EYFS

PHYSICAL DEVELOPMENT: EARLY LEARNING GOALS (ELG) Moving and Handling Children show good control and co-ordination in large and small movements. They move confidently in a range of ways, safely negotiating space. They handle equipment and tools effectively, including pencils for writing. Health and Self Care Children show good control and co-ordination in large and small movements. They move confidently in a range of ways, safely negotiating space. HEALTH AND FITNESS: Understand the importance for good health of physical exercise, healthy diet and talk about different ways to keep healthy and safe.

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Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Dinosaurs	Ourselves	High, low over,	Nursery Rhymes	Jumping	Games for
Moving with control	Move in sequence	under	Moving in	Explore/develop	understanding
Adding	Responding in	Introduction to	sequence	jumping	Taking
movements	movement to	high, low, over and	Creating our own	Apply jumping into	turns/keeping the
together	words and music	under	movements	a game	score
Responding to	Moving with props	Introduction to	Creating simple	Jumping for	Understanding and
rhythm in character	and contrasting	apparatus	movement	distance	playing by the rules
Adding expression	tempos	Applying high and	sequences	Explore jumping	Avoiding a
to our	Creating their own	low on apparatus	Responding in	high	defender
character(dinosaur	movements		movement to	Explore hopping	Preventing an
) movements	Exploring opposites	Ball skills (hands 2)	words and music		attacker from
Performing with a	and creating	Explore throwing	Exploring	Ball skills (Feet 1)	scoring
partner	simple movement	overarm	contrasting tempos	Explore moving	Applying attacking
Exploring	sequences	Explore throwing	Exploring character	with a ball using our	and defending into
relationships		underarm	movements	feet	a game
	Ball Skills (hands 1)	Explore rolling		Develop moving	
Walking	explore pushing	Explore stopping a	Moving	with a ball using our	Athletics
Explore and	explore rolling	ball	Exploring moving	feet	Applying
develop walking	explore bouncing	Explore catching	and making shapes	Understand	knowledge learnt
Explore walking in	explore bouncing		using different	dribbling	this year to
different pathways	into space		body parts	Develop dribbling	participate in
Sustain walking	combine pushing		Explore movements	against an	athletic activities
Explore marching	and rolling		in different	opponent	that are
Apply walking into			directions		incorporated in
a game					sports day.

Creating shapes in pairs	bouncing moving and making shapes Moving in pairs	pushing and small ways of			moving and making shapes Moving in pairs Creating shapes in	
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Key Stage 1

Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations.

Pupils should be taught to:

- * master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and coordination, and begin to apply these in a range of activities
- * participate in team games, developing simple tactics for attacking and defending
- perform dances using simple movement patterns

All schools must provide swimming instruction either in key stage 1 or key stage 2. In particular, pupils should be taught to:

- * swim competently, confidently and proficiently over a distance of at least 25 metres
- ♣ use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]
- * perform safe self-rescue in different water-based situations

Year 1					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Dance (heroes)	Running	OOA	Dance (The zoo)	Jumping	Athletics
Performing	Explore running	Work in pairs and	Exploring	Recap jumping	Run by pumping
movements in	Apply running into	small teams to	expression	Develop jumping	their arms, using
sequences	a game	complete different	Developing our	Explore how	the balls of their
Creating	Explore running at	challenges.	movements,	jumping affects our	feet and looking
movements that	different speeds			bodies	ahead.

represent
superpowers
Creating
movements that
represent a
superhero
rescuing/saving
Exploring character
movements

Health and wellbeing

Introduce and explore agility Introduce and explore balance Introduce and explore coordinating: bouncing, rolling, and throwing

Running for speed: acceleration Consolidate running, apply running into a game

Ball skills (hands 1)

Introduce sending (bouncing) with control Introduce aiming with accuracy Introduce power and speed when sending a ball Introduce and develop stopping, combining sending skills

Combine sending and receiving skills

Develop an understanding of consequences and use them in a game where teamwork is not being used. Encourage team members to try our best to make an effective team. Explore simple strategies to complete different challenges.

Gymnastics (Wide, Narrow and Curled)

Create wide and narrow balanced.
Create and hold curled balance shapes.
Balance on different parts of the body with good tension, showing a variety of shapes.
Use the apparatus, floor to create wide narrow and curled balances.

adding movements together
Responding to a rhythm introducing partner work
Creating an animal sequence motif Exploring relationships with our motifs

Ball Skills (hands 2) Introduce throwing

with accuracy
Apply throwing
with accuracy in a
team
Introduce stopping
a ball
Develop sending
/9rolling) skills to
score a point
Consolidate
sending and
stopping to win a
game

Explore skipping Apply skipping and jumping into a game

Rackets, bats and balls

Develop pushing (Dribbling) a ball with a racket: introducing control Explore hitting and develop pushing a ball (with a racket) towards a target Explore hitting a ball (with a racket) with accuracy and power

Change speed carefully and explain when we would want to use this skill in a game situation.

Jump skip with a step hop action.

Jump and skip using the correct technique.

Explain why using the techniques are important, to prevent injury

Games for understanding

Understanding the principles of attack/defence Applying attacking/defending principles in a game Consolidate attacking/defending

					/
		Understand why it is important to perform each movement, balance like a champion, and			
		understand the difference between wide, narrow and curled.			
		Transition Transition from one movement into another, adding movements			
		together and transitioning between the floor and apparatus.			
		Use more than one piece of apparatus at the same time to create movements			
		and balances to show interesting gymnastics	Or 2		
Auturon 1	A Liturgan O		or 2	Cumana ar 1	Cumana ar O
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2 Athletics
Pupils can:	Dance (Mr Candys) Exploring	Gymnastics Flow	Ball skills (hands 2) Consolidate pupils'	Jumping Consolidate	Dodge correctly
Understand their role within a team.	expression	Apply how to use 'flow' to their	application and	jumping	Accurately jump and skip

Use communication to speak with team members well in order to win and complete the challenge. Develop and adapt simple strategies in order to improve as a team. Respect their team and other teams involved in challenge.

Health and Wellbeing

Consolidate agility
Consolidated
balancing: explore
balancing on
apparatus
Introduce and
explore
coordination:
dribbling and
kicking

Linking movements together Creating a motif with characterisation, expression, and emotion Extending our motifs with different

Ball skills (hands 1)

Develop

dribbling/passing and receiving Combine dribbling, passing and receiving, keeping possession Develop dribbling/passing and receiving to score a point Combine dribbling, passing, and receiving to score a point

movements,
understanding that
flow means moving
from one action to
another without
stopping.
Understand why
applying flow to
movements is so
important.

LinkingUse a variety of

apparatus when we are creating a movement sequence. Link movements and balances together applying champion gymnastics criteria, on the floor and apparatus Ball skills (feet 1) Develop dribbling/passing/r eceiving/keeping possession Combine dribbling, passing and receiving keeping

possession/to score

a point

understanding of underarm throwing Applying the underarm and overarm throw to win a game Applying the underarm throw to beat an opponent

Dance

Responding to stimuli
Developing our motif with expression and emotion
Applying choreography in our motifs
Extending our motifs
Sequencing, relationships and performance

Apply jumping into a game Linking jumping Explore jumping combinations Develop jumping combinations

Rackets, bats and balls

Hitting (striking) a ball (with a racket) with accuracy and power to beat an opponent Introduce hitting (sending/striking) with a ball into a space: Where and why?

Striking the ball (with a bat) into space with intent

Dodge within a game and explain where and when they would be used Jump purposefully within a game Link jumping and movement to execute them in combination

Games for understanding

Attacking and defending as a team
Understanding the transition between defence and attack
Create and apply attacking/defensive tactics

Apply dribbling, passing, and receiving as a team to score a point					
Key Stage 2					

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. They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success.

Pupils should be taught to:

- * use running, jumping, throwing and catching in isolation and in combination
- * play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending
- * develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- * perform dances using a range of movement patterns
- * take part in outdoor and adventurous activity challenges both individually and within a team * compare their performances with previous ones and demonstrate improvement to achieve their personal best.

	Year 3					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
Netball	Dance	Gymnastics	Football	Tennis	Athletics	
Pass the ball using	Responding to	Symmetry and	Dribble the ball,	Introduce tennis,	running, especially	
a chest pass,	stimuli	Asymmetry	keeping possession	outwitting an	at the start of a	
bounce pass and a	Developing	Identify what	to beat an	opponent	race.	
shoulder pass.	characters and	symmetry and	opponent.	Creating space to	Run for speed in a	
Pass the ball	extending the story	asymmetry means.	Change direction	win a point	tram, using a relay	
keeping possession	Creating motifs		keeping control of	Consolidate how to	baton, holding our	
to beat an	with a partner In	Execute balances	the ball.	win a game	hands ready, palm	
opponent.	character	and movements in	Use the correct	(introduce rackets)	upwards when	
Move around the	Developing	both symmetrical	technique when	Introduce the	waiting for the	
court to score	characterisation	and asymmetrical	dribbling, using the	forehand	baton.	
points.		ways.	inside and outside			

Move away and in front of a defender to receive a pass. Know and explain when to shoot in a game and from where.

Health and mindfulness

Exploring relaxation techniques
Applying relaxation techniques and using them effectively
Performing balanced meditative poses
Using props to help us balance in our meditative poses

Handball

Introduce passing, receiving and creating space
Develop passing and moving
Combine passing and moving
Introduce shooting
Develop passing and shooting

Link travel and movements together with control and good body tension.

Understand that excellence refers to when we control out bodies, so they are silent, expending our fingers and toes and are able to hold out balances still for at least 4 seconds

Peer and Self Assess

Peer and self assess their work, identifying strengths and weaknesses in our own and others' performances

Basketball

Dribble the ball keeping possession

of the feet, keeping head up and the ball close to feet. Use the correct technique when passing over a short distance.

OOA

Create and apply simple tactics for completing challenges quickly. Communicate effectively, listenina when others are speaking and using a clear voice when communicating our own ideas. Collaborate with own team members, applying rules of the game. Collaborate with the opposing teams, applying the rules of the game.

Dance

Responding to stimuli
Developing character dance into a motif
Develop sequences with a partner in character that show relationships Extending sequences with a partner in character

Throwing for distance. Explaining why we need to use the correct technique to send an object further. Use their arms in a pump motion to run for speed.

Rounders

Introduction to rounders
Introduce overarm throwing
Apply overarm and underarm throwing
Introduce stopping the ball
Application of stopping the ball in a game

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		to beat an opponent. Change direction keeping control of the ball Apply correct technique for dribbling, using the tips of fingers on one hand. Keeping knees bent and head up. Use chest pass accurately to pass. Stepping into the pass, pushing the ball away from our body with two hands towards our partner's hands/target. Use passing and dribbling to create space in a game scenario.			
Autumn 1	Autumn 2	Yeo	ar 4 Spring 2	Summer 1	Summer 2
			<u> </u>		
OOA	Handball	Dance	Tag Rugby	Tennis	Athletics
Identify the	Refine passing and	Extending	Carry the ball	Developing the	Accelerate when
attributes of an	receiving	sequences with a	securely when	forehand	running for
effective team		partner in	moving, using two		distance.
e.g., integrity,		character	hands.		

communication, cooperation and collaboration. Hold a positive approach to challenges. **Understand how** and why communication is needed to express how they feel when working as part of a team. **Understand what** verbal and nonverbal communication and when each should be used.

Hockey

Hold a hockey stick safely. Dribble the ball. using the stick. Keep the ball under control when dribblina. Pass the ball adopting the correct technique. Holding the stick

Develop passing and creating space Develop passing, moving and shooting Combine passing and shooting Introduce defending

Gymnastics

Create a bridae balance with a partner using different levels and different connection points. Reflect and evaluate using their observations to make accurate improvements to our own and others performances.

Seauences

Create sequences combining movements and bridge balances in pairs, applying flow

Developing sequences with a partner in character that show relationships and interlinking dance moves. Sequences, relationships, choreography and performance

Netball

Refine passing and receiving Develop passing and dribblina creating space Develop passing, moving and shootina Refine passing and shootina Develop footwork

Pass the ball using a swina pass technique. Stand in the correct place when receiving the ball, especially after a person has been tagged. Tag opponents correctly, taking the taa and identifying this by shouting 'tag'. Know how to score a try. **Understand** why the ball carrier needs to move forwards to gain space. Stand in the correct place to defend, to try and prevent the attackers from scoring a try.

Basketball

Effectively dribble the ball to keep possession.

Creating space to win a point using a racket Introduce the backhand Applying the forehand and backhand in aame situations Applying the forehand and backhand creatina space to win a point **Swimming**

Use their bodies to throw with a areater distance. Increase their stride pattern to enable them to maintain speed during the middle of a race. Use their bodies to jump as far as possible, using a combination of iumps. Cricket

Develop an understanding of battina and fieldina Introduce bowling underarm Develop stopping and returning the ball Develop retrieving and returning the ball Striking the ball at different anaels and speeds Striking with intent

					,
with the left hand at the top. Shoot from a good position and be able to explain why. Choose the location of where they will shoot from to increase their chances of scooring. The differences between intercepting, blocking and tackling and explain when, where and why these are used in a game.	and challenging their creativity. Understand why it is important to explore bridge balances and the ways we can move in and out of them over and under them, on the floor and on the apparatus.		Know when to pass to keep possession. Know where to shoot from and why. Understand what triple threat means within basketball. Develop ability to mark players to try and gain possession. Explain why they have chosen to dribble, pass or shoot using the knowledge of 'triple threat'.		
		Ye	ar 5		
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Hockey	OOA	Gymnastics	Dance (the circus)	Badminton	Rounders
Man-to-man mark	Take responsibility	Counter balance	Develop character	Exploring different	Develop fielding
in a game and	for others and lead	Understand what	movements linked	forehand and	tactics maximising
explain when this	others in an	counter balance	to prejudices	backhand shots	players
should be applied.	effective way.	and counter	Create movements	Applying different	Understand what
Explain the term	Plan a route	tension means,	that represent	forehand/backhan	happens if the
goal side means.	effectively in order	understanding the	different	d shots to win a	batter misses the
Apply different	to locate as many	difference	characters and	point	ball
methods of	points as possible.	between them.			

defending, tackling, marking, blocking or intercepting in order to prevent the attackers from scoring. Play a role within a team when attacking or defending. Combine passing and dribblina to create an attack that results in a successful shooting opportunity.

Dodgeball

Introduce jumping and ducking Introduce blocking Consolidate catching Develop throwing and accuracy and power over an increased distance Understand where we throw and why we need to throw

Manage time and avoid being late back and understand why this is important.

Football

Turn correctly.

whilst keeping

control of the ball

during a game. Shoot towards a aoal, within the allowed areas and be able to explain this. Use a drag back during a game Shoot to score a goal using the correct technique. Use different methods of defending in a game. Man-to-man mark during a game and able to explain why and when this should be used. Know and be able to retell the basic rules governing

Create and execute counter balance and counter tension balances with a partner using a variety of levels and connection points.

Create a sequence by accurately combining movements and balances, with flow and accurate timings within the counter balance and counter tension theme.

Include a change of speed within their movements and through their transitions.

Tag Rugby

Know when and why a 'miss pass' may be applied in a game situation.

performers in a circus
Extending our performance incorporating props and apparatus linked to the variety of performers

Tennis

Introduce/develop the volley Controlling the game from the serve Doubles, understanding and applying tactics to win a point Consolidate
outwitting an
opponent
Doubles:
understanding and
applying tactics to
win a point

Netball

Effectively apply passing and moving skills to keep possession. Name the four positions used in Bee Netball (fliers) GD, GD, GS, GA and understand each role. Apply knowledge of footwork in a aame. Knowina they can jump and land or keep both feet grounded. The landing foot cannot then be moved. Use the term footwork and understand how to control our feet

Refine fielding tactics, what players where? Applying tactics in mini games

Athletics

Maintain their race speed until they have crossed the finish line and explain why this is crucial. Hurdle safely, applying the correct technique. Evaluate their own and others sprinting technique making suggestions on how we can improve our own and others performance.

with accuracy and power Explore basic attacking and defending tactics	football; free kick and penalty kick.	Pass the ball quickly and efficiently once they have been tagged. Use a swing and loop pass appropriately as the game needs it. Know how to stay onside and why an offside call would be made.		and the ball in a game.	
			ar 6		
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Netball	Gymnastics	OOA	Football	Badminton	Athletics
Marking effectively	Understand what	Understand and	Apply a variety of	Introduction to	Apply accurate
in a game and	matching	explain what it	attacking tactics in	badminton	head, arm and
explain when this	movements mean	takes to be an	a game to create	Outwitting an	foot technique to
should be used.	and carry out	effective leader	shooting	opponent	run quicker.
Identify the position	matching	and why it is so	opportunities.	Introduce the	Select specific
of who they are	movements to their	important for the	Apply a variety of	forehand and	peers for events in
marking during a	peer.	success of a team.	defending tactics	backhand	order to be
game and why,			in a game to	Applying the	successful.
Use different passes	Perform	Understand the	prevent attacking	forehand and	Transfer their body
effectively in a	movements at an	STEP principle	opportunities.	backhand:	weight to push a
game and explain	excellent standard,	(space, task,	Understand the	creating space to	shot put throw the
why each one	with accurate	equipment,	consequences in a	win a point	javelin further.
would be used.	timing and fluidity.	people)	game when	Controlling the	
Know and recall		Use the STEP	rushing into a	game from the	Cricket
the 5 positions in	Mirroring	principle when	tackle or miss-	serve	
Bee Netball			timing a tackle		

(stinger) GD, GD, C. GA. GD and understand each rule. Apply all knowledge to create a game where they can play as an attacker or defender. Use defensive knowledge to regain possession if they lose possession. Organise a team, selecting who to play in each position and understanding why.

Health related exercises

Develop a secure understanding of cardio fitness
Develop a secure understanding of flexibility fitness
Develop a secure understanding of strength fitness

Mirror a movement from a peer and understand what mirroring means.

Create a sequence of movements, bringing together a combination of both matching and mirroring movements, excluding with accuracy using a range of apparatus.

Quidditch

Pass Quaffle to

keep possession.
Understand
purpose of Beater
and their
defending roles
within the activity.
Understand the role
'Chaser' attacker.
Know when and
how to shoot.
Know how and
when to dodge to
avoid being hit and
to keep possession.

leading an activity

Tag Rugby

Apply different attacking tactics in game situations as needed and be able to explain when and why they should be used.

Position themselves as a team defensively to prevent an attack.

Reduce the space available to attackers when they are defending to prevent them from scoring. Manage a team, selecting players to play in certain positions and understand what attributes are required to be successful in these positions.

Dance (carnival)

Performing with technical control and rhythm in a group Creating rhythmic patterns using the body Experiencing dance from a different culture Chorographical elements including still imagery

Hockey

Apply different attacking tactics during a game to create shooting opportunities.
Apply different defending tactics during a game to prevent attacking opportunities
Officiate the game fairly applying the rules correctly.

Understand concept of batting and fieldina Striking with intent Develop understanding of batting and fieldina, refinina skills and using tactics Introduce umpiring and scorina Create, understand and apply attacking and defensive tactics in a game

to position attackers defender increase of winning Understan of the sne snitch wit game an	s and rs to chances g a goal. nd the role eeker and thin a nd identify est to play e. pply the es of h and		
who is be each role How to a basic rule	est to play e. pply the es of		
able to to responsib officiating managing	ake oility for g and		
game.			