attacking
tactics and scoring system.	skills into a game situation		and defence tactics in a
* Handy Ball	by working in a team.	-To dribble the ball at	game.
Trainay Dail	*Basketball	speed and change	Panie
-To demonstrate correct 2		direction.	-To perform dribbling and
footed landing.	-To control the ball when	-To demonstrate	turning skills to keep
-To perform a chest pass	travelling.	dribbling and passing the	possession of the ball.
to a partner.	-To pass the ball with	ball on the move.	-To pass the ball
-To pass the ball using a	control.	-To perform reverse stick	accurately over both short
bounce or overhead pass.	-To pass and receive the	to change direction.	and long distances.
-To demonstrate the	ball with control.	-To dribble the ball	-To choose when and
correct technique for	-To shoot the ball at a	around a defender and	where to pass the ball to
shooting.	target from varying	tackle the ball from	another player.
-To show a change in	distances to score a point.	another player.	-To shoot from different
speed to lose an	-To pass the ball to a	-To shoot at goal from a	angles in front of the goal.
opponent.	partner avoiding a	crossed ball.	-To close down play to
-To perform a dodge to	defender.	-To demonstrate	perform a block tackle.
receive a pass.	-To make a decision on	dodging to lose your	-To perform basic
-To mark a player without	when to successfully	opponent.	goalkeeping skills.
a ball to stop the attacker	intercept the ball.	-To mark another	-To control the ball with
receiving a pass.	-To mark a player with	player without the ball.	different parts of the
-To plan simple tactics to	the ball.	-To plan tactics for a	body.
play the core task.	-To recall at least 3 basic	short corner situation.	-To demonstrate the
- To support other team	rules of the game.	-To plan an activity to	correct technique for a
players by moving into	- To implement football	develop passing over	throw in.
space to receive the ball.	skills into a game situation	both long and short	-To implement football
* Netball	-To support other pupils in	distances.	skills learnt into a game
	the group.	- To implement hockey	situation by playing in
-To dribble a ball with	* Football	skills into a game to be	different roles i.e.
control.		successful in a competitive	attacker, defender,
-To pass the ball over a		situation.	goalkeeper and referee.
short distance to		* Hockey	* Football
stationary player.			
-To pass the ball over a			
longer distance to			
stationary player.			
-To pass and move with a partner unopposed.			
-To shoot the ball			
accurately at a target.			
-To work as a team to pass			
the ball with increasing			
speed and accuracy.			
-To perform a block tackle.			
-To plan simple tactics to			
play the core task.			
- To implement hockey			
skills and simple tactics			
into a game situation by			
working in a team.			
* Hockey			
Hockey			l .



	Nursery	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Athletics	To be able to walk and	-To be able to run with	-To be able to move with	-To be able to run	-To run at speed over	-To describe 3 tips for	-To sprint over short	-To pass a relay baton
	run with control.	control.	control at speed.	quickly towards a	short distances.	sprinting.	distances with a correct	using a downward sweep.
	To be able to hop on a	-To be able to change	-To be able to vary the	target.	-To sustain a suitable pace	-To demonstrate	running style.	-To plan and devise an
	preferred foot.	speed when running.	speed of running.	-To demonstrate a	when running	changes in running style	-To run at a sustained and	endurance circuit to
		-To be able to jump	-To be able to land with	controlled change of	for a longer time.	between sprinting and	consistent pace.	sustain pace over a longer
		forwards from 2 feet	control when Jumping.	speed when running.	-To investigate	distance events.	-To demonstrate a	time.
		to 2 feet.	-To demonstrate how to	-To perform a	throwing styles from	-To describe best the	controlled shot put	-To throw a javelin using a
		-To be able to jump in	jump over objects.	combination of jumps	different start positions.	stance for a one-handed	throwing action.	pull action.
		different ways.	-To be able to throw	with control.	-To investigate the correct	push and pull throw.	-To demonstrate the discus	-To demonstrate a
		-To be able to throw	objects to gain distance.	-To demonstrate	technique to	-To throw using a	throwing technique.	dynamic heave throw.
		objects forwards.	-To be able to throw	different ways of leaving	improve distance when	straight arm technique	-To describe the triple	-To perform a scissor jump
		-To throw underarm	objects towards a target.	floor to gain height.	throwing over arm.	similar to discus.	jump combination	from a short run up.
		towards a target.	-To follow instructions to	-To be able to throw	-To perform a balanced	-To identify 3 tips when	correctly.	-To perform the triple
		-To work with a	complete an athletics	objects using different	landing on 2 feet when	jumping for distance and	-To jump for distance	jump sequence in the
		partner to complete a	circuit.	styles to gain distance.	jumping forwards.	height.	taking off on one foot and	correct order.
		challenge.	-To work with a partner to	-To demonstrate ability to	-To combine hopping and	-To practise and improve	landing on 2.	-To plan and lead an
			record a score.	throw an object to a	jumping with	technique for race walking.	-To use rhythm when	athletics festival.
				target.	control.	-To pass and receive a	running over obstacles.	-To take part in another
				-To follow instructions to	-To maintain good running	baton effectively.	-To measure and record	group's festival and give
				complete an athletics	technique	-To follow instructions to	performance in	feedback on each event.
				circuit.	when sprinting over	set up station safely as	a variety of different	-To participate in
				-To score activities	obstacles.	part of an athletics	events.	competition and personal
				accurately.	-To work as a team to	circuit.	-Perform one of the core	challenges to improve
					score points in an	-Perform an activity from	task activities	performance.
					athletics circuit.	core task 2	- Participate in competition	
					-Perform an activity from		and personal challenges to	
					core task 1		improve performance.	
					- To be able to safely			
					participate in competitive			
					activity or personal			
					challenge.			



	Nursery	EYFS	Year 1 and Year 2	Year 3 and Year 4	Year 5 and Year 6
Indoor &		-To follow & copy a	-To copy & refine a partner's moves.	-To explain: what is a fitness circuit?	-To perform in a circuit of activities to improve
outdoor		partner's actions.	-To know what the heart does and what exercises help it.	-To design a fitness circuit using set activities.	strength, conditioning and cardiovascular.
fitness		-To listen and follow	-To perform basic rope skills.	-To describe where core muscles are in your body.	-To perform in a circuit of activities to improve speed
		instructions.	-To name muscles being exercised.	-To measure breathing rate and record score after different	and stamina.
		-To be able to skip	-To keep moving for 5 minutes.	types of activity.	-To perform consistently good coordination skills
		with control (no rope).	-To perform core exercises safely and with control.	-To use core muscles to help with balance and	when under pressure.
		-To perform exercises	* Indoor fitness	strength.	-To improve agility and coordination skills when
		with control.		-To state that 'High Intensity Interval Training	performing a set routine.
		-To exercise	-To perform a variety of fundamental movement	(HIIT)' is a good way of strengthening heart and lungs.	-To co-operate well with a partner when performing
		continuously for 3	and sport skills.	-To be able to safely participate in competitive activity or	tasks to improve core.
		minutes.	-To change direction quickly with control.	personal challenge.	-To show a rapid change in direction when performing
		-To perform exercises.	-To name different ways of moving.	* Indoor fitness	agility exercises
		-To understand the	-To perform activities to improve leg and arm		- To be able to safely participate in competitive
		importance of keeping	strength.	-To set a personal challenge to beat own score.	activity or personal challenge.
		fit for everyday life.	-To create exercises linked to a sporting theme.	-To describe cardio-vascular fitness.	* Indoor fitness
		* Indoor fitness	-To say what happens to the heart when we	-To show endurance when performing in a boot camp	
			exercise.	circuit i.e. no stopping between activities.	- To perform in activities to improve muscular
		-To be able to point to	-To understand the importance of keeping fit for	-To strengthen core muscles by performing	endurance without stopping.
		the heart and perform	everyday life.	exercises to improve core strength.	-To choose the correct pace for each activity.
		exercises that increase	* Outdoor fitness	-To increase leg strength by performing squat and lunge	-To perform a variety of cardiovascular activities
		heart rate.		exercises.	without stopping.
		-To feel and describe		-To perform in activities to raise heart rate and	-To be able to define the terms agility, balance and
		changes in		explain why this happens.	coordination and help design an activity to improve
		breathing rate.		-To be able to safely participate in competitive activity or	each area of fitness.
		-To perform exercises		personal challenge.	-To give clear and safe instructions to another team to
		to make leg muscles		* Outdoor fitness	teach them your obstacle course.
		stronger.			-To define the terms Speed, Reaction time and
		-To change direction			Power.
		with control.			- To be able to safely participate in competitive
		-To improve co-			activity or personal challenge
		ordination skills by			* Outdoor fitness
		performing a speed			
		bounce			
		and throwing at a			
		target.			
		-To balance with			
		control when moving			
		the beanbag.			
		-To understand the			
		importance of keeping			
		fit for everyday life.			
		* Outdoor fitness			



	Nursey	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Gymnastics	-To climb up	-To follow instructions	-To be able to perform 8	-To be able to link 4 shapes	-To demonstrate and hold	-To perform 3 shapes in	-To be able to perform 5	-To work with a partner to
	apparatus using	safely.	basic shapes with control.	smoothly.	the 10 basic shapes with	unison with a partner to	symmetrical shapes in	perform weight bearing
	alternate feet.	-To be able to perform	-To be still whilst holding	-To demonstrate a change	control.	include twisted shape.	unison with a partner.	partner balances safely.
	-To be able to stand	5 basic shapes with	balances on	in speed smoothly linking 3	-To perform contrasting	-To move into a balance	-To work with a partner to	-To move from a balance
	on one leg for 3-5	control.	different body parts.	balances.	balances with a change of	from different	perform matching and	into a roll with control.
	seconds.	-To hold large and	-To perform 2 jumps with	-To jump for height and	speed and level.	starting positions.	mirroring balances.	-To be able to turn during
	-To be able to hop on	small shapes whilst	control.	perform a	-To be able to land a	-To perform a shoulder roll	-To hold a counter	flight and land safely.
	a preferred foot.	balancing.	-To describe a partner's	shape in the air.	variety of jumps with	in opposite directions.	balance with a partner at	-To travel on, over and
	-To be able to stand	-To demonstrate a	jumps.	-To perform a tuck jump	control.	-To explore ways of	different heights.	around apparatus
	on tip toes.	safe (chair) landing	-To develop skills for a	with control.	-To perform matching	turning on the spot and off	-To perform 3 symmetrical	taking weight on hands
		from a jump.	forward roll.	-To perform rolls that	actions with a partner	a bench.	jumps with a partner.	and feet.
		-To perform a straight	-To transfer weight from	move in a circular motion.	using contrasting	-To take weight on hands	-To show a change in	-To perform a group
		jump with control	hands to feet using the	-To transfer weight from	shapes.	when moving over a	speed when performing	balance.
		from a bench.	bench.	hands to feet using the	-To perform rolls that	bench.	rolls.	-To create a group
		-To travel sideways	-To perform 3 different	bench.	move in a circular way.	-To practise and remember	-To move into balances	sequence to include both
		using a roll.	skills on low apparatus.	-To create a sequence on	-To be able to transfer	the sequence needed for	from different actions e.g.	unison and canon.
		-To transfer weight	-To link 3 or more skills on	the low apparatus which	weight from hands to	take-off when vaulting.	roll into balance,	-To safely set up large
		from hands to feet	a variety of apparatus.	includes 4	feet with rhythm and	-To learn a set sequence	shape into balance.	apparatus in a given area.
		(bunny hop).	-To demonstrate a gym	different skills.	control.	and add a change of	-To land with control after	-To adapt and amend
		-To link 2 skills on	sequence using 2/3	-To create a sequence on	-To perform contrasting	height.	flight.	sequence to include
		floor.	skills on floor and	the higher apparatus	shapes and balances on	-To safely move large	-To safely set up large	twisting and turning.
		-To know how to use	apparatus.	which includes 4 different	the low apparatus.	apparatus into set	apparatus in either a L or T	-To perform one of the
		apparatus safely.	-To set and overcome	skills.	-To perform a squat on	positions.	shape in a given area.	core task activities.
		-To link 2 skills on floor	personal challenges to	-Perform one of the core	vault on low apparatus.	-Perform one of the core	-Perform one of the core	-To participate in
		and apparatus.	improve performance.	task activities.	-Perform one of the core	task activities on	task activities on a variety	competition and personal
		-To work		-To work cooperatively	task activities.	apparatus.	of different	challenges to improve
		cooperatively with a		with a partner to develop	-To create sequences,	-To create sequences,	apparatus with a partner.	performance.
		partner.		skills	observe and evaluate	observe and evaluate	-To participate in	
					performances.	performances.	competition and personal	
							challenges to improve	
1							performance.	



	Nursery	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Striking and		-To retrieve a bean	-To retrieve an object	-To be able to roll & stop a	-To be able to stop a	-To retrieve a ball and	-To show the correct	-To throw a ball
ielding		bag using hands.	using hands.	ball with control.	ball using a long barrier	return it to a wicket.	batting action for	underarm at a wicket
		-To be able to roll a	-To be able to roll a ball	-To throw underarm	when fielding.	-To learn 3 tips for	rounders.	from a variety of
		ball towards targets.	towards targets.	with control to a target.	-To throw a ball underarm	hitting a cricket ball.	-To learn 3 rules for	directions.
		-To stop a moving ball	-To stop a moving ball	-To be able to throw a	with increasing accuracy	-To hit a drop feed	bowling.	-To improve
		along the floor.	along the floor.	ball underarm to a	for	ball with a cricket bat.	-To bat a bowled ball	batting accuracy and
		-To throw a small ball	-To throw a small ball	partner.	a partner to catch.	-To choose the correct	into a space.	directional batting using a
		underarm to a target.	underarm to a target.	-To catch a ball with 2	-To bowl a ball underarm	throw for different	-To throw from back	forward drive.
		-To be able to catch a	-To be able to catch a	hands from short	through a	distances.	stop to a post accurately.	-To hit a ball bowled
		ball with 2 hands.	ball with 2 hands.	distance.	hoop.	-To bowl a ball underarm	-To decide when to	underarm using a
		-To strike a ball along	-To strike a ball along	-To hit/strike a ball with a	-To experiment how to	at a wicket.	stop running around the	forward drive.
		the floor using your	the floor using your hand	hand to a partner.	throw a ball further.	-To demonstrate	posts when batting.	-To increase distance
		hand.	with control.	-To hit a ball using	-To hit a ball from a tee	correct technique	-To catch a ball under	when throwing over arm.
		-To hand strike a ball	-To hand strike a ball	a bat/racket.	or a self-feed.	for hands when close	pressure.	-To perform close
		towards a target.	towards a target from	-To use a simple scoring	-To develop a practice to	catching and deep field	-To explain how to	catching and deep
		-To demonstrate good	5-10m.	system.	improve batting	catching.	score in rounders	fielding catching
		control when moving	-To demonstrate good	-To work as a small	technique.	-To refine batting	when batting.	with consistency.
		the ball with hands.	control when moving	group to play a game.	-To work as a team when	technique to protect the	-To play a game of	-To demonstrate an
		-To work	the ball with hands.		fielding.	wicket using a forward	rounders and	overarm bowling
		cooperatively with a	-To work cooperatively		-To be able to catch a	defensive shot.	understand the basic	technique.
		partner to keep score.	with a partner to		ball and stump a post	-To make a decision	rules for batting and	-To stop the ball using 2
			keep score.		quickly.	when to run to the	fielding.	different techniques
					-Play the core task.	wicket to score a run.	-Play the core task.	and return accurately
					-To play in a small sided	-Play the core task.	-To play in a small sided	to partner.
					striking and fielding game.	-To play in a small sided	simplified game of	-To demonstrate
					-To bat a ball into space	striking and fielding game.	rounders.	wicket keeping
					and to retrieve a ball and	-To bat a ball into space	* Rounders	stance and sideways
					throw to another player	and run to a wicket. To		movement.
					when fielding.	retrieve, throw, catch a		-Play the core task.
						ball and bowl underarm		-To play in a small sided
						when fielding		striking and fielding gam
						* Cricket		-To bat a ball into space
								and run to a wicket. To
								retrieve, throw and catc
								ball and bowl overarm
								when fielding.
								* Cricket



	Nursery	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Dance		-To show movements	-To be able to perform	-To remember and repeat	To move into and out of	-To demonstrate stillness	-To use gesture to show a	-To use gesture to develop
		that represent	controlled movement	a short motif.	held positions with	holding a position with	farewell/ goodbye action.	a phrase to demonstrate
		animals.	actions.	-To move confidently	control.	control at different levels.	-To work as a group to	waking.
		-To show both scared	-To be able to turn and	around the space	-To travel using different	-To march in time to the	create a rocket pose.	-To explore different ways
		and strong	move in time with a	demonstrating	pathways.	music and in unison with	-To create a movement	of turning at different
		expressions and	tambourine.	superhero actions.	-To move together as a	your group.	that reflects the feeling of	levels.
		actions.	-To move from high to low	-To move from low to high	small group in the same	-To create a motif for the	weightlessness.	-To mirror a partner with
		-To move with control	with control.	and high to low with	direction staying	chorus to show the	-To create a dance motif	fluidity and in time to the
		at different speeds	-To be able to take off and	control.	connected at all times.	Gladiator attacking and	for the chorus to perform	music.
		showing a change of	land with control.	-To gain height in the air	-To move from high to low	defending.	in unison as a whole class.	-To create a group phrase
		direction.	-To link 3 similar moves	and land on either foot.	in a variety of different	-To use gesture and facial	-To respond to a stimulus	using opposing action
		-To cooperate with a	together.	-To turn with a partner at	ways.	expression to show the	to create 3 group poses.	words e.g. stretch and cu
		partner when moving.	-To be able to start and	different speeds.	-To use a turning	crowd's reaction to a	-To show smooth	-To be able to dance in
		-To be able to	stop, with control, in time	-To show emotion through	movement to travel in	gladiator fight.	transitions from one	unison as a whole class.
		remember and repeat	to the tambourine.	facial and whole-body	different directions.	-To analyse and describe	phrase of dance to	-To create a sequence to
		a pattern.	* Toys	gestures.	-To tell a story through	the differences between	another.	perform in time with a
		-To use actions to	•	-To perform a short motif	movement: Building a	the Gladiators.	-Remember and perform	group and to the music.
		express feelings in a	-To be able to perform	based upon superheroes	stone age house.	-To stay in character	dance.	-To perform in unison wi
		dance.	controlled animal	characters.	-Remember and	throughout the whole	-To perform a dance	a partner, in groups and
		* Flash	movements.	* Superheroes	perform a dance.	dance even when	phrase in front of the class.	a whole class.
			-To move together with		-To develop a motif to	transitioning between	-To choreograph different	-To choreograph
		-To show both scared	your colour group.	-To use gesture to show	include own moves and	phrases.	sections of the dance.	group phrases linked to
		and strong	-To move from high to low	caterpillar and butterfly	discuss quality of	-Remember and perform	* Space	the theme.
		expressions and	when changing animal.	movement actions using	movements.	dance.		*Survival
		actions.	-To use hand and arm	different parts of the body.	* The Flintstones (Stone	-To change dynamics in a	-To use gesture to show a	
		-To move with control	gesture in dance	-To remember and repeat	Age)	dance i.e. levels, speed,	sporting action.	-To create a motif of
		at different speeds	movement.	a short motif of 4 actions.	7.807	pathway and direction.	-To be able to analyse	movements that show
		showing a change of	-To mirror a partner's	-To be able to describe a	-To use rolling movement	-To develop a motif.	performance and give	strength.
		direction.	moves.	partner's movement and	to travel from side to side	* Gladiator	feedback.	-To be able to perform
		-To cooperate with a	-To remember the order of	say which mini beast they	across the floor.	Gladiator	-To explore different ways	a variety of linked moves
		partner when moving.	the dance.	are moving as.	-To move in a variety of	-To copy and follow your	of moving showing	that reflect intimidation.
		-To use actions to	-To link movements	-To copy a partner to	ways using different	partner changing dynamics	changes in level or speed.	-To develop a short motif
		express feelings in a	together to form a dance	create a sequence of 4	pathways.	when moving e.g. height	-To perform a sequence in	to include action/reaction
		dance.	phrase.	mini beast movement	-To move into and out of	and speed.	unison & canon.	moves with a partner.
		-To be able to move to	* Walk on the Wild Side	actions.	held positions with control.	-To create a motif to show	-To work cooperatively in a	-To be able to trust your
		a count of 4 beats.	Walk off the Wild Side	-To use different speeds to	-To show a variety of ways	the theme of the dance.	small group to produce a	partner to take/hold/mo
		-To be able to		travel and turn confidently	of moving from high to	-To use gesture to express	sequence using different	your body within a dance
		remember and repeat		around the space.	low.	the feeling of receiving an	formations.	-To move into/out of
		a pattern.		-To co-operate with a	-To tell a story through	electric shock.	-To perform a dance using	held positions with fluidi
		-To be able to move to		partner and whole class to	movement using	-To perform a variety of	smooth transitions.	and in time to music.
		a count of 4 beats.		create the final pose of the	gesture.	different shapes in the air	-To perform a dance	-To perform own sequen
		-To show movements		dance.	-To remember the order of	and hold a pose on a	phrase in front of the class.	·
				-To remember and		· ·		within a whole group
		that represent animals.			the dance phrases.	controlled landing.	-To choreograph different	dance.
				perform some of the	-Remember and perform	-To choreograph a short	sections of the dance.	-To be able to evaluate
		* Weather/Seasons		phrases in the dance.	dance.	sequence working	* Sports	another pair's work.
				-To create and perform a	-To develop a motif to	together in pairs or a small		-To perform with a
				short motif using the	include own moves and	group creating movements		partner, in groups and as
				stimulus of mini beasts.	discuss quality of	based on chosen theme.		whole class.
				* Mini Beasts	movements.	-To transition smoothly		
					* Rainforest	between phrases.		



		-Remember and perform	-To choreograph group
		dance.	phrases linked to the
		-To change dynamics in a	theme.
		dance i.e. levels, speed,	* West Side Story
		pathway and direction.	
		-To develop a motif.	
		* Electricity	
		,	

	Nursery	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
let wall		To move quickly to	-To control & send a bean	-To be able to control the	-To demonstrate the Get	-To decide whether to use	-To be able to control	-To be able to throw up a
ames		change direction.	bag.	ball whilst moving.	ready position.	an underarm or overarm	the shuttle with a racket.	ball for a self-feed for an
		-To control a ball with	-To move safely in space.	-To bounce a ball into	-To perform a 2 handed	throw depending on	-To be able to serve	underarm serve.
		hands.	-To send & receive a rolling	space.	throw using forehand and	distance of target.	underarm.	-To return a ball using a
		-To bounce the ball to	ball.	-To be able to move	backhand action.	-To remain well balanced	-To return a shuttle.	forehand shot after 1
	a partner/ target.	-To take it in turns to	quickly to track/catch a	-To return to the centre of	when moving to catch a	-To form the overhead	bounce.	
	-To be able to control	complete activity.	bouncing ball.	the court after each throw.	ball.	action.	-To perform a forehand	
		ball with hands.	-To cooperate with a	-To be able to "hand hit" a	-To control a ball with a	-To catch a high ball	-To learn basic rules	volley.
		-To be able to catch a	partner.	moving ball	racket.	with 2 hands before it	and tactics for a game	-To describe the action
		moving ball.	-To bounce a ball to a	towards partner.	-To hit a self-feed with a	bounces.	i.e. boundary lines and	used for a drop shot.
		-To hand hit ball	moving target.	-To be able to control a	racket after 2 bounces	-To hit a self-feed with a	hitting towards a space.	-To explain why we move
		forwards along floor.	-To devise a game to	moving ball with a racket	towards a target.	racket after 1 bounce.	-To form the backhand	back to centre of the cou
		-To move a ball	practice bouncing/aiming.	(along floor).	-To hit a ball with a	-To hit a forehand shot	shot.	after each hit.
		on/with a racket.	-To be able to catch a	-To be able to control a	racket after 2 bounces	towards a target.	-To select the best shot to	-To serve using an overar
		-To follow Instructions	moving ball.	moving ball with a racket	back to partner to catch.	-To move to return the	use depending on height	action.
		to complete a circuit.	-To be able to "hand hit"	(in air).	-To move to the ball.	ball from a bounce feed on	and direction of shuttle.	-To return the ball using a
		* Net Wall	the ball to a partner.	-To challenge yourself to	-To implement simple	the forehand side.	-To rally using a variety of	back hand shot.
			-To be able to control a	improve your tennis skills.	tactics to score a point.	-To perform a forehand	shots.	-To work with a partner to
			ball with a racket.	-To compete fairly in	-Play the core task.	volley from a full toss feed.	* Badminton	cover the court in double
			-To be able to control a	games.	-To feed a ball underarm to	-To know 3 rules of mini		-Perform a rally with a
			ball with a racket (not	-To be able to cooperate	a partnerTo hit a ball	tennis.		partner using a variety of
			hitting).	with partner to develop	with a racket over a	-Play core task.		different shots.
			-To follow rules to play a	games to improve skills.	net/cones.	-To hit a ball towards a		* Tennis
			game.	* Net Wall	* Net Wall games	target.		
			-To cooperate with a			-To use a variety of shots.		
			partner group to use space			* Short tennis		
			safely.					
			* Net Wall					



	<u>Nursery</u>	<u>EYFS</u>	<u>Year 1</u>	<u>Year 2</u>	Year 3	<u>Year 4</u>	<u>Year 5</u>	Year 6
OAA		-To understand	-To listen to a partner and follow their directions.		-To recognise & find 4 dire	-To recognise & find 4 directions NSEW.		artner accurately around a
		directions.	-To describe a pathway using	g at least 3 directions.	-To use NSEW to lead and direct others.		course.	
		-To be able to	-To understand basic symbol	ls.	-To orientate a map and fir	nd a starting point.	-To use clear instructions to	safely guide a partner across
		copy/model partner.	-To discuss with group to wo	rk out where to go.	-To use a key to find symbo	ols.	obstacles.	
		-To recognise colours	-To lead a partner safely thro	ough an obstacle course.	-To be able to listen to & fo	ollow instructions.	-To be able to recognise lar	idmarks on a map.
		and collect matching	-To listen carefully and reme	mber instructions.	-To be able to remember a	nd repeat actions.	-To listen and work effectiv	ely as a group to complete
		items.	-To share ideas to help creat	e a letter.	-To be able to communicat	te clearly to solve task.	challenges.	
		-To recognise symbols	-To plan how to solve the pro	oblem as a group.	-To work independently to	develop an activity.	-To work cooperatively witl	n a partner by showing trust.
		and collect objects.	-To work together to solve p	roblems.	-To work cooperatively wit	h a partner to achieve a task.	-To remember, repeat and	follow a sequence of
		-To follow a partner	-To listen and share idea.		* Explorers		instructions.	
		and use different ways	* Explorers				-To listen and work effectiv	ely as a group to complete
		to communicate.					challenges.	
		-To follow instructions					-To create, explain and lead	l a task for others.
		and recognise					-To communicate effective	y as a group to achieve a
		similarities.					task.	
		-To share ideas and					* Explorers	
		work together.						
		-To plan how to solve						
		a problem as a group.						
		- To be able to work						
		safely in a large space						
		with partner/group.						
		-To trust a partner to						
		guide you safely.						
		* Explorers						
Swimming							-To swim competently con	fidently and proficiently over
5.4411111111111111111111111111111111111							a distance of at least 25 me	
								ffectively [for example, front
							crawl, backstroke and brea	• •
							-To perform safe self-rescu	
							situations.	e ee. Hater based
							-To become water confider	ıt