



## 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.		
Perform a roll and basic jumps	'log' and 'egg rolls'		
	Jump and land safely		

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Vear 3  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  Perform basic core gymnastic skills i.e. roll, balance, travel Know principles of balance and apply them on floor & apparatus	Share ideas and give positive criticism/advice to self & others. Create & perform matching/mirroring sequences explaining how it could be improved Perform at least 3 different rolls (shoulder, forward, back) with some control Link a roll with travel and balance using floor and apparatus with	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 sequence, possibly made by peers. Create mirror/matching/cannon( pair) sequence varying dynamics/levels/direction etc.	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 & floor  Perform 6-8 part floor sequence as individual, pair & small group  Demonstrate 3 paired or group	Pupils should be taught to develop flexibility, strength, technique, control and balance, for example through gymnastics and athletics
apparatus	using floor and apparatus with good body control		Demonstrate 3 paired or group balances in sequence using various skills/actions	





### **Invasion Games**

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
Trom hand & striking with loot	Sell & Willi partifer	Pass a ball accurately (hands & feet) over longer distances to a team	simple tactics for attacking
Aim & throw object underarm	Kick/stop a ball using a confident foot while static	mate	and defending.
Catch balloon/bean bag/scarf & a		Combine stopping, pick up/collect & send a ball accurately to other	
bouncing ball	Run straight and on a curve and sidestep with correct technique	players	
Move and stop safely in a specific	'	Make simple decisions about when /where to move in game to receive a	
area	Begin to follow some simple rules	ball	
Play a passing & target game alone and with a partner	Strike a ball successfully with a stick	Apply a tactic in a 3v1 game.	
·	Apply a tactic in a 1v1 or 2v2 setting	Engage in simple, competitive and co-operative games.	
Play simple 1v1 or 2v2 invasion games	Play a small sided invasion game		

Netball					
Year 3	Year 4	Year 5	Year 6	End of KS expectations	
Make a series of passes to team mates moving towards a scoring area.	Use a chest pass and shoulder pass to support team in scoring.	Use all three passes (chest, shoulder & bounce) correctly.	Know which pass is best to use and when in a game.	Pupils should be taught to play competitive games,	
Know the correct technique and show some signs of using a chest pass and shoulder pass.	Make decisions regarding which is the best type of pass to use.	Use a range of speeds within a game to support a team in scoring.	Use a range of square & straight passes to change direction of the ball.	modified where appropriate, such as football, netball, rounders, cricket, hockey,	
Know where space is and try to move into it.	Begin to use a bounce pass, which only bounces once.	Begin to use square (across the court) & straight (up & down the court) passes to achieve pace.	Use landing foot to change direction to lose a defender.	basketball, badminton and tennis, and apply basic principles suitable for	
Mark another player and defend when needed.	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	
Change direction easily.	Mark another player and begin to attempt interceptions.	Defend a player and make some successful interceptions (snatch & catch) when playing as a team.	Position body to defend effectively, making successful interceptions.		
Develop simple attack/defensive skills in 3v1, 4v2, 3v3 games.	Know where positions are allowed on a court.	Play competive 4v4 matches with basic netball rules.	Apply tactics to outwit opponents successfully.		
	Play competitive 3v3 or 4v4 games.	Know consequences of breaking game rules.	Identify ways to improve their individual and team performance.		





Football					
Year 3	Year 4	Year 5	Year 6	End of KS expectations	
Begin to dribble a ball making small touches	Dribble with small touches into space.	Dribble making small touches into space with speed.	Dribble making small touches into space with speed, to beat defenders.	Pupils should be taught to play competitive games, modified where	
Begin to send a football to someone on team.	Send a football to someone on the team, using different parts of foot.	Send a football to someone on the team, using different parts of foot accurately.	Make decisions regarding how and when to send a football to	appropriate, such as football, netball, rounders, cricket, hockey,	
Keep a ball under control.	Keep a ball under control when receiving a range of passes from	Use a range of ways to keep a ball	someone in team.	basketball, badminton and tennis, and apply basic	
Know where space is and try to move into it.	team.  Understand where the space is and	under control (foot, knee, head, and knowing which one due to where ball is coming from).	Use a range of ways to keep a ball under control (foot, knee, head, and knowing which one	principles suitable for attacking and defending	
Mark another player and defend when needed.	can move into it.	See space, and use it effectively.	due to where ball is coming from) when under pressure from		
Know basic rules of a small sided game.	Mark another player and begin to attempt interceptions.	Lose a defender to receive a pass.	a defender.  Know how space changes within		
Play competitive games 2v2	Play small sided competitive games.	Defend a player and make some successful interceptions for team.	a game and when and how to move into changing spaces.		
		Play competitive games and successfully include rules.	Draw defender away to create space.		
			Position body to defend effectively, making successful interceptions.		





Tag Rugby					
Year 4	Year 5	Year 6	End of KS expectations		
Move with speed (and change of) with the ball and without	Be able to evade and tag opponents.	Be able to evade and tag opponents.	Pupils should be taught to play competitive games, modified where		
Use speed and space to avoid defenders	Be able to pass and receive a pass at speed.	Running at speed, changing direction at speed.	appropriate, such as football, netball, rounders, cricket, hockey,		
Pass backwards and in both directions and sometimes on the move	Be able to pass and receive a pass at speed in a game situation.	Play effectively in attack and defence	basketball, badminton and tennis, and apply basic principles suitable for		
Tag the person who has the ball, but can mark a player who doesn't	Refine attacking and defending skills.	Score points against opposition, as a team	attacking and defending		
have the ball	Develop tactics as a team.	Support player with the ball			
Begin to make a high pop pass to avoid a defender	Apply learned skills in a game of tag rugby.	Play small sided competitive games			
Play small sided competitive games Understand basic rules of	Catch the ball with confidence				
	Move with speed (and change of) with the ball and without  Use speed and space to avoid defenders  Pass backwards and in both directions and sometimes on the move  Tag the person who has the ball, but can mark a player who doesn't have the ball  Begin to make a high pop pass to avoid a defender  Play small sided competitive games	Move with speed (and change of) with the ball and without  Use speed and space to avoid defenders  Pass backwards and in both directions and sometimes on the move  Tag the person who has the ball, but can mark a player who doesn't have the ball  Begin to make a high pop pass to avoid a defender  Play small sided competitive games  Year 5  Be able to evade and tag opponents.  Be able to pass and receive a pass at speed in a game situation.  Refine attacking and defending skills.  Develop tactics as a team.  Apply learned skills in a game of tag rugby.  Catch the ball with confidence	Move with speed (and change of) with the ball and without  Use speed and space to avoid defenders  Pass backwards and in both directions and sometimes on the move  Tag the person who has the ball, but can mark a player who doesn't have the ball  Begin to make a high pop pass to avoid a defender  Play small sided competitive games  Vear 5  Be able to evade and tag opponents.  Be able to pass and receive a pass at speed.  Be able to pass and receive a pass at speed.  Play effectively in attack and defence  Score points against opposition, as a team.  Apply learned skills in a game of tag rugby.  Play small sided competitive games  Understand basic rules of		





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

## **Striking and Fielding Games**

Reception	Year 1	Year 2	End of KS expectations
Aim & throw object underarm	Show some different ways of hitting, throwing and striking a ball	Send a ball off a tee using a bat or a racket	Pupils should participate in team games,
Catch balloon/bean bag/scarf & sometimes a bouncing ball	Hit a ball or bean bag and move quickly to score a range of points (further	Play two types of games to score: running around a series of hula hoops or forwards and backwards between hula hoops	developing simple tactics for attacking and defending.
Use hand to strike a bean bag or ball and move towards a	distance scores more points)	Stop moving when the 'bowler' has the ball	
scoring area	Play as a fielder and get the ball back to a STOP ZONE	Play as a fielder and pass the ball back to the bowler to make the runner stop	





Begin to use a bat to hit a ball or bean bag  Play a simple game involving striking and fielding	Begin to follow some simple rules (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)  Play competitively to score points.	
--	---	--	--

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 wicket keeper  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.  Know when to use an underarm or overarm throw.	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 develop fielding skills e.g. which stump, where to hit.	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  Play small sided competitive games	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				
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  Use a forehanded batting technique Field the ball back to the post or bowler  Bowl accurately	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







### **Net and Wall Games**

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, tapping it up with one bounce	Tap the ball back and forth to a partner over a small space  Begin to tap a ball over a net	Tap the ball using either a fore hand or back hand motion  Move towards the ball from 'ready'	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 appropriate, such as
etc)  Tap the ball back and forth to partner	allowing for a bounce, hit technique  Move from a ready position into a forehand position/backhand position quickly	position choosing either forehand or backhand depending on where the ball is  Set racquet back in its ready	Use 'move-hit-recover' approach within a game showing facing forward on recovery	football, netball, rounders, cricket, hockey, basketball, badminton and tennis, and apply basic principles suitable for
Stand in a ready position holding racquet correctly	Bring racquet to meet the ball for a forehand and backhand hit	position quickly upon recovery  Demonstrate the correct swing	Show a range of grips when demonstrating a backhand (continental, chopper, hammer	attacking and defending
Change from a ready position before tapping the ball to a partner	Know to use two hands for an effective backhand	technique when hitting the ball over a net sometimes showing control over the hit	grip).  Use the correct swing technique and control with smooth swings	
Begin to know what it means by a forehand and backhand position	Move racquet in a low to high swing for an effective tap	Serve the ball correctly beginning to purposely aim for space to score	keeping the 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 team mates have to move to send it back	







### 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. Complete an obstacle course with control and agility.	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.  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. Reinforce jumping techniques. Understand the relay and passing the baton. Choose and understand appropriate running techniques. Compete in a mini competition, recording scores.	Select and maintain a running pace for different distances. Practise throwing with power and accuracy. Throw safely and with understanding. Demonstrate good running technique in a competitive situation. Explore different footwork patterns Understand which technique is most effective when jumping for distance. Utilise all the skills learned in this unit in a competitive situation.	Use correct technique to run at speed. Develop the ability to run for distance. Throw with accuracy and power. Identify and apply techniques of relay running. Explore different footwork patterns. Understand which technique is most effective when jumping for distance. Learn how to use skills to improve the distance of a pull throw. Demonstrate good techniques in a competitive situation.	Investigate running styles and changes of speed. Practise throwing with power and accuracy. Throw safely and with understanding. Demonstrate good running technique in a competitive situation. Explore different footwork patterns. Understand which technique is most effective when jumping for distance. Utilise all the skills learned in this unit in a competitive situation.	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 sequences of movement.  They should enjoy communicating, collaborating and competing with each other and evaluate their own success.  Pupils should be taught to use running, jumping, throwing and catching in isolation and in combination.





## **Swimming and Water Safety**

Year 2-6	End of KS expectations	
To develop basic pool safety skills and confidence in water.	Pupils should be taught to swim competently, confidently and proficiently over a distance of at least 25 m.	
To develop travel in vertical or horizontal position and introduce floats.		
To develop push and glides, any kick action on front and back with or without support aids.	To use a range of strokes effectively (EG: front crawl, backstroke and breaststroke)	
To develop entry and exit, travel further, float and submerge.	Perform safe self-rescue in different water-based	
To develop balance, link activities and travel further on whole stroke.	situations.	
To show breath control.		
Introduction to deeper water.		
Treading water		