Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1	Multi Skills To explore static balancing and	Invasion games To be confident and keep themselves	Net/wall games To be confident and keep themselves	Outdoor/ adventure Develop and master fundamental	Striking and fielding To be confident and keep themselves	Athletics Remember, repeat and link
	understand the concept of bases.	safe in the space in which an	safe in the space in which an	movement skills.	safe in the space in which an	combinations of actions. Use their
		activity/game is being played.	activity/game is being played. Explore		activity/game is being played.	bodies and a variety of equipment
	To combine a number of co-ordination drills, using upper and lower body	Explore and use skills, actions and	and use skills, actions and ideas individually and in combination to suit	Apply fundamental movement skills in a range of activities. Develop simple	Explore and use skills, actions and	with greater control and co- ordination.
	movements.	ideas individually and in combination	the game that is being played. Show	tactics.	ideas individually and in combination	ordination.
		to suit the game that is being played.	ability to work with a partner in		to suit the game that is being played.	Develop the following skills with
	To aim a variety of balls and	Show ability to work with a partner in	throwing and catching games		Show ability to work with a partner in	increasing accuracy and velocity: -Explore and throw a variety of
	equipment accurately.	throwing and catching games.	Hit a ball with control using an		throwing and catching games.	objects with one hand.
	To time running to stop or intercept		appropriate object.			-Jump from a stationary position with
	the path of a ball.	Choose and use skills effectively for			Choose and use skills effectively for	controlChange speed and direction whilst
	To travel in different ways, showing	particular games: -Throw a ball accurately to a target using increasing			particular games: -Throw a ball accurately underarm to	running
	clear transitions between movements.	control.			a target using increasing control.	
	To turn to live different discostinus (side	Fundamenth associate and astablished in			-Show increasing control when rolling	
	To travel in different directions (side to side, up and down) with control	Explore throwing and catching in different ways.			an object, using a technique. -Hit a ball with control using an	
	and fluency.	,			appropriate object.	
	pg/ .!!; . l . l	Explore kicking in different ways with				
	To practise ABC (agility, balance and coordination) at circuit stations.	increasing control.			Explore throwing and catching in different ways.	
	ossi amatism, at sincare stations.					
	Gymnastics- Flight- bouncing, jump		Gymnastics- Points and Patches	Dance	Gymnastics- Rocking and Rolling	Gymnastics- Wide, narrow, curled
	Hop, bounce, spring and skip in differen	t directions.	Demonstrate different ways of travelling on small and large parts of	 Practise travelling movements with a change in direction. 	Know, understand and show which parts of the body can be used for	Observe, copy and describe the movements of others and show a
	Bounce using feet in different combinat	ions and repeat a pattern of	the body.	a change in an ection.	spinning and rocking.	variety of wide and narrow balances.
	movements.			Understand beats in the music.		
	Jump from one foot to two feet and from	m one foot to the other and understand	Know which small parts of the body can take weight safely.	Move in time to the music,	Rock on different body parts to stand up or turn over.	Travel showing long and narrow, wide and short shapes.
	how to land safely.	in one root to the other and understand	can take weight safely.	travelling, gesturing and jumping.	ap or turn over.	and short shapes.
			Balance upon large body parts and		Know and understand the safety	Know and use a variety of ways of
	Show thin and wide shapes and turning	jumps.	know how to vary the shape of the balances.	Dance to beats of four or eight.	implications involved in various types of rolling and be able to show rolling	travelling in a curled-up shape.
	Link two jumps together using high and	low levels.	Suidifices.	Perform dance moves that flow	sideways in curled and stretched	Travel and balance showing an
			Select two balances and link them	smoothly from one to the next.	shapes.	understanding of close to the ground
			together showing control and speed change.		Move into and out of a sideways roll	or apparatus and far away from the ground or apparatus.
			change.		in different ways.	Bround or apparatus.
			Make a simple balanced shape for a			Understand the safety implications
			partner to step over or travel underneath.		Link together a jump, safe landing, and rolling action showing different	and show a tucked jump.
			unuerneatii.		combinations of shapes and finish in a	Join together a jump, turning
					stretched position.	movement and stretched balance.
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Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
2	Multi skills	Invasion games	Net/wall games	Outdoor/adventure	Striking and fielding	Athletics
	To explore static balancing and	Improve the way they coordinate and	Improve the way they coordinate and	Develop and master fundamental	Improve the way they coordinate and	Remember, repeat and link
	understand the concept of bases.	control their bodies in various	control their bodies in various	movement skills.	control their bodies in various	combinations of actions. Use their
		activities. Remember, repeat and link	activities. Remember, repeat and link		activities. Remember, repeat and link	bodies and a variety of equipment
	To combine a number of co- ordination drills, using upper and	combinations of skills where necessary.	combinations of skills where necessary. Develop basic tactics in	Apply fundamental movement skills in a range of activities. Develop	combinations of skills where necessary. Develop basic tactics in	with greater control and co- ordination.
	lower body movements.	necessary.	simple team games and use them	simple tactics.	simple team games and use them	ordination.
	,	Develop basic tactics in simple team	appropriately.		appropriately.	Develop the following skills with
	To aim a variety of balls and	games and use them appropriately.				increasing accuracy and velocity:
	equipment accurately.		Choose use and vary simple tactics.		Choose use and vary simple tactics.	-Explore and throw a variety of
	To time running to stop or intercept	Choose use and vary simple tactics.	Catch and control a ball in movement		Catch and control a ball in movement	objects with one handJump from a stationary position with
	the path of a ball.	Catch and control a ball in movement	working with a partner or in a small		working with a partner or in a small	control.
	·	working with a partner or in a small	group.		group.	-Change speed and direction whilst
	To travel in different ways, showing	group.				running
	clear transitions between movements.	Take part in games where there is an	Take part in games where there is an opposition.		Take part in games where there is an opposition.	
	movements.	opposition.	opposition.		оррозіцоп.	
	To travel in different directions (side	opposition:	Decide where to stand during a team		Decide where to stand during a team	
	to side, up and down) with control	Decide where to stand during a team	game, to support the game.		game, to support the game.	
	and fluency.	game, to support the game.	Basis to load atheresis a simulations		Bartin to local otherwise actionals to an	
	To practise ABC (agility, balance and	Begin to lead others in a simple team	Begin to lead others in a simple team game.		Begin to lead others in a simple team game.	
	coordination) at circuit stations.	game.	game.		guine.	
	·		To develop hand eye co-ordination to		To be able to hit a ball accurately	
		Be able to pass and stop a ball to a	be able to receive and send balls		using a piece of equipment.	
		team mate accurately.	using equipment if appropriate.			
		Understand how to intercept a				
		moving ball.				
	Gymnastics- Parts high and parts		Gymnastics- Pathways, straight,	Dance-	Gymnastics- Turning, spinning,	Gymnastics- Linking movements
	Show various ways of travelling and ba away from the ground.	lancing with the body close to or far	zigzag and curving Understand and show different	 Show contrasting movements with strength and clarity. 	twisting Understand and show a variety of	together Understand how one movement can
	away from the ground.		pathways on the floor.	Explore ideas by experimenting	controlled turning jumps using one	link with another smoothly and
	Understand and demonstrate various v			with actions, dynamics, directions	foot to two feet or two feet to two	continuously and that movement can
	different parts of the body being the hi	ighest or lowest point to the ground.	Show an understanding of different	and levels.	feet.	be performed at different speeds and
	Take weight confidently on hands to lif	ft the feet high	speeds and levels.	 Practise medieval ballroom dancing. 	Understand the safety implications	on different levels.
	Take weight confidently on hands to ill	נ נווכ וככנ וווצוו.	Understand and identify appropriate	Explore patterns of movement with	Understand the safety implications and demonstrate a variety of rolls	Understand and perform movements
	Plan and link together two or three mo	ovements showing control and	movement to travel along different	a partner.	and spins on different parts of the	where different parts of the body
	coordination's and an awareness of co	ntrast in speed.	shaped pathways.	Work in small groups and develop	body showing co-ordination and	lead into the next action.
	Travel underneath a partner who is hol	lding a halancod bridge position	Soloet and link together three	phrases of movements. • Link contrasting movements	contrasts in speed.	Compose a short simple sequence of
	Travel underneath a parther who is not	iding a balanced bridge position.	Select and link together three different ways of travelling to create	together to make a short dance	Use a jump to link together a turning	Compose a short, simple sequence of three or more movements using
			an interesting pathway. The	sequence.	movement in the air with a turning	different combinations of travel, roll,
			sequence should show a definite	•Improve independent movement	or spinning movement on the floor.	balance and jump and show changes
			beginning, middle and end.	from one phrase to another.	Understand that Ifining and below	in direction.
			Observe and copy a partner in 'follow	 Perform a complete dance with clarity and flow, showing changes in 	Understand that 'fixing' one half of the body to the floor and then	Perform a simple sequence with a
			my leader' formation to show	levels and speed.	turning the other half produces a	partner.
			different pathways and link		twisted position and show various	
			appropriate movement.		ways of moving out of it.	
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Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
3	Invasion games		Net wall games	Outdoor/ adventure To follow and give instructions.	Striking and fielding Use overarm and underarm	Athletics
	Move with a ball towards goals with ir	ncreasing control.	Return a ball to a partner. Use basic racket skills. Play a range of basic shots.	Communicate ideas and listen to others. Work with a partner and a small group. Plan and attempt to apply strategies to solve problems. Reflect on when and why I was successful at solving challenges.	throwing, and catching skills.	Run at fast, medium and slow speeds.
	Understand their role as an attacker a	ind as a defender.			Begin to strike a bowled ball after a bounce.	Use different take off and landings
	Move into space to help support a tea	am.			Bowl a ball towards a target. Develop an understanding of tactics and begin to use them in game situations.	when jumping.
	Defend an opponent and try to win th		a variety of movement patterns.			Develop jumping for distance and height.
	Pupils are familiar with basic rules of g them in a range of situations.	games. They are beginning to apply		Developing basic map reading skills.		Take part in a relay activity, remembering when to run and what
	Pupils can identify when they are succ	cessful and the next steps in their				to do.
	Pupils are able to identify the sporting spirit values. They can give examples of when they could demonstrate them during a game situation.					Throw a variety of objects, changing my action for accuracy and distance.
	Understand how to use equipment safely.					Record my distances, numbers and times.
	Gymnastics- Stretching, curling a	nd arching	Gymnastics- Symmetry and	Dance-	Gymnastics- Pathways	Gymnastics- Travelling with a
	Travel showing a range of stretched cu together two or more contrasting acti		asymmetry Know what symmetry and	Count beats and change direction while dancing. Develop African dance stops with	Understand and identify flexible and direct pathways and demonstrate	change of front and direction Identify 'change of front' and
	Demonstrate stretched arched and curled balance on different body parts showing an understanding of high, medium and low positions Identify and perform matching shapes with a partner. Compose a short sequence with a partner demonstrating an understanding of levels, directions and speeds.		symmetrical and asymmetrical balances on different body parts.	 Develop African dance steps with clarity and rhythm, using own ideas. Learn new African steps and develop them. Learn how to tell a story using dance. Create a story of harvest using African dance steps. Devise African style dance steps 	different ways of travelling fluently along them. Understand and show different speeds and levels. Identify and demonstrate acceleration/ deceleration within one movement and within a series of	understand what it means. Demonstrate 1/4, 1/2 and 3/4 turning jumps.
			Travel, jump and roll or spin showing symmetrical and asymmetrical			Move in a variety of ways different directions.
			shapes emphasising legs together and apart. • Cr Afric			Understand and show individual actions which in themselves create a
			Understand and show how to link smoothly, travelling, jumping,	and patterns. Tell a story using gestures and step	movements.	change of front or direction.
			turning and balancing movements and begin to analyse the work of others.	patterns with fluency. • Dance to the beat and keep time.	Select and perform appropriate actions for flexible and direct pathways and create individual and partner sequences.	Select movements and create a sequence to illustrate change of front or directions.
			Perform a simple matching sequence side by side with a partner to show symmetrical and asymmetrical shapes.		,	
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Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
4	Invasion games		Net wall games	Outdoor/ adventure	Striking and fielding	Athletics
	Pass, receive and shoot the ball with increasing control.		To play a continuous games.	Accurately follow and give instructions.	Use overarm and underarm throwing, and catching skills with	Demonstrate the difference between sprinting and running over varying
	rass, receive and shoot the ball with increasing control.		To play a continuous games.	mstructions.	increasing accuracy.	distances.
	Work as part of a team to keep possession and score goals when attacking.		Use a range of basic racket skills and	Work effectively with a partner and a	Strike a bowl and ball after a bounce.	Demonstrate different throwing
	Defend one on one and know when an	d how to win the ball.	variety of shots in different areas of the court.	small group.	Strike a bowl and ball after a bounce.	Demonstrate different throwing techniques.
				Identify key symbols on a map and	Bowl a ball with some accuracy, and	
	Use simple tactics to help a team score	or gain possession.	Demonstrate good footwork on the court.	use a key to help navigate around a grid.	consistency.	Jump for distance and height with control and balance.
	Pupils are familiar with basic rules of ga	ames. They are beginning to apply	Court		Choose and use simple tactics for	
	them in a range of situations.		Return to the ready position to defend my own court.	Plan and apply strategies to solve problems.	different situations.	Throw with some accuracy and power into a target area.
	Pupils can identify when they are succe	essful and the next steps in their	defending own court.	prodictiis.		power into a target area.
	learning					
	Pupils are able to identify the sporting spirit values. They can give examples of					
	when they could demonstrate them during a game situation.					
	Understand how to use equipment safely.					
	Gymnastics- Balance		Gymnastics- Receiving body	Dance-	Gymnastics- Balance leading	Gymnastics- Rolling
	Identify and use a variety of body parts		weight	Perform a line dance using a range of movement nattorns	into change of and direction	Identify and show at least two different types of rolls in different
	understand which combinations produce the most stable bases.		Show a variety of travelling, jumping, rolling and balancing skills and	of movement patterns. • Develop and improve dancing and	Identify and use a range of travelling, jumping and turning movements on	directions and understand they can
	Demonstrate a variety of balanced pos		understand how different body parts	performance skills.	difference levels and show ways of	be performed at different speeds.
	and understand about body tension an	d quality of performance.	are capable of receiving weight.	•Develop an understanding of how to prepare for a dance performance.	balancing on different body parts.	Understand and demonstrate how to
	Demonstrate contrasting shapes: wide,	narrow, curled, symmetry and	Identify and use skills which transfer	•Identify the key skills needed to	Demonstrate various sliding, rolling	land safely and sink down into a roll
	asymmetry		weight from feet to hands and back to feet again.	provide accurate and tactful evaluative feedback to peers.	and turning movements which lead smoothly into balanced positions	on the floor and match different types of jumps with different rolls.
	Create and perform a sequence which	combines four or more balances with	to rect again.	evaluative recuback to peers.	showing change of front.	
	travelling movements, jumps or rolls		Move smoothly into and from a balance and link balances with		Move into a balance, them move out	Create a sequence with a partner linking different rolls with jumps,
			travelling and rolling actions.		of it in a different direction.	balances and travelling movements.
			Chausan understanding of shares		With a partner link together a series	Make simple assessments of
			Show an understanding of shapes, levels and speeds.		With a partner, link together a series of movements and balances which	Make simple assessments of performance and composition based
					demonstrate an understanding of	on criteria given by the teacher.
			Create a sequence with a partner to show a variety of ways of receiving		change of front and direction and show contrasts in speed.	
			body weight.			
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Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
5	Invasion games		Net wall games		Striking and fielding To sometimes strike a bowled ball.	Athletics
	Understand there are different skills for different situations and begin to use these.			Reflect on when and how they were successful at solving challenges, and	Begin to develop a wider range of skills and use these under some	Choose the best pace for a running event.
			begin to use these under some	alter methods in order to improve.		Borforn a manage of immune showing
	Move into space to help a team.		pressure.	Work effectively with a partner and a	pressure.	Perform a range of jumps showing some technique.
	Planting and a setting and because	and the second s	increasing consistency.	small group, sharing ideas and	Use tactics effectively in a competitive situation	Show control at take-off in jumping activities.
	Play in a range of positions and know has defending.	now to contribute when attacking and		agreeing on a team strategy. Use critical thinking to approach a		
	Pass, receive and shoot the ball with so	ome control under pressure.	make decisions about when best to use them.	task.		Show accuracy and good technique when throwing for distance.
	Pupils are able to show a good underst			Navigate around a course using a		
	adapt the rules of a game for an intend	ded purpose.	Play co-operatively with a partner.	map.		Understand how stamina and power help people to perform well in
	Pupils are able to assess their own per		Demonstrate good footwork to cover			different athletic activities.
	others to identify areas for developme	nt.	a court space in a game situation.			Lead a partner through short warm-
	Pupils consistently demonstrate the sp	orting spirit values in a range of games				up routines.
	situations					
	Understand how to use equipment saf	ely.				
	Gymnastics- Bridges Identify and show a range of bridge sh	apes with back, front or side of the body	Gymnastics- Flight Identify and show the five basic	• Perform a Bollywood dance using a	Gymnastics- Functional use of the limbs	Gymnastics- Spinning and turning
	towards the floor.	apes with back, from or side of the body	jumps showing a variety of clear body shapes in the air. Understand how to take off and land	range of movement patterns. • Develop dancing and performance skills.	Know and show a range of travelling and jumping activities initiated by pushing and pulling on the floor or apparatus.	Understand that spinning occurs
	Demonstrate a variety of high and low	bridges and join two together with a				around a body part in contact with the floor and shows a variety of
	rolling movement.	bridges and join two together with a		•Identify the key components of		shapes and speeds when spinning on
	Travel in different directions showing a	a variety of bridge change	safely in different directions and join together three different jumps	successful dancing and understand	Demonstrate nuching and/or nulling	different body parts.
	Traver in unierent unections snowing a	a variety of bridge shapes.	showing variations in pathway.	how to apply them to own sequences.	Demonstrate pushing and/or pulling against the floor and pushing/pulling	Identify and show a variety of
		y of bridge shapes individually and with		Develop an understanding of how to	gripping on or against apparatus to	rotations around the long axis.
	a partner and create a sequence using directions.	variations of levels speeds and	Spring from feet to hands and back to feet again.	prepare for a dance performance. •Identify the key skills needed to	hold a balanced position.	Know and understand that rotation
				provide accurate and tactful	Travel using swinging to initiate the	around the side-to-side axis involves
	and be able to recognise when one is a	ecessary to create a balanced sequence absent.	Join together with a partner a jump and a roll to show contrasting body	evaluative feedback to peers.	movement.	mostly rocking and forward and backward rolling.
	, and the second		shapes.		Identify and show carious ways of	
			Compose a sequence showing two		gripping apparatus with hands and different body parts to climb, swing,	Understand and show turning around the front and back axis.
			different jumps, landing and rolls and		spring onto/off/over or balance.	
			one action of flight taking weight from feet to hands to feet.		Link two jumps and three balances	Select a spin and three rotations around different axes and link them
					with travelling and rolling	with travelling and balances to form a
					movements to create a sequence which uses planned variations in	sequence showing planned variations in shape, speed and direction.
					body shape, speed and direction.	
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Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2		
•			N			Addition		
6	Invasion games		Net wall games	Outdoor/ adventure Work effectively with a partner and a	Striking and fielding Strike a bowled ball with increasing	Athletics Select and apply the best pace for a		
	Pass, receive and shoot the ball with increasing control under pressure.		Use a wider range of skills in game	group.	consistency.	running event.		
	Select the appropriate action for the sit	uation.	Play cooperatively with a partner / in a team. Pool ide and appropriate properties of the properties of the partner / in pool ide and appropriate properties of the pool ide and appropriate prop	Use critical thinking to form ideas.	batter, bowler and fielder. Select the appropriate action for the situation.	Exchange a baton with success. Perform jumps for height and		
	Create and use a variety of tactics to he	lp a team.				distance using good technique.		
	Create and use space to help a team.					Show accuracy and good technique		
	Select and apply different movement sk	cills to lose a defender.	when making shots within a game.	Reflect on why and how they are		when throwing for distance.		
	Use marking, and/or interception to im	prove defending.	Identify and use a variety of tactics.	successful at solving challenges and adapt methods in order to improve.		Lead a small group through a short warm-up routine.		
	Pupils are able to show a good understa adapt the rules of a game for an intended			Orientate and map efficiently to navigate around a course.				
	Pupils are able to assess their own performs to identify areas for development.	ormance and the performance of others						
	Pupils consistently demonstrate the sporting spirit values in a range of games situations							
	Understand how to use equipment safe	Understand how to use equipment safely.						
	Gymnastics- Partner work- matchin		Gymnastics- Partner work- Synchronisation and Canon	Dance- To observe and understand the	Gymnastics- Holes and barriers Make clear balanced shapes for a	Gymnastics- Counter- balance and counter- tension		
	partner.	Understand and use a variety of spatial relationships when working with a partner.		style of street dance.	partner to travel over or under.	Know, understand and use the terms		
	Compose an individual sequence compr	ricing traval jump, roll and halance and	terms synchronisation and canon.	• To learn some street dance moves and devise poses.	Contract a coguence where each	counter balance and counter tension.		
	then teach it to a partner and perform i		Understand and explore the possible variations in level speed and direction	To learn new moves that can be	Contrast a sequence where each person alternately moves into a	Show counter balance and counter		
				developed into a dance.	balanced shape then moves out of it	tension balances in two's, threes or		
	Understand and use mirror movements	with a partner.	when working with a partner.	 To explore dance patterns and moving to the beat. 	to travel over or under a partner.	small groups and know that variations can be developed through changing		
		with a partner showing different shapes	Join together a series of movements	To know how to use expressive	Understand the safety implications	body shape, being on different levels		
	and levels.		then synchronise them with a partner.	movements in dance.To work with a partner to create a	and show a limited number of ways of travelling over a moving partner and	and pushing or pulling on different body parts.		
	Create a sequence linking four balances			short dance phrase.	travelling over a partner making			
	movements. The sequence will show, vashape.	ariations of speed, levels, direction and	Use rhythm and timing to produce a sequence of canon movement with a	 To work as a group and co-operate to adapt two routines and put them 	contact with them.	Understand, identify and use a variety of methods of moving into and away		
			partner or small group.	together.	Know and be able to use matching or	from balances and link movements.		
			Understand how to produce	 To dance as a group in time to music in a street dance style. 	contrasting shapes to pass over/under a partner.	Link balances with appropriate		
			combines balances emphasising levels			movements and show variations in		
			and shape and link three balances using canon and synchronisation to		Construct a sequence with a partner to show four different ways of passing	shape, level, speed and direction.		
			show an understanding of		over and under with emphasis on			
			compositional principles.		fluency, directions, levels and shapes.			
			Swimming					
Swim competently, confidently and proficiently over a distance of at least 25 metres								

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