National Curriculum	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
		Kay S	tage 1	Kay Stage 2				
	Gross Motor Skills Negotiate space and obstacles safely, with consideration for themselves and others Demonstrate strength, balance and coordination when playing Move energetically, such as running, jumping, dancing, hopping, skipping and climbing	jumping, throwing a developing balance, and begin to apply t	tent and confident and ortunities to extend their ation, individually and with to engage in competitive at others) and co-operative of increasingly challenging them including running, and catching, as well as agility and co-ordination, these in a range of activities games, developing simple and defending	them to make actions and sere each other. They should deve to evaluate and recognise the Pupils should be taught to: - use running, jumping - play competitive gamentball, rounders and develop flexibility, stress perform dances using take part in outdoor stress.	oly and develop a broader range of sequences of movement. They should belop an understanding of how to impeir own success. If, throwing and catching in isolation a nes, modified where appropriate [for it tennis], and apply basic principles serength, technique, control and balangs a range of movement patterns and adventurous activity challenges mances with previous ones and dem	enjoy communicating, collabora rove in different physical activity and in combination example, badminton, basketba uitable for attacking and defen ce [for example, through athlet both individually and within a t	ating and competing with ties and sports and learn how all, cricket, football, hockey, ding tics and gymnastics]	

Evaluate	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	National Curriculum	Actional Curriculum National Curriculum • Children compare their performances with previous ones and demonstrate improvement to achieve					to achieve their personal best
	Key Learning Outcomes	Key Learning Outcomes		Key Learning Outcomes		Key Learning Outcomes	Key Learning Outcomes
	 Children can comment on their own and others performances. Children can comment on own and other can give comments on how performance. Children can give comments on how performance. Children can give comments on how performance. Children can use appropriate vocabute 	s on how to improve	He/she are beginning to thin their own work.	nprovement in ball games libe performances accurately. It about how they can improve their or small group to improve their rities and differences.	 also on something that can be the she knows why own per good as their last He/she watches and describe the she can learn from other skills. He/she can comment on take improve performances. He/she can make suggestion 	formance was better or not as tes performances accurately rs how they can improve their	

Gymnastics	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	National Curriculum	National Curriculum		National Curriculum			
	 Negotiate space and obstacles safely, with consideration for themselves and others Demonstrate strength, balance and coordination when playing Move energetically, such as running, jumping, dancing, hopping, skipping and climbing 	Children can develop balance, ag begin to apply these in a range o		Children can develop fle	xibility, strength, technique, contr	rol and balance [for example, throu	ugh athletics and gymnastics]
	Key Learning Outcomes	Key Learning Outcomes		Key Learning Outcomes	Key Learning Outcomes	Key Learning Outcomes	Key Learning Outcomes
	 Move energetically, jump with both feet leaving the ground. Single balance Balancing on one foot Be able to balance on a piece of apparatus Demonstrate strength balance and coordination when playing. Children explore basic movements, creating shapes, balances, jumps and rolls. They begin to develop an awareness of space and how to use it safely. They perform basic skills on both floor and apparatus. 	 He/she can perform simple rolls e.g. forward, pencil, teddybear. He/she can copy stretching movements for different parts of the body. He/she can balance using his/her hands, feet or seat. He/she can create different shapes when balancing e.g. thin, wide, twisted, curled. He/she can copy short movements to combine simple balances. e.g. balance - travel – balance He/she can travel in different ways e.g. Jumping, skipping, walking, leaping, hopping etc. 	 He/she can plan and perform a sequence of movements He/she can improve a sequence based on feedback He/she can think of more than one way to create a sequence which follows some 'rules' 	 He/she can adapt sequences to suit different types of apparatus and criteria He/she can explain how strength and suppleness affect performance He/she can perform a range of rolls with a good level of accuracy e.g. forwards, backwards. He/she can create his/her own stretching routine to prepare for gymnastics. He/she can balance on pads and points. He/she can make a range of different shapes when balancing. He/she can combine shapes and balances in a performance. He/she can use all parts of his/her body when travelling in different upon 	 He/she can move in a controlled way He/she can include change of speed and direction in a sequence He/she can work with a partner to create, repeat and improve a sequence with at least three phases 	 He/she can perform actions in and out of rolls. He/she can lead others in a stretching routine to prepare for gymnastics. He/she can hold different positions when balancing and use different shapes to express a given theme/mood. He/she can select the most appropriate ways to travel from one balance to another. He/she can make complex extended sequences He/she can combine action, balance and shape He/she can perform consistently to different audiences 	 He/she can create sequences that have changes of speed and level. He/she can perform a range of balances with a high level of control and accuracy. He/she can develop sequences in a specific style He/she can choose own music and style
	Key vocabulary	Key voo	abulary	different ways. Key Voo	cabulary	Key Voo	cabulary
	Shapes, balances, jumps, rock and roll, barrel roll, straight roll, forwards roll.	Curl, tense, stretch, relax, control, travel, balance, copy, sequence, improve, plan, and perform, feedback, hold, and independent.		Adapt sequences, apparatus, criteria, strength, suppleness, performance, compare and contrast sequences, stamina, improve.		Complex extended sequences, combine, perform, consistency, audience, link, vault, spring.	

Basic movements	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
and Team Games	National Curriculum Negotiate space and obstacles safely, with consideration for themselves and others Demonstrate strength, balance and coordination when playing Move energetically, such as running, jumping, dancing, hopping, skipping and climbing	jumping, throwing and o	sic movements including running, catching, as well as participate in g simple tactics for attacking and		etitive games, modified where apprs and tennis], and apply basic prin		
	Key Learning Outcomes	Key Learning Outcomes		Key Learning Outcomes	Key Learning Outcomes	Key Learning Outcomes	Key Learning Outcomes
	 Be able to throw and catch a large ball — over arm and under arm Roll a ball to an end target Kick a ball Be able to control a ball within a game setting Use hands to control a ball Be able to participate in a game with an opposing side To be able to throw and aim e.g. throw a beanbag into a bucket, play skittles, throw underarm. 	 He/she can throw a ball underarm, over arm and use a bounce pass. He/she can pass a ball to a partner using his/her hands and feet. 	 He/she can hit a ball with a tennis style bat or racquet. He/she can stop a ball with his/her feet before passing it. He/she can move into a given space within a game. He/she is beginning to understand where to stand to make a game more difficult for an opponent. He/she can move into a given space to catch a ball. 	 He/she can be aware of space and use it to support team-mates and to cause problems for the opposition He/she knows and use rules fairly He/she can find space to move into within a game. 	 He/she can show control of a range of different throws / passes e.g. Over arm, underarm, chest pass. He/she can move to catch a ball within a game, maintaining eye contact with the ball. He/she can pass a ball accurately when moving around during a game. He/she can hit a ball with a range of different bats/racquets. He/she can use a range of techniques to help keep possession of the ball in a team game. He/she can dribble a ball in a straight line. 	 He/she can choose the most appropriate throw to use within a game. He/she can call out for a catch in a game showing they know they are in the best place. He/she can select the most appropriate person to pass to within a game and the most appropriate style of pass to ensure accuracy. He/she can hit a ball into space to help increase his/her score within a game. He/she can dribble a ball in different directions and avoid 	 He/she can agree and explain rules to others He/she can work as a team and communicate a plan He/she can lead others in a game situation when the need arises

				 hockey stick. He/she can help other members of his/her team to find space within a team game. He/she can use a range of attacking and defending skills when playing a team game. 	
Key vocabulary	Key vocabulary	Key Voc	cabulary	Key Vocabulary	
Throw, roll, underarm, hit, move, safely, kick, tactics, rules.	Throw, roll, underarm, hit, move, safely, kick, tactics, rules.	Throw, catch, control, awareness opposition, strike and field, accu possession, adapt tactics.		Possession, forehand, backhand, field, tactics, defending, attacking, techniques, pass, dribble and shoot. Striking, implement, rules, umpire, and strategy.	

Dance	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
	National Curriculum	National Curriculum		National Curriculum	National Curriculum			
 Negotiate space and obstacles safely, with consideration for themselve and others Demonstrate strength, balance and coordination when playing Move energetically, such a running, jumping, dancing, hopping, skipping and climbing 				Children can perform dances using a range of movement patterns Keylowing Outcomes Outcomes (No. Lowering Outcomes) Keylowing Outcomes (No. Lowering Outcomes) Keylowing Outcomes (No. Lowering Outcomes) Keylowing Outcomes (No. Lowering Outcomes)				
	Key Learning Outcomes	Key Learning Outcomes		Key Learning Outcomes	Key Learning Outcomes	Key Learning Outcomes	Key Learning Outcomes	
	 Dance to link in with learning theme Copy a dance pattern Link 2 dance movements together Responding to music showing appropriate movement and rhythm. Move energetically, such as dancing. 	He/she can perform the basic dance actions e.g. travel and change direction, turn, jump, gesture, balance/stillness, change of size and shape. He/she can link two or more actions together.	 He/she can change rhythm, speed, level and direction in dance He/she can make a sequence by linking sections together He/she can use dance to show a mood or feeling 	 He/she can improvise freely and translate ideas from a stimulus into movement He/she can share and create phrases with a partner and small group 	 He/she can explore different styles of dance and copy steps from them with increasing accuracy. He/she can perform given routines from memory, performing all the elements in the correct order. 	 He/she can perform dance actions with control and expression. He/she can choose his/her own dance steps and movements and then develop them into a routine. 	 He/she can choreograph short routines to portray a particular mood or style. He/she can explore different styles of dance and develop short routines in those styles. 	

Responding to music showing appropriate movement and rhythm.	 He/she can copy short motifs (a short phrase, movement or gesture that is repeated.) He/she can move safely in a space 	 He/she can remember and repeat dance perform phrases He/she can perform basic dance actions with greater control over each element He/she can choreograph motifs using repetition, direction, level, speed & space 	 He/she can take the lead when working with a partner or group He/she can use dance to communicate an idea 	He/she can perform longer routines from memory adding expression and extension to his/her movements.	 He/she can develop sequences in a specific style He/she can choose own music and style
Key vocabulary	Key vocabulary	Key Vocabulary		Key Vocabulary	
Travel, action, space, shape, perform, level, copy, counts.	Move, copy, perform, create, rhythm, control, coordination, linking mood or feeling.	Changing speed and direction, share and create phrases, plan, repeat, remember and perform phrases, communicate		Compose, creative, perform, accompaniment, demonstrate clarity, fluency, accuracy and consistency. Style, interpret, precise and posture.	

Athletics	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	National Curriculum	National Curriculum		National Curriculum			
	 Negotiate space and obstacles safely, with consideration for themselves and others Demonstrate strength, balance and coordination when playing Move energetically, such as running, jumping, dancing, hopping, skipping and climbing 	Children can use running catching in isolation and		Children can use running	g, jumping, throwing and catching	in isolation and in combination	
	Key Learning Outcomes	Key Learning Outcomes		Key Learning Outcomes	Key Learning Outcomes	Key Learning Outcomes	Key Learning Outcomes
	 Move in a variety of ways in and out cones and obstacles and around a space. Move energetically, such as running, skipping, hopping and climbing. Skip Hop Go up steps or stairs using alternate feet. 	 He/she can sprint up to 60m. He/she can run 100m. He/she can use over arm and underarm throws to throw items in a straight line. He/she can jump: side to side; both feet together; one foot to the other 	 He/she can sprint up to 60m. He/she can run 100m. He/she can use over arm and underarm throws to throw items 	 He/she can run at fast, medium and slow speeds; changing speed and direction He/she can take part in a relay, remembering when to run and what to do 	 He/she can sprint up to 100m. He/she can run 200m He/she can use the correct action to throw a javelin without a run up. He/she can use a push throw to throw a discus and shot put. 	 He/she can change his/her body shape to decrease air resistance when running. He/she can use the correct action to throw a javelin with a run up. He/she can use his/her toe and heel to spin and throw a discus and shot put. 	 He/she can run longer distances knowing when to use a sprint. He/she can demonstrate stamina and increase strength

Stop on commandSprintRun			He/she can jump: one foot to the other (high jump); one foot to two feet (long jump)	 He/she can jump: one foot to same foot to two feet (triple jump) He/she has a controlled when taking off and landing He/she can throw with increasing accuracy He/she can combine running and jumping 	
Key vocabulary	Key vocabulary	Key Vocabulary		Key Vocabulary	
Balancing, running, jumping, hopping, galloping, skipping, sliding, changing direction	Running at speed, changing direction, running over obstacles, jumping for distance, jumping for height, jumping combinations, throwing for distance, throwing for accuracy.	Change speed and direction, underarm, overarm, throwing, technique, distance, sprint, accuracy, personal best.		Control, accuracy, techniques, combine, distance, compete, improve personal best, stamina.	

Swimming	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
		National Curriculum All schools must provide swimming instruction either in key stage 1 or key stage 2. In particular, pupils should be taught to: - swim competently, confidently and proficiently over a distance of at least 25 metres - use a range of strokes effectively [for example, front crawl, backstroke and breaststroke] perform safe self-rescue in different water-based situations.						
	Key Learning Outcomes	Key Learning Outcomes		Key Learning Outcomes	Key Learning Outcomes	Key Learning Outcomes	Key Learning Outcomes	
		 He/she can climb out of the pool unaided. He/she can submerge his/her head under water and blow bubbles. He/she can get dressed and undressed independently. He/she is developing confidence in the water. 	 He/she can swim 10m on his/her front and back without stopping. He/she can use the correct arm and leg movements to swim front crawl and backstroke. He/she can climb out of the pool unaided. He/she can submerge his/her head under water and blow bubbles. 	 He/she can swim a complete length of the pool, on his/her front and back without stopping. He/she can use the correct arm and leg movements to swim breaststroke. He/she can tread water for at least 2 minutes. He/she can put his/her head in the water when using different strokes. 	 He/she can swim a complete length of the pool, on his/her front and back without stopping. He/she can use the correct arm and leg movements to swim breaststroke. He/she can tread water for at least 2 minutes. He/she can put his/her head in the water when using different strokes. 	He/she can swim using a range of strokes accurately, e.g. front crawl, backstroke and breaststroke,	 He/she can perform different self-rescue actions. e.g. Using a buoyancy aid, treading water etc. He/she can synchronise his/her breathing with his/her stroke He/she can swim a distance of 25m without stopping and using a consistent stroke. 	
	Key vocabulary	Key voo	cabulary	Key Vo	cabulary	Key Voo	cabulary	
		Copy, compare and contrast, repeat.		Swim, unaided, basic stroke, movements, coordinate breathing, surface.		Swim, unaided, basic stroke, movements, coordinate breathing, surface.		

Outdoor and Adventurous	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
	National Curriculum			National Curriculum					
				Children can take part in outdoor and adventurous activity challenges both individually and within a team					
	Key Learning Outcomes Key Learning Outcomes		Key Learning Outcomes	Key Learning Outcomes	Key Learning Outcomes	Key Learning Outcomes			
				 He/she can follow a map in a familiar context He/she can use clues to follow a route He/she can follow a route safely 	 He/she can follow a map in a (more demanding) familiar context He/she can follow a route within a time limit 	 He/she can follow a map into an unknown location He/she can use clues and a compass to navigate a route He/she can change route to overcome a problem He/she can use new information to change route 	 He/she can plan a route and a series of clues for someone else He/she can plan with others, taking account of safety and danger 		
	Key vocabulary Key vocabulary		cabulary	Key Voc	abulary	Key Vocabulary			
				Follow, route, appropriate equipment, safely, familiar context, manage risks/problems.		Location, compass, navigate, overcome problems, plan, route, safety, danger, leadership.			