## **PE Progression Framework**

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6			
	Running								
Athletics	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	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			

		Jum	ping		
Perform different types of jumps: for example, two feet to two feet, two feet to one foot, one foot to same foot or one 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.	Perform and compare different types of jumps: for example, two feet to two feet, 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	Use one and two feet to take off and to land with.  Develop an effective take-off for the standing long jump.  Develop an effective flight phase for the standing long jump.  Land safely and with control.	Learn how to combine a hop, step and jump to perform the standing triple jump.  Land safely and with control.  Begin to measure the distance jumped.	Improve techniques for jumping for distance.  Perform an effective standing 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.	Develop the technique for the standing vertical jump.  Maintain 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.
	action.				
		Thro	wing		
Throw underarm and overarm.  Throw a ball towards a target with increasing	Throw different types of equipment in different ways, for accuracy and distance.	Throw with greater control and accuracy.  Show increasing control in their overarm throw.	Perform a pull throw.  Measure the distance of their throws.	Perform a fling throw.  Throw a variety of implements using a range of throwing techniques.	Perform a heave throw.  Measure and record the distance of their throws.
accuracy.  Improve the distance they can throw by using more power.	Throw with accuracy at targets of different heights. Investigate ways to alter their throwing technique	Perform a push throw.  Continue to develop techniques to throw for increased distance.	Continue to develop techniques to throw for increased distance.	Measure and record the distance of their throws.  Continue to develop techniques to throw for increased distance.	Continue to develop techniques to throw for increased distance and support others in improving their personal best.

	to achieve greater distance.	_			Develop and refine techniques to throw for accuracy.
		Compete	and Perform		
Begin to perfor skills with some Engage in com activities and games	e control. increasing control.  petitive Compete against self and others.	Compete against self and and confidence.	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.

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6			
	Dance Skills								
Dance	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 selfevaluation.  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 evaluation.	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 and ways of travelling.  Show a change of pace and timing in their movements.			

				Use more complex dance vocabulary to compare and improve work.	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.
		Compete a	nd Perform		
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.

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
			Striking a	nd Hitting		
	Use hitting skills in a game.	Strike or hit a ball with increasing control.	Demonstrate successful hitting and striking skills.	Use a bat to hit a ball with accuracy and	Use different techniques to hit a ball.	Hit a bowled ball over longer distances.
	Practise basic striking, sending and receiving.	Learn skills for playing striking and fielding games. Position the body to strike a ball.	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.	control.  Use at least two different shots in a game situation.  Use hand-eye coordination to strike a moving and a stationary ball.	Identify and apply techniques for hitting a tennis ball.  Explore when different shots are best used.  Practise techniques for all strokes.	Use good hand-eye coordination to be able to direct a ball when striking or hitting.
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- Ba		TI 1100		nd Catching	0 1:1 : 1:11	
Striking and Fielding Games	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 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.
			Develop a safe and effective overarm bowl.			
			Attacking ar	d Defending		
			Use fielding skills to stop a ball from travelling past them.	Use fielding skills as an individual to prevent a player from scoring.	Use fielding skills as a team to prevent the opposition from scoring.	Work as a team to develop fielding

					strategies to prevent the
					opposition from scoring
		Tactics a	nd Rules		<u> </u>
Follow simple rules to play games, including team games.	Understand the importance of rules in games.	Apply and follow rules fairly. Know how to play a striking and fielding game fairly.	Vary the tactics they use in a game. Adapt rules to alter games.	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
		Compete a	nd Perform		game.
Follow simple rules to play games, including team games.	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	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
		manner.		and composition.	and composition.

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6			
			Striking a	nd Hitting					
	Use hitting skills in a game. Practise basic striking, sending and receiving.	Strike or hit a ball with increasing control. Position the body to strike a ball.	Demonstrate successful hitting and striking skills.	Use a stick (hockey) to hit a ball with accuracy and control.  Use hand-eye coordination to strike a moving and a stationary ball.	Use different techniques to hit a ball. Explore when different shots are best used.	Use good hand-eye coordination to be able to direct a ball when striking or hitting.			
	Throwing and Catching								
Invasion Games	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 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					
	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.			

		Passin	g a Ball					
Pass the ball to another	Know how to pass the	Pass the ball in two	Pass the ball with	Pass a ball with speed	Choose and make the			
player in a game.	ball in different ways.	different ways in a game	increasing speed,	and accuracy using	best pass in a game			
Use kicking skills in a		situation with some	accuracy and success in a	appropriate techniques in	situation and link a range			
game.		success.	game situation.	a game situation.	of skills together with			
					fluency, e.g. passing and receiving the ball on the move.			
Possession								
		Know how to keep and	Occasionally contribute	Keep and win back	Keep and win back			
		win back possession of	towards helping their	possession of the ball	possession of the ball			
		the ball in a team game.	team to keep and win	effectively in a team	effectively and in a			
			back possession of the	game.	variety of ways in a team			
			ball in a team game.		game.			
Using Space								
Use different ways of	Use different ways of	Find a useful space and	Make the best use of	Demonstrate an	Demonstrate a good			
travelling in different	travelling at different	get into it to support	space to pass and receive	increasing awareness of	awareness of space.			
directions or pathways.	speeds and following	teammates.	the ball.	space.				
Run at different speeds.	different pathways,							
Begin to use space in a	directions or courses.							
game.	Change speed and							
	direction whilst running.							
	Begin to choose and use							
	the best space in a game.	A1111	J.D. C J					
		Attacking ar						
Begin to use the terms	Begin to use and	Use simple attacking and	Use a range of attacking	Choose the best tactics	Think ahead and create a			
attacking and defending.	understand the terms	defending skills in a	and defending skills and	for attacking and	plan of attack or defence.			
Use simple defensive	attacking and defending.	game.	techniques in a game.	defending.	Apply knowledge of skills			
skills such as marking a player or defending a	Use at least one technique to attack or			Shoot in a game.	for attacking and defending.			
space.	defend to play a game				uerenumg.			
Use simple attacking	successfully.							
skills such as dodging to	Juccessiany.							
get past a defender.								
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	Tactics and Rules								
Follow simple rules to	Understand the	Apply and follow rules	Vary the tactics they use	Know when to pass and	Follow and create				
play games, including	importance of rules in	fairly.	in a game.	when to dribble in a	complicated rules to play				
team games.	games.	Understand and begin to	Adapt rules to alter	game.	a game successfully.				
Use simple attacking	Use at least one	apply the basic principles	games.	Devise and adapt rules to	Communicate plans to				
skills such as dodging to	technique to attack or	of invasion games.		create their own game.	others during a game.				
get past a defender.	defend to play a game				Lead others during a				
Use simple defensive	successfully.				game.				
skills such as marking a									
player or defending a									
space.									
		Compete a	nd Perform						
Follow simple rules to	Perform learnt skills with	Develop the quality of	Perform and apply skills	Consistently perform and	Perform and apply a				
play games, including	increasing control.	the actions in their	and techniques with	apply skills and	variety of skills and				
team games.	Compete against self and	performances.	control and accuracy.	techniques with accuracy	techniques confidently,				
Use simple attacking	others.	Perform learnt skills and	Take part in a range of	and control.	consistently and with				
skills such as dodging to		techniques with control	competitive games and	Take part in competitive	precision.				
get past a defender.		and confidence.	activities.	games with a strong	Take part in competitive				
Use simple defensive		Compete against self and		understanding of tactics	games with a strong				
skills such as marking a		others in a controlled		and composition.	understanding of tactics				
player or defending a		manner.			and composition.				
space.									

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6			
	Striking and Hitting								
Ş	Use hitting skills in a game. Practise basic sending and receiving.	Strike or hit a ball with increasing control. Position the body to strike a ball.	Demonstrate successful hitting and striking skills.	Use a racquet 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	Use good hand-eye coordination to be able to direct a ball when hitting. Understand how to serve in order to start a game.			
	Attacking and Defending								
Ü	Attacking and Defending  Use simple attacking and Use a range of attacking Choose the best tactics Think ahead and create a								
Net and Wall Games			defending skills in a game.	and defending skills and techniques in a game.	for attacking and defending.	plan of attack or defence. Apply knowledge of skills for attacking and defending.			
	Tactics and Rules								
	Follow simple rules to play games, including team games.	Understand the importance of rules in games.	Apply and follow rules fairly.	Vary the tactics they use in a game. Adapt rules to alter games.	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 game.			
			Compete a	nd Perform					
	Follow simple rules to play games, including team games.	Perform learnt skills with increasing control. Compete against self and others.	Develop the quality of the actions in their performances.	Perform and apply skills and techniques with control and accuracy.	Consistently perform and apply skills and techniques with accuracy and control.	Perform and apply a variety of skills and techniques confidently, consistently and with precision.			

		Perform learnt skills and	Take part in a range of	Take part in competitive	Take part in competitive
		techniques with control	competitive games and	games with a strong	games with a strong
		and confidence.	activities.	understanding of tactics	understanding of tactics
		Compete against self and		and composition.	and composition.
		others in a controlled			
		manner.			
		Eval	uate		
Watch and describe	Watch and describe	Watch, describe and	Watch, describe and	Choose and use criteria	Thoroughly evaluate their
performances.	performances, and use	evaluate the	evaluate the	to evaluate own and	own and others' work,
Begin to say how they	what they see to improve	effectiveness of a	effectiveness of	others' performance.	suggesting thoughtful
could improve.	their own performance.	performance.	performances, giving	Explain why they have	and appropriate
	Talk about the	Describe how their	ideas for improvements.	used particular skills or	improvements.
	differences between their	performance has	Modify their use of skills	techniques, and the	
	work and that of others.	improved over time.	or techniques to achieve	effect they have had on	
			a better result.	their performance.	
		Health ar	nd Fitness		
Describe how the body	Recognise and describe	Recognise and describe	Describe how the body	Know and understand the	Understand the
feels before, during and	how the body feels	the effects of exercise on	reacts at different times	reasons for warming up	importance of warming
after exercise.	during and after different	the body.	and how this affects	and cooling down.	up and cooling down.
Carry and place	physical activities.	Know the importance of	performance.	Explain some safety	Carry out warm-ups and
equipment safely.	Explain what they need	strength and flexibility for	Explain why exercise is	principles when	cool-downs safely and
	to stay healthy.	physical activity.	good for your health.	preparing for and during	effectively.
		Explain why it is	Know some reasons for	exercise.	Understand why exercise
		important to warm-up	warming up and cooling		is good for health, fitness
		and cool-down.	down.		and wellbeing.
					Know ways they can
					become healthier.

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
	Acquiring and Developing Skills in Gymnastics (General)							
	Create and perform a	Copy, explore and	Choose ideas to compose	Create a sequence of	Select ideas to compose	Create their own complex		
	movement sequence.	remember actions and	a movement sequence	actions that fit a theme.	specific sequences of	sequences involving the		
	Copy actions and	movements to create	independently and with	Use an increasing range	movements, shapes and	full range of actions and		
	movement sequences	their own sequence.	others.	of actions, directions and	balances.	movements: travelling,		
	with a beginning, middle	Link actions to make a	Link combinations of	levels in their sequences.	Adapt their sequences to	balancing, holding		
	and end.	sequence.	actions with increasing	Move with clarity, fluency	fit new criteria or	shapes, jumping, leaping,		
	Link two actions to make	Travel in a variety of	confidence, including	and expression.	suggestions.	and stretching.		
	a sequence.	ways, including rolling.	changes of direction,	Show changes of	Perform jumps, shapes	Demonstrate precise and		
	Recognise and copy	Hold a still shape whilst	speed or level.	direction, speed and level	and balances fluently and	controlled placement of		
	contrasting actions	balancing on different	Develop the quality of	during a performance.	with control.	body parts in their		
	(small/tall, narrow/wide).	points of the body.	their actions, shapes and	Improve the placement	Confidently develop the	actions, shapes and		
	Travel in different ways,	Jump in a variety of ways	balances.	and alignment of body	placement of their body	balances.		
	changing direction and	and land with increasing	Move with coordination,	parts in balances.	parts in balances,	Apply skills and		
	speed.	control and balance.	control and care.	Carry out balances,	recognising the position	techniques consistently,		
Si	Hold still shapes and	Climb onto and jump off	Use turns whilst	recognising the position	of their centre of gravity	showing precision and		
Gymnastics	simple balances.	the equipment safely.	travelling in a variety of	of their centre of gravity	and where it should be in	control.		
Ë	Carry out simple	Move with increasing	ways.	and how this affects the	relation to the base of	Develop strength,		
<u>*</u>	stretches.	control and care.	Use a range of jumps in	balance.	the balance.	technique and flexibility		
G	Carry out a range of		their sequences.	Begin to develop good	Apply skills and	throughout		
	simple jumps, landing		Create interesting body	technique when	techniques consistently.	performances.		
	safely.		shapes while holding	travelling, balancing and	Develop strength,			
	Move around, under,		balances with control and	using equipment.	technique and flexibility			
	over, and through		confidence.	Develop strength,	throughout			
	different objects and		Begin to show flexibility	technique and flexibility	performances.			
	equipment.		in movements	throughout	Combine equipment with			
	Begin to move with			performances.	movement to create			
	control and care.				sequences.			
				olls				
	Log roll (controlled)	Log roll (controlled)	Crouched forward roll	Forward roll from	Forward roll from	Forward roll from		
	Curled side roll (egg roll)	Curled side roll (egg roll)	Forward roll from	standing	standing	standing		
	(controlled)	(controlled)	standing	Straddle forward roll	Straddle forward roll	Straddle forward roll		
	Teddy bear roll	Teddy bear roll	Tucked backward roll	Tucked backward roll	Pike forward roll	Pike forward roll		
	(controlled)	(controlled)		Backward roll to straddle	Tucked backward roll	Dive forward roll		
		Rocking for forward roll			Backward roll to straddle	Tucked backward roll		
		Crouched forward roll				Backward roll to straddle		

					Backward roll to standing	
					pike	
		•			Pike backward roll	
Jumps						
Straight jump Tuck jump Jumping jack Half turn jump Cat spring	Straight jump Tuck jump Jumping jack Half turn jump Cat spring Cat spring	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 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 – with gymnastics table						
		Squat on vault Star jump off Tuck jump off Straddle jump off Pike jump off	Squat on vault Straddle on vault Star jump off Tuck jump off Straddle jump off Pike jump off	Squat on vault Straddle on vault Star jump off Tuck jump off Straddle jump off Pike jump off Squat through vault	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, Cartwh	neels and Round-offs			
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-	
		Travelling & I	inking Actions		UII	
Tiptoe, step, jump and	Tiptoe, step, jump and	Tiptoe, step, jump and	Tiptoe, step, jump and	Tiptoe, step, jump and	Tiptoe, step, jump and	
hop Hopscotch	hop Hopscotch	hop Hopscotch	hop Hopscotch	hop Hopscotch	hop Hopscotch	

Skipping	Skipping	Skipping	Skipping	Skipping	Skipping
Galloping	Galloping	Chassis steps	Chassis steps	Chassis steps	Chassis steps
	Straight jump half-turn	Straight jump half turn	Straight jump half turn	Straight jump half turn	Straight jump half turn
	l company and comp	Cat leap	Straight jump full turn	Straight jump full turn	Straight jump full turn
			Cat leap	Cat leap	Cat leap
			Cat leap half turn	Cat leap half turn	Cat leap half turn
			Pivot	Pivot	Cat leap full turn
					Pivot
		Shapes an	d Balances		
Standing balances	Standing balances	Large and small body part	1, 2, 3 and 4- point	1, 2, 3 and 4- point	1, 2, 3 and 4- point
Kneeling balances	Kneeling balances	balances, including	balances	balances	balances
Pike, tuck, star, straight,	Large body part balances	standing and kneeling balances	Balances on apparatus	Balances on apparatus	Balances on apparatus
straddle shapes	Balances on apparatus	Balances on apparatus	Part body weight partner balances	Part body weight partner balances	Full body weight partner balances
	Balances with a partner	Matching and contrasting	Pike, tuck, star, straight,	Pike, tuck, star, straight,	Pike, tuck, star, straight,
	Pike, tuck, star, straight,	partner balances	straddle shapes	straddle shapes	straddle shapes
	straddle shapes	Pike, tuck, star, straight,	Front and back support	Front and back support	Front and back support
	Front and back support	straddle shapes			
		Front and back support			
		Compete	e/Perform		
Perform using a range of	Perform sequences of	Develop the quality of	Perform and create	Perform own longer,	Link actions to create a
actions and body parts	their own composition	the actions in their	sequences with fluency	more complex sequences	complex sequence using
with some coordination.	with coordination.	performances.	and expression.	in time to music.	a full range of movement
Begin to perform learnt	Perform learnt skills with	Perform learnt skills and	Perform and apply skills	Consistently perform and	that showcases different
skills with some control.	increasing control.	techniques with control	and techniques with	apply skills and	agilities, performed in
Skins with some control.	mercasing control.	and confidence.	control and accuracy.	techniques with accuracy	time to music.
		una connaciace.	control and accuracy.	and control.	Perform and apply a
		Compete against self and		una control.	variety of skills and
		others in a controlled			techniques confidently,
		manner.			consistently and with
					precision.
					Begin to record their
					peers' performances, and
					evaluate these.
	1		1	1	evaluate these.

		T	T				
	Year 3	Year 4	Year 5	Year 6			
	Trails						
	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 with a physical challenge.  Start to recognise features of an orienteering course.	Start to orientate themselves with increasing confidence and accuracy around an orienteering course.  Design an orienteering course that can be followed and offers some challenge to others.  Begin to use navigation equipment to orientate around a trail.	Orientate themselves with confidence and accuracy around an orienteering course when under pressure.  Design an orienteering course that is clear to follow and offers challenge to others.  Use navigation equipment (maps,			
		Problem	 n Solving	compasses) to improve the trail.			
	11 .:.						
s Activity	Identify and use effective communication to begin to work as a team.	Communicate clearly with other people in a team, and with other teams.	Use clear communication to effectively complete a particular role in a team.	Use clear communication to effectively complete a particular role in a team.			
Outdoor Adventurous Activity	Identify symbols used on a key.	Have experience of a range of roles within a team and begin to identify the key skills required to succeed at	Complete orienteering activities both as part of a team and independently.  Identify a key on a map and begin to	Compete in orienteering activities both as part of a team and independently.			
utdoor Ad		each.  Associate the meaning of a key in the context of the environment.	use the information in activities.	Use a range of map styles and make an informed decision on the most effective.			
0	Preparation and Organisation						
	Begin to choose equipment that is appropriate for an activity.	Try a range of equipment for creating and completing an activity.	Choose the best equipment for an outdoor activity.	Choose the best equipment for an outdoor activity.			
		Make an informed decision on the best equipment to use for an activity.	Create an outdoor activity that challenges others.	Prepare an orienteering course for others to follow.			
		Plan and organise a trail that others can follow.	Create a simple plan of an activity for others to follow.  Identify the quickest route to accurately navigate an orienteering course.	Identify the quickest route to accurately navigate an orienteering course.  Manage an orienteering event for others to compete in.			

Communication			
Communicate with others.	Communicate clearly with others.  Work as part of a team.  Begin to use a map to complete an orienteering course.	Communicate clearly and effectively with others.  Work effectively as part of a team.  Successfully use a map to complete an orienteering course.	Communicate clearly and effectively with others when under pressure.  Work effectively as part of a team, demonstrating leadership skills when necessary.
		Begin to use a compass for navigation.	Successfully use a map to complete an orienteering course.  Use a compass for navigation.
	Compete a	nd Perform	Organise an event for others.
Begin to complete activities in a set period of time.  Begin to offer an evaluation of personal performances and activities.	Complete an orienteering course more than once and begin to identify ways of improving completion time.  Offer an evaluation of both personal performances and activities.  Start to improve trails to increase the challenge of the course.	Complete an orienteering course on multiple occasions, in a quicker time due to improved technique.  Offer a detailed and effective evaluation of both personal performances and activities.  Improve a trail to increase the challenge of the course.	Complete an orienteering course on multiple occasions, in a quicker time due to improved technique.  Offer a detailed and effective evaluation of both personal performances and activities with an aim of increasing challenge and improving performance.  Listen to feedback and improve an orienteering course from it.
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.

## In all aspects of PE, children will learn to;

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6				
	Evaluate								
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.				
	Health and Fitness								
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 warm-up 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 cooldowns safely and effectively. Understand why exercise is good for health, fitness and wellbeing. Know ways they can become healthier.				