

	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Object Control (Throwing & Kicking)	 Pupils should be taught to: Control a small, medium and large ball Catch a ball by holding their arms out and pulling into their body Carry and control a range of throwing equipment (bean bags, small balls, large soft balls) Explore controlling a ball with their feet Kick a ball forwards and at a target 	 Pupils should be taught to: Roll a ball and pick it up as it slows down Catch a ball with two hands Drop and catch a ball with two hands Push or pat the ball in a downwards motion Use different parts of the foot to control and move with the ball Move along basic pathways whilst dribbling a ball 	 Pupils should be taught to: Roll a ball and pick it up as it slows down Catch a ball with two hands Remain in balance when catching Stop a rolling ball with two hands Get into a position to catch a ball Drop and catch a ball with two hands Push or pat the ball in a downwards motion Use different parts of the foot to control and move with the ball Move along basic pathways whilst dribbling a ball Propel the ball forwards using a simple technique 	 Assess the height of the ball (fingers point high to catch high ball with thumbs together, and low for a low ball with little fingers together) Have soft hands Close the grip on the ball on contact 	 tracking the ball Hands in ready position at all times (out in front with fingers pointing towards the ball) Assess the height of the ball (fingers point high to catch high ball with thumbs together, and low for a low ball with little fingers together) Have soft hands 	 tracking the ball Hands in ready position at all times (out in front with fingers pointing towards the ball) Assess the height of the ball (fingers point high to catch high ball with thumbs together, and low for a low ball with little fingers together) Have soft hands 	 tracking the ball Hands in ready position at all times (out in front with fingers pointing towards the ball) Assess the height of the ball (fingers point high to catch high ball with thumbs together, and low for a low ball with little fingers together) Have soft hands



Pupils should be taught to:	Pupils should be taught to:	Pupils should be taught to:	Pupils should be taught to:	Pupils should be taught to:	Pupils should be taught to:	Pupils should be taught to:
 Begin to control their body when performing a sequence of movements To run around and negotiate space To move at different speeds, change directions and stop promptly To move sideways, backwards and forwards To move in a variety of ways (skipping, hopping, jumping, running, crawling) 	 Move freely to music Dance in the wider space Move fast or slow Move high or low Make different shapes, at different levels Copy movements Work on their own Use expressions to communicate feeling 	 Copy, repeat and use some movements to tell a story Perform some actions in unison and canon Copy movements and body shapes to represent feelings and actions Move their body with some control Combine movements to make a dance Show awareness of the music by making appropriate movements and shapes Answer questions about their performance Evaluate the performance of others Work in a group cooperatively 	number of movement phrases and patterns Begin to see strength and areas to improve Use movements to tell a narrative	 Use the skill of improvisation, responding to a stimulus (music) Change their movements according to different stimuli Combine and link a small number of movement phrases and patterns Work cooperatively with a partner and in a small group Use movements to tell a narrative Demonstrate a range of dance techniques, such as unison, canon and repetition Combine and link an increasing number of movements and patterns Create fluent movement patterns using precision and control Respond and react accordingly to partners/ group members dance movements 	 Copy and perform a simple dance phrase Change their movements according to different stimuli Combine and link a number of movement phrases and patterns Work cooperatively with a partner and in a group Demonstrate a range of dance techniques, such as unison, canon and repetition Respond and react accordingly to partners/ group members dance movements Use movement to create a narrative Demonstrate fluent movement patterns and perform using precision and control 	 Copy and perform a simple dance phrase Change their movements according to different stimuli Demonstrate a range of dance techniques, such as isolation, tempo and repetition Combine and link an increasing number of movements and patterns, both individually and within a pair or group Work cooperatively with a partner and in a group Create movements in response to different sounds Respond and react accordingly to partners/group members dance movements Clearly create movements to represent an idea Use movement to create a narrative



Experiment with different way of moving hore and under equipment treasing, over and under equipment treasing in alance - Run at different speeds, recognizing the different contexts. - Run at different speeds, recognizing the speeds different contexts. - Run at different speeds, recognizing the speeds different contexts. - Run at different speeds, recognizing the papers different contexts. - Run at different contexts.		Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Jump by bending knees, Jump by bending knees,	Locomotion (Running & Jumping)	 Pupils should be taught to: Experiment with different ways of moving Travel around, over and under equipment Run safely whilst remaining in balance To momentarily stand on one foot To move freely when 	 Pupils should be taught to: Run at different speeds, recognizing the difference between walking, jogging and sprinting Move along different pathways (e.g. straight, line, in a curve etc.) Move safely and in a space To use the correct technique for jumping as high and as far as they can To use different ways of jumping Land a jump safely Make a simple sequence of jumps To run with their arms as well as legs and to keep their head up, using big 	 Pupils should be taught to: Run at different speeds Move along different and more complex pathways (e.g. straight, line, in a curve etc.) Move safely and in a space To use the correct technique for jumping as high and as far as they can To explore different ways of jumping Land a jump safely, with control 	 Children in Key Stage 2 should attempt to master fundamental skills and use the skills in different contexts. Pupils should be taught to: Look where they are running/ scan for different spaces Use arms to help balance and to drive forwards Learn to keep hands and shoulders relaxed Keep back straight for posture Jumping broken down into three successive phases: take off, flight and landing Take off from two-foot and land two-foot and one-foot Take off from one-foot and land on both same and other foot and two-foot landing Jump by bending knees, swinging arms forward, and 	 Children in Key Stage 2 should attempt to master fundamental skills and use the skills in different contexts. Pupils should be taught to: Look where they are running/ scan for different spaces Use arms to help balance and to drive forwards Learn to keep hands and shoulders relaxed Keep back straight for posture Learn arms to move up and down, not across the body Learn to run on balls of feet Jumping broken down into three successive phases: take off, flight and landing Take off from two-foot and land two-foot and land on both same and other foot and two-foot landing Jump by bending knees, swinging arms forward, and 	 Children in Key Stage 2 should attempt to master fundamental skills and use the skills in different contexts. Pupils should be taught to: Look where they are running/ scan for different spaces in pressurised situations Use arms to help balance and to drive forwards Learn to keep hands and shoulders relaxed Keep back straight for posture Learn arms to move up and down, not across the body Learn to run on balls of feet Drive knees high Small quick steps to build speed Elongate the stride to maintain speed Jumping broken down into three successive phases: take off, flight and landing Take off from two-foot and land two-foot and one-foot Take off from one-foot and land on both same and other foot and two-foot landing Jump by bending knees, 	Children in Key Stage 2 should attempt to master fundamental skills and use the skills in different contexts. Pupils should be taught to: • Look where they are running/ scan for different spaces independently in pressurised situations • Use arms to help balance and to drive forwards • Learn to keep hands and shoulders relaxed • Keep back straight for posture • Learn arms to move up and down, not across the body Learn to run on balls of feet • Drive knees high • Small quick steps to build speed • Elongate the stride to maintain speed • Jumping broken down into three successive phases: take off, flight and landing • Take off from two-foot and land two-foot and vo-foot and land on both same and other foot and two-foot landing



	Pupils should be taught to: Carry and control a range of throwing equipment (bean bags, small balls, large soft balls)	 Pupils should be taught to: Roll a ball Use a simple underarm throw Move along basic pathways 	 Pupils should be taught to: Roll a ball Use a simple underarm throw 	Children in Key Stage 2 should attempt to master fundamental skills and use the skills in different contexts. Pupils should be taught to:	Children in Key Stage 2 should attempt to master fundamental skills and use the skills in different contexts. Pupils should be taught to:	Children in Key Stage 2 should attempt to master fundamental skills and use the skills in different contexts. Pupils should be taught to:	Children in Key Stage 2 should attempt to master fundamental skills and use the skills in different contexts. Pupils should be taught to:
	Control a bean bag and throw it with accuracy	Throw a ball in a hoop	 Move along basic pathways Remain in balance when throwing 	 Stand straight upright, ball in throwing hand, facing target To turn sideways 90 degrees 	 Stand straight upright, ball in throwing hand, facing target To turn sideways 90 degrees 	 Stand straight upright, ball in throwing hand, facing target To turn sideways 90 degrees 	 Stand straight upright, ball in throwing hand, facing target To turn sideways 90 degrees
Throwing			 Use an opposition overarm throw 	in the direction of your throwing hand and reposition feet	in the direction of your throwing hand and reposition feet	in the direction of your throwing hand and reposition feet	in the direction of your throwing hand and reposition feet
Thro				 Ensure feet shoulder-width apart 	 Ensure feet shoulder-width apart 	 Ensure feet shoulder-width apart 	 Ensure feet shoulder-width apart
				 Lift non-throwing arm to point at target and shift weight to back foot 	 Lift non-throwing arm to point at target and shift weight to back foot 	 Lift non-throwing arm to point at target and shift weight to back foot 	 Lift non-throwing arm to point at target and shift weight to back foot
				 Lift throwing hand so ball near ear 	 Lift throwing hand so ball near ear 	 Lift throwing hand so ball near ear and in one motion shift weight onto front foot, drop pointing arm, twist torso and release ball at your target 	 Lift throwing hand so ball near ear and in one motion shift weight onto front foot, drop pointing arm, twist torso and release ball at your target
						 To make successful throws in a pressurised situation 	 To make successful throws in a pressurised situation



	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
•	Pupils should be taught to: Create a short sequence of movements Roll in different ways with control (curled side roll, log roll and teddy bear roll) Travel in different ways	 Pupils should be taught to: Create and perform a movement sequence Copy actions and movement sequences with a beginning, middle and end Link two actions to make a 	 Pupils should be taught to: Copy, explore and remember actions and movements to create their own sequence Link actions to make a sequence (e.g. with steps, jumps, hops, skipping, 	 Pupils should be taught to: Choose ideas to compose movement sequences independently Link combinations of actions with increasing confidence, including changing directions, speed or level 	 Pupils should be taught to: Create a sequence of actions that fit a theme with an increasing range of actions, directions and levels in sequences Move with clarity, fluency and expression 	 Pupils should be taught to: Select ideas to compose specific sequence of actions that fit a theme Adapt sequences to fit new criteria Confidently develop the placement of their body 	 Pupils should be taught to: Create their own complex sequences involving full range of actions and movements Demonstrate precise and controlled placement of body parts in actions,
Gymnastics	 Stretch in different ways Jump in a range of ways from one space to another with control Begin to balance with control, including standing balances Move around, under, over and through different objects and equipment To bunny hop To travel and link actions by tiptoe, step, jump and hop To talk about what they have done and what others have done 	 sequence (e.g. with steps, jumps, hops, skipping, galloping) Travel in different ways, changing direction and speed Hold still shapes and simple balances (pike, tuck, star, straight, straddle) Carry out simple stretches Carry out a range of simple jumps, landing safely Move around, under, over and through different objects and equipment 	galloping and straight jump half-turn)	 and with steps, jumps, hops, skipping, chassis steps, cat leap and straight jump half-turn Develop the quality of their actions, shapes and balances Move with coordination, control and care Use turns whilst travelling in a variety of ways Use a range of jumps in their sequences Begin to show flexibility in movements Perform a range of different rolls (crouched forward roll, forward roll from standing, tucked backward roll) To handstand, lunge into handstand and cartwheel Perform a range of different jumps with control Perform different shapes and balances with control (large and small body part balances, pike, tuck, star and straight shapes, front and back support) 		 placement of their body parts in balances, recognising the centre of gravity and where it should be in relation to the balance Adapt skills and techniques consistently Develop strength, technique and flexibility throughout performances Combine equipment with movement to create sequences Perform a range of different rolls (forward roll from standing, straddle forward roll, pike forward roll, tucked backward roll, backward roll to straddle) To lunge into handstand, lunge into cartwheel and lunge into round-off Perform a range of different jumps with control and accuracy Travel and link actions with steps, jumps, hops, skipping, chassis steps, cat leap, cat- leap with half-turn, straight jump half-turn, straight jump full-turn and pivot Perform different shapes and balances (1,2,3&4 point 	 shapes and balances Confidently use equipment in a range of ways and incorporate this into sequences Apply skills and techniques consistently, showing precision and control Develop strength, technique and flexibility throughout performances Perform a range of different rolls (forward roll from standing, straddle forward roll, pike forward roll, tucked backward roll, backward roll to straddle, pike backward roll) To lunge into cartwheel, lunge into round-off, hurdle step, hurdle step into cartwheel and into round- off Perform a range of different jumps with control and accuracy



			 Compete against self and others in a controlled manner Watch, describe and evaluate the effectiveness of performances Describe how their performance has improved over time 	 and against a partner, pike, tuck, star, straight, straddle shapes, front and back support) Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements Modify their use of skills or techniques to achieve a better result 	 balances, balances on apparatus, balances with and against a partner, pike, tuck, star, straight, straddle shapes, front and back support) Perform own longer, more complex sequences in time to music Choose and use criteria to evaluate own and others' performances Explain skills and techniques used in their performance and their effect 	 half-turn, straight jump full- turn and pivot Perform different shapes and balances (1,2,3&4 point balances, palances on apparatus, group formations, develop technique, control and complexity of part-weight peer balances, pike, tuck, star, straight, straddle shapes, front and back support) Perform own longer, more complex sequences in time to music Begin to record and evaluate their peers' performances Thoroughly evaluate their own and other's work, suggesting appropriate improvements
--	--	--	---	---	---	---



				of Sludy Progression			
	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Pupils should be taught to:	Pupils should be taught to:	Pupils should be taught to:	Pupils should be taught to:	Pupils should be taught to:	Pupils should be taught to:	Pupils should be taught to:
Team Sports (Attacking & Defending)	 Examine winning and losing in games Use a range of skills while following simple instructions Show an understanding of simple game rules Play as part of a team 	 Examine winning and losing in games Travel in at least two different ways (e.g. running and sidestepping) Use a range of skills while showing an understanding of simple game rules Play as part of a team Stop travelling to change direction Begin to travel with a ball Pass a ball to another player over a short distance 	 Begin to use the terms attacking and defending Throw and catch a ball using different techniques Kick a ball whilst moving Pass a ball in different ways Use throwing, catching and kicking skills in a game with some success Begin to choose and use the best space in a game Perform learnt skills with some control Understand the importance of rules and follow them in simple games Begin to work as part of a team 	 Know the difference between attack and defence Pass, receive and travel with a ball with some control and accuracy With guidance, begin to use basic attacking and defending skills (marking, dodging and intercepting) Know what they and their team need to do to keep possession and to contribute to this Follow rules in simple invasion games Pass, receive and travel with a ball in a variety of ways and with increasing control and accuracy 	 game Dribble a ball using different techniques and occasionally look up Pass and receive the ball with some control and accuracy Show understanding of what it means to intercept a ball Demonstrate an understanding of the job of 	 invasion games with increasing speed and control Pass, receive and dribble in different ways with some control and accuracy Begin to find a space in a game Apply a few skills and techniques with some consistency Know about some tactics for attacking and apply them 	 Move with the ball using the correct technique in invasion games with increasing speed and control, including changing direction Pass, receive and dribble using the correct technique in invasion games with increasing speed, control and accuracy Begin linking together different skills in a game with some fluency and success Use space to pass and receive a ball Begin demonstrating awareness of speed in a game Create rules to play a new game successfully Contribute to the success of their team in attack and defence Demonstrate knowledge of attacking and defending principles, different skills and techniques and use them with some success



	Pupils should be taught to:	Pupils should be taught to:	Pupils should be taught to:	Pupils should be taught to:	Pupils should be taught to:	Pupils should be taught to:	Pupils should be taught to:
Striking & Fielding	 Strike a ball with a bat or racquet 	 Roll a ball and stop it with a bat or a racquet as it slows down Balance a ball on a bat or a racquet while standing still 	 Roll a ball along a line or to a target and stop it with a bat or racquet as it slows down Balance a ball on a bat or racquet while standing still Balance a ball on a bat or racquet whilst following a pathway 	 Begin to strike the ball with a bat Throw the ball at a target 	 To strike a ball with some accuracy To catch a ball while moving To throw a ball at a target with increasing confidence 	 To catch a ball consistently while moving To strike a ball with accuracy To throw a ball at a target with accuracy 	 To catch a ball consistently and confidently in game situations To strike a ball with accuracy consistently To throw a ball at a target with accuracy consistently

			PE Programm	ne of Study Progressio	n Map	-	
	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Swimming				 Pupils should be taught to: Swim using a range of strokes over a distance Perform safe self-rescue in different water-based situations Use a range of strokes 		 Pupils should be taught to: Swim using a range of strokes over a distance of at least 25 metres Perform safe self-rescue in different water-based situations Use a range of strokes effectively 	
Outdoor Adventurous Activity					 Pupils should be taught to: Understand the concept of a map and use a key and symbols on a simple map Follow a map with a degree of confidence Follow multi-step instructions Identify the problem and possible solutions to solve it Know what teamwork involves and work well in a team Understand effective communication and demonstrate verbal and non-verbal communication during activities Know what equipment they may need for activities Understand directional language to navigate 		 Pupils should be taught to: Plan and organize a simple orienteering trail Show increasing control when performing more advanced survival skills Plan and navigate a variety of orienteering challenges using map skills and compass skills Plan and undertake a journey into the outdoors Plan and respond to complex challenges Accept responsibility for personal and group safety Work with others to identify potential hazards and devise strategies to ensure that safe working practices are followed Apply the skills and safety requirements for survival in an outdoor environment



	Pupils should be taught to:	Pupils should be taught to:	Pupils should be taught to:	Pupils should be taught to:	Pupils should be taught to:	Pupils should be taught to:	Pupils should be taught to:
Health & Well-being	 Know what exercise is. Know how long to brush their teeth for 	 Describe what healthy food is and what unhealthy food is Know why we brush our teeth Describe what happens to our bodies when we exercise 	 Describe the importance of exercise, eating the right amounts of different types of food, and hygiene Know what happens to the body during exercise 	 activity affects their body Identify that we need the right types and amount of nutrition from 	 Explain why exercise is good for their health Know how to look after our teeth Understand the benefits of technology To know why good hygiene is important Identify parts of the upper body, lower body and core muscles. 	 understanding of the importance of sleep for the body Explain the importance of good hygiene 	 Demonstrate knowledge and understanding of the reasons for warming up and cooling down Recognise the impact of diet exercise, drugs and lifestyle on the way their bodies function Demonstrate knowledge and understanding of the reasons for exercise for mental health Evaluate how different exercises affect physical and mental wellbeing