



The PE Curriculum at Neroche

At Neroche, the aim of our Physical Education curriculum is to inspire all our pupils to excel and enjoy a wide range of sports and physical activities as part of an active lifestyle. We provide pupils the opportunities to take part in lessons that build upon skills gradually, so that they are able to develop sporting skills to use across a range of sports and activities, in both competitive situations and for enjoyment purposes. Throughout the curriculum, sportsmanship is developed and promoted so that values such as fairness and respect are embedded within the sporting practices of our pupils.

We endeavour to provide our pupils with as many opportunities as possible to experience competitive sport: within curriculum lessons; as part of extra-curricular clubs; as part of internal school competitions and as well as external sports competitions.



Sport Coverage

Each class from Reception to Year 6 has 2 sessions of PE (Physical Development in EYFS) each week.

Preschool					
<i>(Objectives taken from the Neroche 3 and 4 year old curriculum)</i>					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p>Multi-skills</p> <p>Me and myself</p> <p>Balancing and coordination Cross arm over from left to right, right to left to touch different body parts. Use their feet to push themselves along on trikes Move whole body to avoid obstacles. Balance objects on different parts of their body, moving their body to balance, e.g. bean bag on shoulder, leg, back.</p> <p>Coordination with equipment Use ribbons, flags, pompoms and streamers to wave and make large-muscle movements.</p>	<p>Gymnastics</p> <p>Movement development</p> <p>Movement and rhythm Explore moving in different ways (rolling, crawling, walking, jumping, running, hopping, skipping, climbing)</p> <p>Balance and coordination Balance in different positions, yoga poses or gymnastic positions e.g. Pike, tuck, straddle, pencil roll, tuck roll. Jump off an object landing safely on 2 feet. Go up steps and stairs or climb up apparatus using alternate feet, e.g. make steps using wooden blocks and benches in hall.</p>	<p>Dance</p> <p>DANCE</p> <p>Movement and rhythm Explore moving in different ways (rolling, crawling, walking, jumping, running, hopping, skipping, climbing) Make movement in response to music. Copy sequences and patters on movement which relate to music or rhythm, e.g. action songs, heads shoulders knees and toes Change direction and speed, moving in different ways</p>	<p>Multi-skills</p> <p>Working with others</p> <p>Movement and Rhythm Follow given instructions as part of a game to move in different ways, e.g. Simon says slither, gallop, swim, trot. Squat and rise Begin to use the peddles when on a trike</p> <p>Coordination with equipment Throw and catch a weighted item, bean bag in games with an adult, e.g. bean bag in a hoop/bucket, over a balancing rope. Kick, roll, throw and catch a ball in group games with an adult.</p>	<p>Multi-skills</p> <p>FUN AND GAMES</p> <p>Movement and rhythm Moving confidently in a range of ways (rolling, crawling, walking, jumping, running, hopping, skipping, climbing) Change direction and speed, moving in different ways</p> <p>Coordination with equipment Use a range of sports equipment to push, dribble and hit a ball from one place to another. Introduce children to simple team games which require turn taking and rules, e.g. dodge ball, tag, domes and dishes.</p>	<p>Athletics</p> <p>Fitness</p> <p>Movement and rhythm Moving confidently in a range of ways (rolling, crawling, walking, jumping, running, hopping, skipping, climbing) Change direction and speed, moving in different ways</p> <p>Balancing and coordination Balance on one leg or hold a pose using arms to steady themselves in games, e.g. musical statues. Climb, balance and jump with control.</p>
Reception					
<i>(Objectives taken from the Neroche Reception curriculum)</i>					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p>Multi-skills</p> <p>Working with other</p> <p>Movement Moving confidently in a range of ways (rolling, crawling, walking, jumping, running, hopping, skipping, climbing) Change direction and speed, moving in different ways</p> <p>Coordination with equipment Rolling and throwing a full-sized ball, weighted throwing equipment, e.g. a bean bag</p> <p>Balancing and coordination Trikes</p>	<p>Gymnastics and Multi-skills</p> <p>Me and myself</p> <p>Movement Moving confidently in a range of ways (rolling, crawling, walking, jumping, running, hopping, skipping, climbing)</p> <p>Balancing and coordination Balancing using different parts of the body with increasing control on gym mats. Pike, tuck, straddle, pencil roll, tuck roll with a good degree of control. Combine 2 or more movement together Land safely when jumping from a height.</p>	<p>Dance and Gymnastics</p> <p>DANCE</p> <p>Movement Move with fluency, control and grace</p> <p>Balancing and coordination Climb, balance and jump using apparatus with control.</p>	<p>Multi-skills and Dance</p> <p>Movement development</p> <p>Movement Move with fluency, control and grace</p> <p>Balancing and coordination Climb, balance and jump using apparatus with control. Land safely when jumping from a height.</p>	<p>Multi-skills</p> <p>FUN AND GAMES</p> <p>Coordination with equipment Throwing, catching and hitting using a range of sports equipment Introduce children to ball games with teams, rules and targets.</p>	<p>Athletics</p> <p>Fitness</p> <p>Movement Move with fluency, control and grace</p> <p>Balancing and coordination Climb higher, run faster, jump further</p> <p>Coordination with equipment Throwing, catching and hitting using a range of sports equipment</p>

KS1

Key Stage One National Curriculum Objectives:

- a) Master basic movements including running, jumping, throwing and catching, developing balance, agility and co-ordination, and begin to apply these in a range of activities
- b) Participate in team games, developing simple tactics for attacking and defending
- c) Perform dances using simple movement patterns.

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Multi-Skills: Football and Netball (KS1 objective b)	Yoga (KS1 objective a) (KS1 objective c) Tag Rug (KS1 objective b)	Dance (KS1 objective a) Gymnastics (KS1 objective c)	Multi-skills: Hockey (KS1 objective a) (KS1 objective b) Outdoor Education (KS1 objective b)	Throwing and Catching: Cricket (KS1 objective a) Tennis (KS1 objective a)	Athletics (KS1 objective a) Rounders (KS1 objective a)

KS2

Key Stage Two National Curriculum Objectives:

1. Use running, jumping, throwing and catching in isolation and in combination
2. Play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending
3. Develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
4. Perform dances using a range of movement patterns
5. Take part in outdoor and adventurous activity challenges both individually and within a team
6. Compare their performances with previous ones and demonstrate improvement to achieve their personal best.

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Cross-Country Running (KS2 objective 1) (KS2 objective 3) (KS2 objective 6) Hockey (KS2 objective 2) *Year 5 swimming and Year 6 Swimming Catch-Up	Netball (KS2 objective 2) Tag Rugby/Football (KS2 objective 2)	Gymnastics (KS2 objective 1) (KS2 objective 3) Yoga/Dance (KS2 objective 3) (KS2 objective 5)	Outdoor Education (KS2 objective 5) Racket Sports (e.g. badminton/table tennis) (KS2 objective 2)	Cricket (KS2 objective 1) (KS2 objective 2) Tennis (KS2 objective 1) (KS2 objective 2)	Athletics (KS2 objective 1) (KS2 objective 3) (KS2 objective 6) Rounders (KS2 objective 1) (KS2 objective 2)

Skill progression

Games

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Health and fitness (Knowledge)	Describe how the body feels when still and when exercising.	Describe how the body feels before, during and after exercise. Carry and place equipment safely.	Recognise and describe how the body feels during and after different physical activities. Explain what they need to stay healthy.	Recognise and describe the effects of exercise on the body. Know the importance of strength and flexibility for physical activity. Explain why it is important to warmup and cool-down.	Describe how the body reacts at different times and how this affects performance. Explain why exercise is good for your health. Know some reasons for warming up and cooling down.	Know and understand the reasons for warming up and cooling down. Explain some safety principles when preparing for and during exercise.	Understand the importance of warming up and cooling down. Carry out warm-ups and cool-downs safely and effectively. Understand why exercise is good for health, fitness and wellbeing. Know ways they can become healthier.
Striking and hitting a ball	Hit a ball with a bat or racquet.	Use hitting skills in a game. Practise basic striking, sending and receiving.	Strike or hit a ball with increasing control. Learn skills for playing striking and fielding games. Position the body to strike a ball.	Demonstrate successful hitting and striking skills. Develop a range of skills in striking (and fielding where appropriate). Practise the correct batting technique and use it in a game. Strike the ball for distance.	Use a bat, racquet or stick (hockey) to hit a ball or shuttlecock with accuracy and control. Accurately serve underarm. Build a rally with a partner. Use at least two different shots in a game situation. Use hand-eye coordination to strike a moving and a stationary ball.	Use different techniques to hit a ball. Identify and apply techniques for hitting a tennis ball. Explore when different shots are best used. Develop a backhand technique and use it in a game. Practise techniques for all strokes. Play a tennis game using an overhead serve	Hit a bowled ball over longer distances. Use good hand-eye coordination to be able to direct a ball when striking or hitting. Understand how to serve in order to start a game.
Throwing and catching a ball	Roll equipment indifferent ways. Throw underarm. Throw an object at a target. Catch equipment using two hands.	Throw underarm and overarm. Catch and bounce a ball. Use rolling skills in a game. Practise accurate throwing and consistent catching.	Throw different types of equipment in different ways, for accuracy and distance. Throw, catch and bounce a ball with a partner. Use throwing and catching skills in a game. Throw a ball for distance. Use hand-eye coordination to control a ball. Vary types of throw used.	Throw and catch with greater control and accuracy. Practise the correct technique for catching a ball and use it in a game. Perform a range of catching and gathering skills with control. Catch with increasing control and accuracy. Throw a ball in different ways (e.g. high, low, fast or slow). Develop a safe and effective overarm bowl.	Develop different ways of throwing and catching	Consolidate different ways of throwing and catching, and know when each is appropriate in a game.	Throw and catch accurately and successfully under pressure in a game.

Travelling with a ball	Move a ball in different ways, including bouncing and kicking. Use equipment to control a ball.	Travel with a ball in different ways. Travel with a ball in different directions (side to side, forwards and backwards) with control and fluency.	Bounce and kick a ball whilst moving. Use kicking skills in a game. Use dribbling skills in a game.	Move with the ball in a variety of ways with some control. Use two different ways of moving with a ball in a game.	Move with the ball using a range of techniques showing control and fluency.	Use a variety of ways to dribble in a game with success. Use ball skills in various ways, and begin to link together.	Show confidence in using ball skills in various ways in a game situation, and link these together effectively.
Passing a ball	Kick an object at a target.	Pass the ball to another player in a game. Use kicking skills in a game.	Know how to pass the ball in different ways.	Pass the ball in two different ways in a game situation with some success.	Pass the ball with increasing speed, accuracy and success in a game situation.	Pass a ball with speed and accuracy using appropriate techniques in a game situation.	Choose and make the best pass in a game situation and link a range of skills together with fluency, e.g. passing and receiving the ball on the move.
Possession				Know how to keep and win back possession of the ball in a team game.	Occasionally contribute towards helping their team to keep and win back possession of the ball in a team game.	Keep and win back possession of the ball effectively in a team game.	Keep and win back possession of the ball effectively and in a variety of ways in a team game.
Using space	Move safely around the space and equipment. Travel in different ways, including sideways and backwards.	Use different ways of travelling in different directions or pathways. Run at different speeds. Begin to use space in a game.	Use different ways of travelling at different speeds and following different pathways, directions or courses. Change speed and direction whilst running. Begin to choose and use the best space in a game.	Find a useful space and get into it to support teammates.	Make the best use of space to pass and receive the ball.	Demonstrate an increasing awareness of space.	Demonstrate a good awareness of space.
Attacking and defending	Play a range of chasing games.	Begin to use the terms attacking and defending. Use simple defensive skills such as marking a player or defending a space. Use simple attacking skills such as dodging to get past a defender	Begin to use and understand the terms attacking and defending. Use at least one technique to attack or defend to play a game successfully.	Use simple attacking and defending skills in a game. Use fielding skills to stop a ball from travelling past them.	Use a range of attacking and defending skills and techniques in a game. Use fielding skills as an individual to prevent a player from scoring.	Choose the best tactics for attacking and defending. Shoot in a game. Use fielding skills as a team to prevent the opposition from scoring.	Think ahead and create a plan of attack or defence. Apply knowledge of skills for attacking and defending. Work as a team to develop fielding strategies to prevent the opposition from scoring
Tactics and rules (Knowledge)	Follow simple rules	Follow simple rules to play games, including team games. Use simple attacking skills such as dodging to get past a defender. Use simple defensive skills	Understand the importance of rules in games. Use at least one technique to attack or defend to play a game successfully.	Apply and follow rules fairly. Understand and begin to apply the basic principles of invasion games. Know how to play a striking and fielding game	Vary the tactics they use in a game. Adapt rules to alter games.	Know when to pass and when to dribble in a game. Devise and adapt rules to create their own game.	Follow and create complicated rules to play a game successfully. Communicate plans to others during a game. Lead others during a

		such as marking a player or defending a space.		fairly.			game.
Compete/perform	Control my body when performing a sequence of movements. Participate in simple games.	Perform using a range of actions and body parts with some coordination. Begin to perform learnt skills with some control. Engage in competitive activities and team games.	Perform sequences of their own composition with coordination. Perform learnt skills with increasing control. Compete against self and others.	Develop the quality of the actions in their performances. Perform learnt skills and techniques with control and confidence. Compete against self and others in a controlled manner.	Perform and apply skills and techniques with control and accuracy. Take part in a range of competitive games and activities.	Consistently perform and apply skills and techniques with accuracy and control. Take part in competitive games with a strong understanding of tactics and composition.	Perform and apply a variety of skills and techniques confidently, consistently and with precision. Take part in competitive games with a strong understanding of tactics and composition.
Evaluate (Knowledge)	Talk about what they have done. Talk about what others have done.	Watch and describe performances. Begin to say how they could improve.	Watch and describe performances, and use what they see to improve their own performance. Talk about the differences between their work and that of others.	Watch, describe and evaluate the effectiveness of a performance. Describe how their performance has improved over time.	Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements. Modify their use of skills or techniques to achieve a better result.	Choose and use criteria to evaluate own and others' performance. Explain why they have used particular skills or techniques, and the effect they have had on their performance.	Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.

Athletics

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Health and fitness (Knowledge)	Describe how the body feels when still and when exercising.	Describe how the body feels before, during and after exercise. Carry and place equipment safely.	Recognise and describe how the body feels during and after different physical activities. Explain what they need to stay healthy.	Recognise and describe the effects of exercise on the body. Know the importance of strength and flexibility for physical activity. Explain why it is important to warmup and cool-down.	Describe how the body reacts at different times and how this affects performance. Explain why exercise is good for your health. Know some reasons for warming up and cooling down.	Know and understand the reasons for warming up and cooling down. Explain some safety principles when preparing for and during exercise.	Understand the importance of warming up and cooling down. Carry out warm-ups and cool-downs safely and effectively. Understand why exercise is good for health, fitness and wellbeing. Know ways they can become healthier.
Running	Run in different ways for a variety of purposes.	Vary their pace and speed when running. Run with a basic technique over different distances. Show good posture and balance. Jog in a straight line. Change direction when jogging. Sprint in a straight line. Change direction when sprinting. Maintain control as they change direction when jogging or sprinting.	Run at different paces, describing the different paces. Use a variety of different stride lengths. Travel at different speeds. Begin to select the most suitable pace and speed for distance. Complete an obstacle course. Vary the speed and direction in which they are travelling. Run with basic techniques following a curved line. Be able to maintain and control a run over different distances.	Identify and demonstrate how different techniques can affect their performance. Focus on their arm and leg action to improve their sprinting technique. Begin to combine running with jumping over hurdles. Focus on trail leg and lead leg action when running over hurdles. Understand the importance of adjusting running pace to suit the distance being run.	Confidently demonstrate an improved technique for sprinting. Carry out an effective sprint finish. Perform a relay, focusing on the baton changeover technique. Speed up and slow down smoothly.	Accelerate from a variety of starting positions and select their preferred position. Identify their reaction times when performing a sprint start. Continue to practise and refine their technique for sprinting, focusing on an effective sprint start. Select the most suitable pace for the distance and their fitness level in order to maintain a sustained run. Identify and demonstrate stamina, explaining its importance for runners.	Recap, practise and refine an effective sprinting technique, including reaction time. Build up speed quickly for a sprint finish. Run over hurdles with fluency, focusing on the lead leg technique and a consistent stride pattern. Accelerate to pass other competitors. Work as a team to competitively perform a relay. Confidently and independently select the most appropriate pace for different distances and different parts of the run. Demonstrate endurance and stamina over longer distances in order to maintain a sustained run.
Jumping	Jump in a range of ways, landing safely	Perform different types of jumps: for example, two feet to two feet, two feet to	Perform and compare different types of jumps: for example, two feet to two feet,	Use one and two feet to take off and to land with. Develop an effective take-off for	Learn how to combine a hop, step and jump to perform the standing triple jump.	Improve techniques for jumping for distance. Perform an effective standing	Develop the technique for the standing vertical jump. Maintain

		one foot, one foot to same foot or one foot to opposite foot. Perform a short jumping sequence. Jump as high as possible. Jump as far as possible. Land safely and with control. Work with a partner to develop the control of their jumps.	two feet to one foot, one foot to same foot or one foot to opposite foot. Combine different jumps together with some fluency and control. Jump for distance from a standing position with accuracy and control. Investigate the best jumps to cover different distances. Choose the most appropriate jumps to cover different distances. Know that the leg muscles are used when performing a jumping action.	the standing long jump. Develop an effective flight phase for the standing long jump. Land safely and with control.	Land safely and with control. Begin to measure the distance jumped.	long jump. Perform the standing triple jump with increased confidence. Develop an effective technique for the standing vertical jump (jumping for height) including take-off and flight. Land safely and with control. Measure the distance and height jumped with accuracy. Investigate different jumping techniques.	control at each of the different stages of the triple jump. Land safely and with control. Develop and improve their techniques for jumping for height and distance and support others in improving their performance. Perform and apply different types of jumps in other contexts. Set up and lead jumping activities including measuring the jumps with confidence and accuracy.
Throwing	Roll equipment in different ways. Throw underarm. Throw an object at a target.	Throw underarm and overarm. Throw a ball towards a target with increasing accuracy. Improve the distance they can throw by using more power.	Throw different types of equipment in different ways, for accuracy and distance. Throw with accuracy at targets of different heights. Investigate ways to alter their throwing technique to achieve greater distance.	Throw with greater control and accuracy. Show increasing control in their overarm throw. Perform a push throw. Continue to develop techniques to throw for increased distance.	Perform a pull throw. Measure the distance of their throws. Continue to develop techniques to throw for increased distance.	Perform a fling throw. Throw a variety of implements using a range of throwing techniques. Measure and record the distance of their throws. Continue to develop techniques to throw for increased distance.	Perform a heave throw. Measure and record the distance of their throws. Continue to develop techniques to throw for increased distance and support others in improving their personal best. Develop and refine techniques to throw for accuracy.
Compete/Perform	Control their body when performing a sequence of movements Participate in simple games	Begin to perform learnt skills with some control. Engage in competitive activities and team games.	Perform learnt skills with increasing control. Compete against self and others.	Perform learnt skills and techniques with control and confidence. Compete against self and others in a controlled manner	Perform and apply skills and techniques with control and accuracy. Take part in a range of competitive games and activities.	Consistently perform and apply skills and techniques with accuracy and control. Take part in competitive games with a strong understanding of tactics and composition.	Perform and apply a variety of skills and techniques confidently, consistently and with precision. Take part in competitive games with a strong understanding of tactics and composition.
Evaluate (Knowledge)	Talk about what they have done. Talk about what others have	Watch and describe performances. Begin to say how they could	Watch and describe performances, and use what they see to	Watch, describe and evaluate the effectiveness of a	Watch, describe and evaluate the effectiveness of	Choose and use criteria to evaluate own and others'	Thoroughly evaluate their own and others' work, suggesting

	done.	improve.	improve their own performance. Talk about the differences between their work and that of others.	performance. Describe how their performance has improved over time.	performances, giving ideas for improvements. Modify their use of skills or techniques to achieve a better result.	performance. Explain why they have used particular skills or techniques, and the effect they have had on their performance.	thoughtful and appropriate improvements.
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Dance

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Health and fitness (Knowledge)	Describe how the body feels when still and when exercising.	Describe how the body feels before, during and after exercise. Carry and place equipment safely.	Recognise and describe how the body feels during and after different physical activities. Explain what they need to stay healthy.	Recognise and describe the effects of exercise on the body. Know the importance of strength and flexibility for physical activity. Explain why it is important to warmup and cool-down.	Describe how the body reacts at different times and how this affects performance. Explain why exercise is good for your health. Know some reasons for warming up and cooling down.	Know and understand the reasons for warming up and cooling down. Explain some safety principles when preparing for and during exercise.	Understand the importance of warming up and cooling down. Carry out warm-ups and cool-downs safely and effectively. Understand why exercise is good for health, fitness and wellbeing. Know ways they can become healthier.
Dance Skills	Join a range of different movements together. Change the speed of their actions. Change the style of their movements. Create a short movement phrase which demonstrates their own ideas.	Copy and repeat actions. Put a sequence of actions together to create a motif. Vary the speed of their actions. Use simple choreographic devices such as unison, canon and mirroring. Begin to improvise independently to create a simple dance.	Copy, remember and repeat actions. Create a short motif inspired by a stimulus. Change the speed and level of their actions. Use simple choreographic devices such as unison, canon and mirroring. Use different transitions within a dance motif. Move in time to music. Improve the timing of their actions.	Begin to improvise with a partner to create a simple dance. Create motifs from different stimuli. Begin to compare and adapt movements and motifs to create a larger sequence. Use simple dance vocabulary to compare and improve work. Perform with some awareness of rhythm and expression.	Identify and repeat the movement patterns and actions of a chosen dance style. Compose a dance that reflects the chosen dance style. Confidently improvise with a partner or on their own. Compose longer dance sequences in a small group. Demonstrate precision and some control in response to stimuli. Begin to vary dynamics and develop actions and motifs in response to stimuli. Demonstrate rhythm and spatial awareness. Change parts of a dance as a result of self-evaluation. Use simple dance vocabulary when comparing and improving work.	Identify and repeat the movement patterns and actions of a chosen dance style. Compose individual, partner and group dances that reflect the chosen dance style. Show a change of pace and timing in their movements. Develop an awareness of their use of space. Demonstrate imagination and creativity in the movements they devise in response to stimuli. Use transitions to link motifs smoothly together. Improvise with confidence, still demonstrating fluency across the sequence. Ensure their actions fit the rhythm of the music. Modify parts of a sequence as a result of self and peer	Identify and repeat the movement patterns and actions of a chosen dance style. Compose individual, partner and group dances that reflect the chosen dance style. Use dramatic expression in dance movements and motifs. Perform with confidence, using a range of movement patterns. Demonstrate strong and controlled movements throughout a dance sequence. Combine flexibility, techniques and movements to create a fluent sequence. Move appropriately and with the required style in relation to the stimulus, e.g. using various levels, ways of travelling and motifs. Show a change of pace and timing in

						evaluation. Use more complex dance vocabulary to compare and improve work.	their movements. Move rhythmically and accurately in dance sequences. Improvise with confidence, still demonstrating fluency across their sequence. Dance with fluency and control, linking all movements and ensuring that transitions flow. Demonstrate consistent precision when performing dance sequences. Modify some elements of a sequence as a result of self and peer evaluation. Use complex dance vocabulary to compare and improve work.
Compete/perform	Control my body when performing a sequence of movements.	Perform using a range of actions and body parts with some coordination. Begin to perform learnt skills with some control.	Perform sequences of their own composition with coordination. Perform learnt skills with increasing control. Compete against self and others.	Develop the quality of the actions in their performances. Perform learnt skills and techniques with control and confidence. Compete against self and others in a controlled manner.	Perform and create sequences with fluency and expression. Perform and apply skills and techniques with control and accuracy.	Perform own longer, more complex sequences in time to music. Consistently perform and apply skills and techniques with accuracy and control.	Link actions to create a complex sequence using a full range of movement. Perform the sequence in time to music. Perform and apply a variety of skills and techniques confidently, consistently and with precision.
Evaluate (Knowledge)	Talk about what they have done. Talk about what others have done.	Watch and describe performances. Begin to say how they could improve.	Watch and describe performances, and use what they see to improve their own performance. Talk about the differences between their work and that of others.	Watch, describe and evaluate the effectiveness of a performance. Describe how their performance has improved over time.	Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements. Modify their use of skills or techniques to achieve a better result.	Choose and use criteria to evaluate own and others' performances. Explain why they have used particular skills or techniques, and the effect they have had on their performance.	Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.

Gymnastics

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Health and fitness (Knowledge)	Describe how the body feels when still and when exercising.	Describe how the body feels before, during and after exercise. Carry and place equipment safely.	Recognise and describe how the body feels during and after different physical activities. Explain what they need to stay healthy.	Recognise and describe the effects of exercise on the body. Know the importance of strength and flexibility for physical activity. Explain why it is important to warmup and cool-down.	Describe how the body reacts at different times and how this affects performance. Explain why exercise is good for your health. Know some reasons for warming up and cooling down.	Know and understand the reasons for warming up and cooling down. Explain some safety principles when preparing for and during exercise.	Understand the importance of warming up and cooling down. Carry out warm-ups and cool-downs safely and effectively. Understand why exercise is good for health, fitness and wellbeing. Know ways they can become healthier.
Acquiring and Developing Skills in Gymnastics (General)	Create a short sequence of movements. Roll in different ways with control. Travel in different ways. Stretch in different ways. Jump in a range of ways from one space to another with control. Begin to balance with control. Move around, under, over, and through different objects and equipment.	Create and perform a movement sequence. Copy actions and movement sequences with a beginning, middle and end. Link two actions to make a sequence. Recognise and copy contrasting actions (small/tall, narrow/wide). Travel in different ways, changing direction and speed. Hold still shapes and simple balances. Carry out simple stretches. Carry out a range of simple jumps, landing safely. Move around, under, over, and through different objects and equipment. Begin to move with control and care.	Copy, explore and remember actions and movements to create their own sequence. Link actions to make a sequence. Travel in a variety of ways, including rolling. Hold a still shape whilst balancing on different points of the body. Jump in a variety of ways and land with increasing control and balance. Climb onto and jump off the equipment safely. Move with increasing control and care.	Choose ideas to compose a movement sequence independently and with others. Link combinations of actions with increasing confidence, including changes of direction, speed or level. 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 use equipment to vault. Create interesting body shapes while holding balances with control and confidence. Begin to show flexibility in movements.	Create a sequence of actions that fit a theme. Use an increasing range of actions, directions and levels in their sequences. Move with clarity, fluency and expression. Show changes of direction, speed and level during a performance. Travel in different ways, including using flight. Improve the placement and alignment of body parts in balances. Use equipment to vault in a variety of ways. Carry out balances, recognising the position of their centre of gravity and how this affects the balance. Begin to develop good technique when travelling, balancing and using equipment. Develop strength, technique and	Select ideas to compose specific sequences of movements, shapes and balances. Adapt their sequences to fit new criteria or suggestions. Perform jumps, shapes and balances fluently and with control. Confidently develop the placement of their body parts in balances, recognising the position of their centre of gravity and where it should be in relation to the base of the balance. Confidently use equipment to vault in a variety of ways. Apply skills and techniques consistently. Develop strength, technique and flexibility throughout performances. Combine equipment with movement to	Create their own complex sequences involving the full range of actions and movements: travelling, balancing, holding shapes, jumping, leaping, swinging, vaulting and stretching. Demonstrate precise and controlled placement of body parts in their actions, shapes and balances. Confidently use equipment to vault and incorporate this into sequences. Apply skills and techniques consistently, showing precision and control. Develop strength, technique and flexibility throughout performances.

					flexibility throughout performances.	create sequences.	
Rolls	Curled side roll (egg roll) Log roll (pencil roll) Teddy bear roll	Log roll (controlled) Curled side roll (egg roll) (controlled) Teddy bear roll (controlled)	Log roll (controlled) Curled side roll (egg roll) (controlled) Teddy bear roll (controlled) Rocking for forward roll Crouched forward roll	Crouched forward roll Forward roll from standing Tucked backward roll	Forward roll from standing Straddle forward roll Tucked backward roll Backward roll to straddle	Forward roll from standing Straddle forward roll Pike forward roll Tucked backward roll Backward roll to straddle	Forward roll from standing Straddle forward roll Pike forward roll Dive forward roll Tucked backward roll Backward roll to straddle Backward roll to standing pike Pike backward roll
Jumps	Straight jump Tuck jump Jumping Jack Half turn jump	Straight jump Tuck jump Jumping jack Half turn jump Cat spring	Straight jump Tuck jump Jumping jack Half turn jump Cat spring Cat spring to straddle	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Straight jump half-turn Cat leap	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Straight jump half-turn Straight jump full-turn Cat leap Cat leap half-turn	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Stag jump Straight jump half-turn Straight jump full-turn Cat leap Cat leap half-turn Split leap	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Stag jump Straight jump half-turn Straight jump full-turn Cat leap Cat leap half-turn Split leap Stag leap
Vault		Straight jump off springboard	Hurdle step onto springboard Straight jump off springboard Tuck jump off springboard	Hurdle step onto springboard Squat on vault Star jump off Tuck jump off Straddle jump off Pike jump off	Hurdle step onto springboard Squat on vault Straddle on vault Star jump off Tuck jump off Straddle jump off Pike jump off	Hurdle step onto springboard Squat on vault Straddle on vault Star jump off Tuck jump off Straddle jump off Pike jump off Squat through vault	Hurdle step onto springboard Squat on vault Straddle on vault Star jump off Tuck jump off Straddle jump off Pike jump off Squat through vault Straddle over vault
Handstands, Cartwheels and Round-offs	Bunny hop	Bunny hop Front support wheelbarrow with partner	Bunny hop Front support wheelbarrow with partner T-lever Scissor kick	Handstand Lunge into handstand Cartwheel	Lunge into handstand Lunge into cartwheel	Lunge into handstand Lunge into cartwheel Lunge into round-off	Lunge into cartwheel Lunge into round-off Hurdle step Hurdle step into cartwheel Hurdle step into round-off
Travelling & Linking Actions	Tiptoe, step, jump and hop	Tiptoe, step, jump and hop Hopscotch Skipping Galloping	Tiptoe, step, jump and hop Hopscotch Skipping	Tiptoe, step, jump and hop Hopscotch Skipping	Tiptoe, step, jump and hop Hopscotch Skipping	Tiptoe, step, jump and hop Hopscotch Skipping	Tiptoe, step, jump and hop Hopscotch Skipping

			Galloping Straight jump half-turn	Chassis steps Straight jump half turn Cat leap	Chassis steps Straight jump half turn Straight jump full turn Cat leap Cat leap half turn Pivot	Chassis steps Straight jump half turn Straight jump full turn Cat leap Cat leap half turn Pivot	Chassis steps Straight jump half turn Straight jump full turn Cat leap Cat leap half turn Pivot
Shapes and Balances	Standing balances	Standing balances Kneeling balances Pike, tuck, star, straight, straddle shapes	Standing balances Kneeling balances Large body part balances. Balances on apparatus Balances with a partner Pike, tuck, star, straight, straddle shapes Front and back support	Large and small body part balances, including standing and kneeling balances. Balances on apparatus Matching and contrasting partner balances Pike, tuck, star, straight, straddle shapes Front and back support	1, 2, 3 and 4- point balances. Balances on apparatus Balances with and against a partner Pike, tuck, star, straight, straddle shapes Front and back support	1, 2, 3 and 4- point balances. Balances on apparatus Part body weight partner balances Pike, tuck, star, straight, straddle shapes Front and back support	1, 2, 3 and 4- point balances. Balances on apparatus Develop technique, control and complexity of part-weight partner balances Group formations Pike, tuck, star, straight, straddle shapes Front and back support
Compete/Perform	Control my body when performing a sequence of movements. Participate in simple games.	Perform using a range of actions and body parts with some coordination. Begin to perform learnt skills with some control.	Perform sequences of their own composition with coordination. Perform learnt skills with increasing control.	Develop the quality of the actions in their performances. Perform learnt skills and techniques with control and confidence. Compete against self and others in a controlled manner.	Perform and create sequences with fluency and expression. Perform and apply skills and techniques with control and accuracy.	Perform own longer, more complex sequences in time to music. Consistently perform and apply skills and techniques with accuracy and control.	Link actions to create a complex sequence using a full range of movement that showcases different abilities, performed in time to music. Perform and apply a variety of skills and techniques confidently, consistently and with precision. Begin to record their peers' performances, and evaluate these.
Evaluate (Knowledge)	Talk about what they have done. Talk about what others have done.	Watch and describe performances. Begin to say how they could improve.	Watch and describe performances, and use what they see to improve their own performance. Talk about the differences between their work and that of others.	Watch, describe and evaluate the effectiveness of a performance. Describe how their performance has improved over time.	Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements. Modify their use of skills or techniques to achieve a better result.	Choose and use criteria to evaluate own and others' performance. Explain why they have used particular skills or techniques, and the effect they have had on their performance.	Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.

Outdoor Education

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Health and fitness (Knowledge)	Describe how the body feels when still and when exercising.	Describe how the body feels before, during and after exercise. Carry and place equipment safely.	Recognise and describe how the body feels during and after different physical activities. Explain what they need to stay healthy.	Recognise and describe the effects of exercise on the body. Know the importance of strength and flexibility for physical activity. Explain why it is important to warmup and cool-down.	Describe how the body reacts at different times and how this affects performance. Explain why exercise is good for your health. Know some reasons for warming up and cooling down.	Know and understand the reasons for warming up and cooling down. Explain some safety principles when preparing for and during exercise.	Understand the importance of warming up and cooling down. Carry out warm-ups and cool-downs safely and effectively. Understand why exercise is good for health, fitness and wellbeing. Know ways they can become healthier.
Trails	No set skills progression in EYFS as not an EYFS requirement for Physical Development. However, the children take part in Forest School sessions as a wider Outdoor Education enrichment opportunity.	No set skills progression in KS1 as not a NC requirement for Physical Education in KS1. However, the children take part in Forest School sessions and Outdoor Education sessions as Outdoor Education enrichment opportunities.		Orientate themselves with increasing confidence and accuracy around a short trail.	Orientate themselves with accuracy around a short trail. Create a short trail for others to follow.	Start to orientate themselves with increasing confidence accuracy around an orientating course. Design an orienteering course for others to follow that offers some challenge. Begin to use navigation equipment to move around a trail.	Orientate themselves around an orientating course where there is a competitive pressure/element to the course. Design a clear, challenging orienteering course for others to follow. Use navigation equipment accurately.
Problem-solving				Identify and use some effective communication to work as a team. Identify symbols used on a key.	Communicate clearly within a team. Experience a range of roles within a team. Associate the meaning of a key in the context of the environment.	Use clear communication when taking on a specific role within a team. Complete orienteering activities as part of a team and independently. Identify a key on a map and begin to use the information in activities.	Use clear communication when taking on a specific role within a team. Complete orienteering activities as part of a team and independently. Use a range of map styles and decide on the most effective.
Preparation and Organisation (Knowledge)				Begin to choose equipment that is appropriate for an activity.	Try and range of equipment for creating and completing an activity. Make an informed	Choose the best equipment for an outdoor activity. Create a challenging outdoor activity for others, including a	Choose the best equipment for an outdoor activity. Create a challenging outdoor activity for others, including a

					decision on the best equipment to use. Plan and organise a trail others can follow.	plan for them to follow. Identify the quickest route to navigate a course.	plan for them to follow. Identify the quickest route to navigate a course. manage an Orienteering event for others to compete in.
Communication				Communicate with others.	Communicate clearly with others. Work as art of a team. Begin to use a map to complete a course.	Communicate clearly and effectively with others. Work effectively as part of a team. Successfully use a map to complete a course. Begin to use a compass for navigation.	Communicate clearly and effectively with others, including when under pressure., demonstrating leadership skills when necessary. Work effectively as part of a team. Successfully use a map to complete a course. Use a compass for navigation. Organise an event for others.
Compete and Perform				Begin to complete activities in a set period of time. Begin to offer an evaluation of personal performance.	Repeat an orienteering course, identifying ways to improve the completion time. Offer an evaluation of personal performance. Improve trails to increase the challenge of a course	Repeat an orienteering course, getting quicker each time due to improving skills. Offer detailed evaluation of personal performance. Start to improve trails to increase the challenge of a course	Repeat an orienteering course, getting quicker each time due to improving skills. Offer detailed evaluation of personal performance. Listen and act upon feedback.
Evaluate (Knowledge)	Talk about what they have done. Talk about what others have done.	Watch and describe performances. Begin to say how they could improve.	Watch and describe performances, and use what they see to improve their own performance. Talk about the differences between their work and that of others.	Watch, describe and evaluate the effectiveness of a performance. Describe how their performance has improved over time.	Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements. Modify their use of skills or techniques to achieve a better result.	Choose and use criteria to evaluate own and others' performance. Explain why they have used particular skills or techniques, and the effect they have had on their performance.	Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.