

We use the Get Set for PE Program to deliver PE in school.

	FUNDAME	ENTAL MOVEMENT SKI	[LLS [FMS] through fur	ndamentals, fitness an	d athletics	
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Run and stop with some	Attempt to run at different	Show balance and	Show balance,	Demonstrate how and	Run at the appropriate	Demonstrate a controlled
control.	speeds showing an	coordination when running	coordination and technique	when to speed up and slow	speed over longer distances	running technique using
	awareness of technique.	at different speeds.	when running at different	down when running.	for longer periods of time.	the appropriate speed over
Explore skipping as a			speeds, stopping with			longer distance or for
travelling action.	Begin to link running and	Link running and jumping	control.	Link hopping and jumping	Show control at take-off	longer periods of time.
	jumping movement with	movements with some		actions with some control.	and landing in more	
Jump and hop with bent	some control.	control and balance.	Link running, hopping and	- C 1: .	complex jumping actions.	Link running, jumping and
knees.			jumping actions using	Jump for distance and		hopping actions with
Thus, vice lauren halls and	Jump, leap and hop;	Show hopping and	different take offs and	height showing balance and control.	Perform a range of more	greater control and coordination.
Throwing larger balls and	choosing which allows them to jump the furthest.	jumping movements with some balance and control.	landing.	ana control.	complex jumps showing some technique.	coordination.
beanbags into space.	them to jump the jurthest.	some balance and control.	Jump for distance and	Throw with some accuracy	some technique.	Perform jumps for height;
Balance whilst stationary	Throw towards a target.	Change techniques to	height with an awareness	and power towards a light	Show accuracy and power	using good technique.
and on the move.	Titlow towards a target.	throw for distance.	of the technique.	target.	when throwing for	using good technique.
and on the move.	Show some control and	titiow for distance.	of the technique.	target.	distance.	Show accuracy and good
Change direction at a slow	balance when travelling at	Show control and balance	Throw a variety of objects,	Demonstrate good balance	distance.	technique when when
pace.	different speeds.	when travelling at different	changing action for	when performing other	Demonstrate good balance	throwing for distance.
pace.	atijerent specas.	speeds.	accuracy and distance.	fundamental skills.	and control when	linoving jor distance.
Explore moving different	Begin to show balance and			,	performing other	Show fluency and control
parts together.	coordination when	Demonstrate balance and	Demonstrate balance when	Show balance when	fundamental skills.	when travelling, landing,
. 3	changing direction.	coordination when	performing other	changing direction at	*	stopping and changing
		changing direction.	fundamental skills.	speed in combination with	Demonstrate improve body	direction.
	Use coordination with and			other skills.	posture and speed when	
	without equipment.	Perform actions with	Show balance when		changing direction.	Change direction with a
		increased control when	changing direction in	Begin to coordinate their		fluent action and can
		coordinating their body	combination with other	body at speed in response	Can coordinate a range of	transition smoothly
		with and without	skills.	to a task.	body parts at increased	between varying speeds.
		equipment.			speed.	
			Can coordinate their bodies			Can coordinate a range of
			with increased consistency			bosy parts with a fluent
			in a variety of activities.			action, at a speed
						appropriate for the
						challenge.

#### National Curriculum

KS1: Master basic movements including running, jumping and throwing, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.

KS2: Use running, jumping and throwing in isolation and in combination. Develop flexibility, strength, technique, control and balance.

BODY MOVEMENT [through Yoga and Gymnastics]						
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Create shapes showing a basic level of stillness; using different parts of their body.  Copy individual and whole-body movements with some control and coordination.  Begin to take weight on different body parts.  Show shapes and actions that stretch their bodies.  Copy and link simple individual and whole-body movements together.  Watch others work.	Copy, explore and perform balances making their bosy tense, stretched and curled.  Take bosy weight on hands for short periods of time.  Remember, repeat and link basic gymnastics actions together.  Watch and discuss my own and others' work.  Safely perform a teacherled warm-up and cool down.  Use space safely, showing an awareness of others.	Perform balances in different body parts with some control and balance.  Take bosy weight on different bosy parts; with and without apparatus.  Copy, remember, repeat and plan linking simple actions with some control, coordination and technique.  Select and link basic gymnastics actins into short fluent movement phrases.  Identify and describe the difference between my own and others' work.  Explain the need for a warm-up and cool down, recognising what is happening to my body during exercises.	Complete balances with increasing stability, control and technique.  Demonstrate some strength and control when taking on weight on different body parts for longer periods of time.  Select and link gymnastics actions fluently into longer movement phrases.  Demonstrate increased flexibility and extension in their actions.  Describe my own and others' work, noting similarities and differences. Make suggestions for improvement.  Work safely, handling a range of hand, small and large apparatus.	Copy, remember, explore and repeat gymnastics actions with consistent control. Co-ordination, quality and clarity.  Use body tension to perform balances both individually and with a partner.  Demonstrate increasing strength, control and technique when taking own and others weight.  Plan and perform sequences showing control and technique with and without a partner.  Describe my own and others' work, noting similarities and differences. Make suggestions for improvement.  Work safely, handling a range of hand, small and large apparatus.	Show increasing control and balance when moving from one balance to another.  Use strength to improve the quality of an action and the range of actions available.  Use flexibility to improve the quality of the actions they perform, as well as the actions they chose to link them.  Select, link and perform increasingly complex gymnastics actions fluently into individual, pair and group sequences.  Identify and act upon criteria to refine, improve and modify gymnastics actions and sequences.	Copy, remember, explore and repeat increasingly complex gymnastics actions with some control, co-ordination, quality and clarity.  Demonstrate more complex actions with a good level of strength and technique.  Select and link increasingly complex gymnastics actions fluently into individual, pair and group sequences.  Identify and act upon criteria to refine, improve and modify gymnastics actions and sequences.  Demonstrate specific aspects of warm-up and cool down.

# National Curriculum:

KS1: Master basic movements as well as developing balance, agility and co-ordination.

KS2: Develop flexibility, strength, technique, control and balance.

	GAMES [through ball	skills, sending and rec	eiving, invasion, targe	t, net and wall, strikin	g and fielding games]	
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Drop and catch with two hands.	Drop and catch a ball after one bounce on the move.	Dribble a ball with two hands on the move.	Dribble the ball with one hand with some control in game situations.	Link dribbling the ball with other actions with increasing control.	Use dribbling to change the direction of play with some control under	Use dribbling to change the direction of play with control under pressure.
Move a ball with feet.	Move a ball using different parts of the foot.	Dribble a ball with some success, stopping when	Dribble a ball with feet	Change direction when	pressure.	Use a variety of dribbling
Throw and roll a variety of beanbags and larger balls to space.	Throw and roll towards a target with some varying	required.  Throw and roll towards a	with some control in game situations.	dribbling with feet with some control in game situations.	Dribble with feet some control under increasing pressure.	techniques to maintain possession under pressure.
Kick larger balls to space.	techniques.  Kick towards a stationary	target using varying techniques with some success.	Use a variety of throwing techniques in game situations.	Use a variety of throwing techniques with increasing	Use a variety of throwing techniques with some	Use a variety of throwing techniques including fake passes to outwit and
Stop a beanbag or large ball snet to them using hands.	target.  Catch a beanbag and a	Show balance when kicking towards a target.	Kick towards a partner in game situations.	success in game situation.  Kick with increasing	control under increasing pressure.	opponent.  Select and apply the
Attempt to stop a large ball sent to them using	medium-sized ball.  Attempt to track balls and	Catch an object passed to them with and without a	Catch a ball passed to them using one hand and	success in game situations.  Catch a ball pass to them	Use a variety of kicking techniques with some control under increasing	appropriate kicking techniques with control. Catch and interpret a ball
feet.	other equipment sent to them.	bounce.	two hands with some success.	using one and two hands with increasing success.	pressure.	using one and two hands with increasing success in
Hit a ball with hands.  Run and stop when	Strike a stationary ball using a racket.	Move to tract a ball and stop it using feet with limited success.	Receive a ball sent to them using different parts of the	Receive a ball using different parts of the foot	Catch and interpret a ball using one and two hands with some success in game	game situations.  Receive a ball with
instructed.  Move around showing	Run, stop and change direction with some	Strike a ball using a racket.	foot.  Strike a ball with varying	under pressure.  Stirke a ball using varying	situations.  Receive a ball using	consideration for the next move.
limited awareness of others.	balance and control.	Run, stop and change	techniques.	techniques with increasing accuracy.	different parts of the foot under pressure with	Strike a ball using a wider range of skills to outwit an
Make simple decisions in response to a situation.	Reocgnise space in relation to others.	direction with balance and control.	Change direction with some increasing speed in game situations.	Change direction to lose an opponent with some	increasing control.  Strike a ball using a wider	opponent. Apply these with increasing control under pressure.
	Begin to use simple tactics with guidance.	Move to space to help score goals or limit others scoring.	Use space with some success in game situations.	success.  Create and use space with	range of skills. Apply these with some success under pressure.	Confidently change direction successfully to
		Use simple tactics.	Use simple tactics individually and within a	some success in game situations.	Use a variety of techniques to change direction to lose	outwit an opponent.  Effectively create and use
			game.	Use simple tactics to help their team score or gain	an opponent.  Create and use space for	space for self and other to outwit an opponent.
				possession.	self and other with some success.	Work collaboratively to create tactics within their team and evaluate the
					Understand the need for tactics and can identify when to use them in	effectiveness of these.
					different situations.	

### National Curriculum:

KS1: Master basic movements including throwing and catching. Participate in team games, developing simple tactics for attacking and defending.

KS2: Use running, jumping, throwing and catching in isolation and in combination. Play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending.

DANCE and BODY MOVEMENT [Including YOGA]						
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Copy basic body actions	Copy, remember and	Copy, remember and	Copy, remember and	Copy, remember and adapt	Accurately copy and repeat	Perform dances confidently
and rhythms.	repeat actions.	repeat a series of actions.	perform a dance phrase.	set choreography.	set choreography in	and fluently with accuracy
					different styles if dance,	and good timing.
Choose and use travelling	Choose actions from an	Select from a wider range	Create short dance phrases	Choreograph; considering	showing a good sense of	
actions, shapes and	idea.	of actions in relation to a	that communicate an idea.	structure individually,	timing.	Work creatively and
balances.		stimulus.		with a partner and in a		imaginatively individually,
- I : I:ss	Use change of direction,		Use canon, unison and	group.	Choreograph phrases	with a partner and a in a
Travel in different	speed and levels with	Use pathways, levels,	formation to represent an		individually and with	group, to choreograph
pathways using the space	guidance.	shapes, directions, speeds	idea.	Use action and reaction to	others considering actions,	longer phrases and
around them.	Charres and a se	and timing with guidance.	Matala dunamaia and	represent an idea.	dynamics, space and	structure dances
Begin to use dynamics and	Show some sense of dynamics and expressive	Use mirroring and unison	Match dynamic and expressive qualities to a	Change dynamics to	relationships in response to a stimulus.	considering action, space, relationship, and dynamics
expression with quidance.	qualities.	when completing actions	range of ideas.	express changes in	a stillatas.	in relation to a theme.
expression with guidance.	quanties.	with a partner.	Tarige of taeas.	character or narrative.	Confidently perform;	th relation to a theme.
Begin to count to music.	Begin to use counts.	with a partitor.	Use counts to keep in time	character or marrative.	choosing appropriate	Improvise and combine
Jogar to count to master	Jogin to doc counter	Show a character through	with a partner and group.	Use counts when	dynamics to represent an	dynamics demonstrating
		actions, dynamics and	The second of th	choreographing short	idea.	an awareness of the
		expression.		phrases.		impact on performance.
		·		·	Use counts accurately	
		Use counts with help to			when choreographing to	Use counts when
		stay in time with the			perform in time with	choreographing and
		music.			others and the music.	performing to improve the
						quality of work.

## National Curriculum:

KS1: Perform dances using simple movement patterns.

KS2: Perform dances using a range of movement patterns

OUTDOOR ADVENTUROUS ACTIVTIES [OAA] through team building and OAA						
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Follow simple instructions.	Follow instructions.	Follow instructions accurately.	Follow instructions from a peer and give simple	Accurately follow instructions given by a	Use clear communication when working in a group	Communicate with other clearly and effectively
Share ideas with others.	Begin to work with a partner and a small group.	Work cooperatively with a	instructions.	peer and give clear	and taking on different roles.	when under pressure.
Explore activities making own decisions in response	Understand the rules of the	partner and small group, taking turns and listening	Work collaboratively with a partner and a small	instructions to a peer.	Begin to lead others,	Confident to lead others and show consideration of;
to a task.	game and suggest ideas to solve a simple task.	to others.	group, listening to and accepting others' ideas.	Confidently communicate ideas and listen to others	providing clear instructions.	including all within a group.
Make decisions about where to move in a space.	Copy a simple	Try different ideas to solve a task.	Plan and attempt to apply	before deciding on the best approach.	Plan and apply strategies	Use critical thinking skills
Follow a path.	diagram/map.  Identify own and others'	Follow and create a simple diagram/map.	strategies to solve problems.	Plan and apply strategies, giving ideas to solve	with others to more complex challenges.	to form ideas and strategies selecting and applying the best method
Begin to identify personal success.	success.	Understand when a	Orientate and follow a diagram/map.	problems.	Orientate a map confidently using it to	to solve a problem.
		challenge is solved successfully and begin to suggest simple ways to improve.	Reflect on when any why challenges are solves successfully and use others'	Identify key symbols on a map and use a key to help navigate around a grid.	navigate a course.  Explain why a particular strategy worked and alter	Confidently and efficiently orientate a map, identifying key features to navigate around a course.
			success to help them to improve.	Watch, describe and evaluate the effectives of their team strategy, giving ideas for improvements.	methods to improve.	Accurately reflect on when challenges are solved successfully and suggest well thought out
						improvements.

# National Curriculum

KS1: Participate in team games, developing simple tactics.

KS2: Take part in outdoor and adventurous activity challenges both individually and within a team.

SWIMMING							
BEGINNERS	IMPROVERS	ADVANCED					
Stroke development & Confidence and skill development	Stroke development & Confidence and skill development	Stroke development & Confidence and skill development					
Submerge and regain feet in the water.	Float on front and back using different shapes with increased control.	Confidently co-ordinate a smooth and consistent breathing technique with a range of strokes.					
Breathe in sync with an isolated kicking action from poolside.	Begin to coordinate a breath in time with basic strokes showing						
Float with the use of aids.	some consistency in timing.	Confidently combine skills to retrieve an object from greater depth.					
Travel on front and/or back with/without aids.	Demonstrate a fair level of technique, consistently co-ordinating the correct body parts in a range of strokes; building up to swim at	Confidently demonstrate a good technique in a wider range of					
Float without aids.	least 10 meters.	strokes over increased distances.					
Use arms and legs together to move effectively across a short distance of water.	Understand how to achieve a streamlined body position.	Understand the importance of a streamlined body position.					
Push and glide.	Progress to swimming 25 metres competently and proficiently using at least 1 stroke.	Swim at least 25 metres using front crawl, backstroke and breaststroke.					
Jump into the water.	Being able to push and glide in the water.	Perform a sculling action – head first, feet first and treading water					
	Submerge to pick an object off of the bottom of the pool.	Demonstrate surface dives.					
	Combine different floating shapes with increased control.	Demonstrate a range of safe entry and appropriate survival techniques to a given situation.					
	Perform a sculling action – head first, feet first and treading water.	teorniques to a given situation.					
National outcomes for swimming (schools to publish data):	Jump into deep water.						

National outcomes for swimming (schools to publish data):

- Perform safe self-rescue in different water-based situations
  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.

### National Curriculum

All of our classes across KS1 and KS2 will have access to half a term of swimming instruction – involving School Staff and Coaches from local pools.