





#### Dance

Reception	Year 1	Year 2	End of KS expectations
Move to music. Copy dance moves. Perform some dance moves. Move around the space safely.	Copy dance moves.  Make up a short dance, after watching one.  Dance imaginatively.  Change rhythm, speed, level and direction.	Change rhythm, speed, level and direction with consistency. Dance with control and co-ordination. Make a sequence by linking sections together. Link some movement to show a mood or feeling.	Children should be taught to perform dances using simple movement patterns. Use movement imaginatively, responding to stimuli, including music and performing basic skills Change rhythm, speed, level and direction of their movements  Create and perform dances using simple movement patterns, including those from different times and cultures
			Express and communicate ideas and feelings

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Perform pair/group	Respond imaginatively	Show/fluency/control in	Create & perform dances in a variety	Children should be taught to create dances
dance involving canon	to stimuli related to	chosen dances in response	of styles consistently	using a range of movement patterns, including
& unison, meet & part	character/music/story	to stimuli	Be aware of & use musical structure,	those from different times, place and cultures
Respond to music in	Perform clear & fluent	Perform fluent dances	rhythm & mood & can dance	Respond to a range of stimuli and
time & rhythm to	dances that show	with characteristics of	accordingly	accompaniment
show like/unlike	sensitivity to	different styles/eras	Use appropriate criteria &	Through dance, develop flexibility, strength,
actions	idea/stimuli	Adapt & refine (in	terminology to evaluate	technique, control and balance
Respond to music to	Make up dance within a	pair/group), dances that	performances	Perform dances using a range of movement
express a variety of	small group	vary direction, space &		patterns
moods & feelings		rhythm		

# Gymnastics

Reception	Year 1	Year 2	End of KS expectations
Make body tense,	Make body tense,	Make body tense, relaxed, curled and stretched, in a range of	Children should develop
relaxed, curled and	relaxed, curled and	movements.	core movement, become
stretched.	stretched, showing some tension.	Perform a sequence with changes in speed & direction including	increasingly competent
Balance on small/large body	Begin to work on alone/with someone	3 different actions (sometimes giving advice to others)	and confident and access
parts & understand stillness	to make a sequence of shapes/travels	Be still on single/two + points of contact on floor/apparatus	a broad range of
Make large and small body	Climb safely, showing some shapes	showing tension & control	opportunities to extend
shapes	and balances when climbing.	Link known shape/travel/roll/jump to a balance using floor & on	their agility, balance and
Climb & hang from apparatus	Keep balance travelling in a range of	apparatus	co-ordination, individually
Perform basic travelling actions	ways along bench, spots, mat etc	Jump/land with control using different body shapes in flight	and with others.
on various body parts	Roll in stretched/curled positions e.g.		
	'log' and 'egg rolls'		

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Use a greater number of own ideas for movement in response to a task. Combine arm actions with skips/leaps/steps/jumps & spins in travel	Share ideas and give positive criticism/advice to self & others. Create & perform matching/mirroring sequences explaining how it could be improved	Combine own work with that of others, identifying strengths & weaknesses. Include change of speed, direction and shape in movements. Follow a set of 'rules' to produce a	Select a suitable routine to perform to different audiences, bearing in mind <b>who</b> the audience is.  Transfer sequence above onto suitably arranged apparatus &	Pupils should be taught to develop flexibility, strength, technique, control and balance, for example through gymnastics and athletics
Travel while using various hand apparatus, (ribbon/hoop/ rope/ball) Know principles of balance and apply them on floor & apparatus	Perform at least 3 different rolls (shoulder, forward, back) with some control Link a roll with travel and balance using floor and apparatus with good body control	sequence, possibly made by peers. Create mirror/matching/cannon (pair) sequence varying dynamics/levels/direction etc.	floor Perform 6-8 part floor sequence as individual, pair & small group to a piece of music Demonstrate 3 paired balances in sequence using various skills/actions	

## Invasion Games (netball, football, rugby, basketball, hockey)

Reception	Year 1	Year 2	End of KS expectations
Send & receive a ball by rolling from hand & striking with foot	Throw underarm, bounce & catch ball by self & with partner	Perform some dribbling skills with hands and feet using space	Pupils should participate in team games, developing
Aim & throw object underarm	Kick/stop a ball using a confident foot while static	Pass a ball accurately (hands & feet) over longer distances to a teammate	simple tactics for attacking and
Catch balloon/bean bag/scarf &			defending.
sometimes a bouncing ball	Run straight and on a curve and sidestep with correct technique	Combine stopping, pick up/collect & send a ball accurately to other players	
Move and stop safely in a specific			
area	Begin to follow some simple rules	Make simple decisions about when /where to move in game to receive a ball	
Play a passing & target game alone and with a partner			

#### Netball

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Use of first steps netball (4 a side C GA GS GK) over 1/3 of a netball court)		Use of High Five netball (5 a si a whole netball court	de C GA GA GS GK) over	
Make a series of passes to teammates moving towards a scoring area.  Show some signs of using a chest pass and shoulder pass.	Use a chest pass and shoulder pass to support team in scoring.  Make decisions regarding which is the best type of pass to use.	Use all three passes (chest, shoulder & bounce) correctly.  Use a range of speeds within a game to support a team in scoring.  Begin to use square (across	Know which pass is best to use and when in a game.  Use a range of square & straight passes to change direction of the ball.	Pupils should be taught to play competitive games, modified where appropriate, such as football, netball, rounders, cricket, hockey, basketball,
Show a target to indicate where I'd like to pass to.	Begin to use a bounce pass, which only bounces once.	the court) & straight (up & down the court) passes to achieve pace.	Use landing foot to change direction to lose a defender.	badminton and tennis, and apply basic principles suitable for
Know where space is and try to move into it.  Mark another player and	Identify space to move into and show a clear target to receive a pass.	Lose a defender to receive a pass.	Draw defender away to create space for self or team.	attacking and defending
defend when needed.	Mark another player and begin to attempt interceptions.  Know where positions are allowed on a court.	Defend a player and make some successful interceptions (snatch & catch) when playing as a team.	Position body to defend effectively, making successful interceptions.	

## **Tag Rugby**

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Move holding a rugby	Move with speed (and	Be able to evade and tag	Be able to evade and tag	Pupils should be
ball	change of) with the ball and	opponents.	opponents.	taught to play
Know where to score a	without	Be able to pass and receive a	Running at speed,	competitive games, modified where
try and how to position	Use speed and space to	pass at speed.	changing direction at	appropriate, such as
the ball to score a try	avoid defenders	pado at opoda.	speed.	football, netball,
1		Be able to pass and receive a	•	rounders, cricket,
Move into spaces to avoid defenders	Pass backwards and in both directions and sometimes on the move	pass at speed in a game situation.	Play effectively in attack and defence	hockey, basketball, badminton and tennis, and apply basic
Make a backward pass to		Refine attacking and	Score points against	principles suitable for
team mates, using the	Tag the person who has the	defending skills.	opposition	attacking and
direction most comfortable	ball, but can mark a player who doesn't have the ball	Develop tactics as a team.	Support player with the ball	defending
Know to tag teammates when to defend	Begin to make a high pop pass to avoid a defender	Apply learned skills in a game of tag rugby.		

## **Hockey**

Year 3	Year 4	Year 5	Year 6	End of KS
Begin to show how to	Sometimes change direction	Change direction and use the	Use speed, changing of	expectations Pupils should be
hold a hockey stick and	of travel by rotating and	correct side of stick,	direction and indian	taught to play
which side to use.	turning stick to support this.	sometimes using indian	dribbling to advance	competitive games,
		dribbling (alternating sides of	towards team's goal.	modified where
Use a simple push pass	Use a push pass to make a	stick while dribbling) to avoid	3	appropriate, such as
to another teammate.	direct pass.	defenders.	Use a range of passes	football, netball,
	·		knowing which one	rounders, cricket,
Dribble the ball keeping it	Begin to use a slap pass	Choose between the two	depending on the distance	hockey, basketball,
close to me using the	(bringing stick back and	passes (push/slap) and	of the pass.	badminton and tennis,
correct side of stick.	causing more power).	explain simply why.		and apply basic
			Dribble and change	principles suitable
Show some signs of an	Use speed to dribble the ball	Make a direct pass while	direction by making a	for attacking and
approaching a player to	into space.	dribbling.	square pass (across the	defending
tackle and cause			pitch) or straight pass	
pressure.	Maintain defence and keep	Begin to use stick to mark a	(up/down the pitch).	
<b>5</b>	the pressure until possession	player from the side line		
Begin to attempt to score	is gained.	causing them difficulty.	Know when to defend and	
a goal from anywhere.	Attornat to cooks inside a	Cusas safully assers while in	what defence skills could	
	Attempt to score inside a	Successfully score while in	be used.	
	designated scoring area.	the scoring area.	Soize on apportunity to	
			Seize an opportunity to	
			score, sometimes quite	
			quickly.	

### Striking & Fielding Games

Reception	Year 1	Year 2	End of KS expectations
Aim & throw object underarm	Show some different ways of hitting,	Send a ball off a tee using a bat or a	Pupils should
	throwing and striking a ball	racket	participate in team
Catch balloon/bean bag/scarf &			games, developing
sometimes a bouncing ball	Hit a ball or bean bag and move	Play two types of games to score: running	simple tactics for
	quickly to score a range of points	around a series of hula hoops or forwards	attacking and
Use hand to strike a bean bag or	(further distance scores more	and backwards between hula hoops	defending.
ball and move towards a scoring	points)		
area		Stop moving when the 'bowler' has the	
	Play as a fielder and get the ball	ball	
Begin to use a bat to hit a ball or	back to a STOP ZONE		
bean bag		Play as a fielder and pass the ball back to	
	Begin to follow some simple rules	the bowler to make the runner stop	
	(carrying the bat, not over taking		
	someone)	Follow rules for a game (carry the bat,	
		don't overtake, run around the outside of	
		the hula hoops)	

#### **Cricket**

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Throw and catch under pressure.  Use fielding skills to stop the ball effectively.  Learn batting control.  Learn the role of backstop.  Play in a tournament and work as team, using tactics in order to beat another team.  Play in a tournament and work as team, using tactics in order to beat another team.	To develop the range of Cricket skills they can apply in a competitive context  To choose and use a range of simple tactics in isolation and in a game context  To consolidate existing skills and apply with consistency	To link together a range of skills and use in combination  To collaborate as a team to choose, use and adapt rules in games  To recognise how some aspects of fitness apply to cricket e.g. power, flexibility and cardiovascular endurance	To apply with consistency standard cricket rules in a variety of different styles of games  To attempt a small range of recognised shots in isolation and in competitive scenarios  To use a range of tactics for attacking and defending in role of bowler, batter and fielder	Pupils should be taught to play competitive games, modified where appropriate, such as football, netball, rounders, cricket, hockey, basketball, badminton and tennis, and apply basic principles suitable for attacking and defending

### Rounders

#### Net & Wall Games

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Be able to play simple rounders games Apply some rules to games Develop and use simple rounders skills	Develop the range of rounders skills that can apply in a competitive context  Choose and use a range of simple tactics in isolation and in a game context  Identify different positions in rounders and the roles of those positions	Link together a range of skills and use in combination.  Collaborate as a team to choose, use and adapt rules in games.  Recognise how some aspects of fitness apply to rounders e.g. power, flexibility and cardiovascular endurance Throw and catch under pressure.  Use fielding skills to stop the ball effectively.  Learn batting control.  Learn the role of backstop.  Play in a tournament and work as team, using tactics in order to beat another team.  Play in a tournament and work as team, using tactics in order to beat another team.	Apply consistently rounders rules in conditioned games  Play small sided games using standard rounders pitch layout  Use a range of tactics for attacking and defending in role of bowler, batter and fielder	Pupils should be taught to play competitive games, modified where appropriate, such as football, netball, rounders, cricket, hockey, basketball, badminton and tennis, and apply basic principles suitable for attacking and defending

#### **Tennis**

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Tap the ball off racquet (tapping it to the ground, tapping it up off the racket,	Tap the ball back and forth to a partner over a small space	Tap the ball using either a fore hand or back hand motion	Turn and run to the ball getting into a forehand or backhand position en route	Pupils should be taught to play competitive games, modified where
tapping it up with one bounce etc)	Begin to tap a ball over a net allowing for a bounce, hit technique	Move towards the ball from 'ready' position choosing either forehand or backhand	Use 'move-hit-recover' approach within a game	appropriate, such as football, netball, rounders, cricket,
Tap the ball back and forth to partner	Move from a ready position into a forehand position/backhand	depending on where the ball is  Set racquet back in its ready	showing facing forward on recovery	hockey, basketball, badminton and tennis, and apply basic
Stand in a ready position holding racquet correctly	position quickly	position quickly upon recovery	Show a range of grips when demonstrating a backhand	principles suitable for attacking and defending
Change from a ready position before tapping the	Bring racquet to meet the ball for a forehand and backhand hit	Demonstrate the correct swing technique when hitting the ball over a net sometimes showing	(continental, chopper, hammer grip).	
ball to a partner  Begin to know what it	Know to use two hands for an effective backhand	control over the hit  Serve the ball correctly	Use the correct swing technique and control with smooth swings keeping the	
means by a forehand and backhand position	Move racquet in a low to high swing for an effective tap	beginning to purposely aim for space to score	path of the racquet the same	
Begin to attempt to serve the tennis ball straight from hands, sometimes using one bounce if needed	Serve the ball straight from hands to racquet making sure it lands 'in' on the other side		Serve the ball accurately making teammates have to move to send it back	

### Swimming & Water Safety

Year 4	End of KS expectations
To develop basic pool safety skills and	Pupils should be
confidence in water.	taught to swim
To develop travel in vertical or harizantal	competently,
To develop travel in vertical or horizontal position and introduce floats.	confidently and proficiently over a
position and introduce noats.	distance of at least 25
To develop push and glides, any kick	m.
action on front and back with or	
without support aids.	To use a range of
To dovalon ontry and exit traval further	strokes effectively
To develop entry and exit, travel further, float and submerge.	(EG: front crawl, backstroke and
noat and sasmorgs.	breaststroke)
To develop balance, link activities and	,
travel further on whole stroke.	Perform safe self-
To show brooth control	rescue in different
To show breath control.	water-based situations.
Introduction to deeper water.	Situations.
Treading water	

#### **Athletics**

Reception	Year 1	Year 2	End of KS expectations
	Use varying speeds when running. Explore footwork patterns. Explore arm mobility. Explore different methods of throwing. Practise short distance running.	Run with agility and confidence. Learn the best jumping techniques for distance. Throw different objects in a variety of ways. Hurdle an obstacle and maintain effective running style. Run for distance.	Pupils should continue to apply and develop a range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement.
		Complete an obstacle course with control and agility.	They should enjoy communicating, collaborating their own success.  Pupils should be taught to use running, jumping, throwing and catching in isolation and in combination.

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Run in different directions and at different speeds, using a good technique. Improve throwing technique.	Select and maintain a running pace for different distances. Practise throwing with power and accuracy. Throw safely and with understanding.	Use correct technique to run at speed. Develop the ability to run for distance. Throw with accuracy and power. Identify and apply techniques of	Investigate running styles and changes of speed. Practise throwing with power and accuracy. Throw safely and with	Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and
Reinforce jumping techniques. Understand the relay and passing the baton. Choose and understand appropriate running	Demonstrate good running technique in a competitive situation.  Explore different footwork patterns	relay running. Explore different footwork patterns. Understand which technique is most effective when jumping for	understanding. Demonstrate good running technique in a competitive situation. Explore different footwork	sequences of movement.  They should enjoy communicating, collaborating and
techniques. Compete in a mini competition, recording scores.	Understand which technique is most effective when jumping for distance. Utilise all the skills learned in this unit in a competitive	distance. Learn how to use skills to improve the distance of a pull throw. Demonstrate good techniques in	patterns. Understand which technique is most effective when jumping for distance.	competing with each other and evaluate their own success.  Pupils should be taught to
	situation.	a competitive situation.	Utilise all the skills learned in this unit in a competitive situation.	use running, jumping, throwing and catching in isolation and in combination.