Year 1	Orienteering (see cross curricular orienteering resource)	<ul> <li>Dance - Toy Story</li> <li>To link movements to show different character of a variety of different toys.</li> <li>To convey the different emotions within a relationship.</li> <li>To link travel, turn and stillness within a sequence depicting a different mood.</li> <li>To travel from one space to another using different pathways and levels.</li> <li>To work in a group to create a sequence.</li> <li>To combine all the dance sequences to retell aspects of the story.</li> </ul>	<ul> <li>Fundamental Skills – Zog</li> <li>To perform the skill of running and changing direction</li> <li>To demonstrate an overarm throw and hopping</li> <li>To demonstrate on traveling on hands and feet on apparatus.</li> <li>Gymnastics</li> <li>To demonstrate; travel, pencil roll, egg roll.</li> <li>To show a jump two feet to two feet with a tuck shape, wide shape.</li> <li>To apply the skills of traveling, rolling and jumping into a sequence with different shapes including apparatus.</li> </ul>	<ul> <li>Gymnastics 2</li> <li>To demonstrate different shapes in a sequence</li> <li>To demonstrate a sequence using travelling and 3 balances</li> <li>To demonstrate a sequence using travelling, balancing and rolls</li> <li>To use skills of travelling, rolling, balancing and jumping to create a sequence with and without apparatus.</li> <li>Fundamental Skills – catching and bouncing a ball</li> <li>To demonstrate catching and bouncing ball with some accuracy</li> <li>To show and apply a simple tactic in a game</li> </ul>	<ul> <li>Fundamental Skills – Lost and Found</li> <li>To demonstrate the FMS of underarm throwing and hopping</li> <li>To demonstrate the FMS of an overarm throw and skipping</li> <li>To assess the FMS of catching and bouncing a ball</li> <li>To demonstrate the FMS of running and jumping</li> <li>To demonstrate the FMS of kicking and rolling a ball</li> </ul>	Athletics - To show a hopping skill with rhythm To demonstrate rolling a ball with accuracy To show running and changing direction quickly To demonstrate throwing underarm with accuracy To demonstrate jumping as far as possible and landing safely with control To show good posture when running fast To demonstrate rolling a ball with some accuracy To complete a running and jumping course To demonstrate the skills of running and changing direction
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Year 2	<b>Orienteering</b> - (See Cross	Dance – Explorers	Gymnastics 1	Games – Piggy in the	Fundamental Skills –	Athletics
	Curricular Orienteering)	To become their own	<ul> <li>To demonstrate jumping</li> </ul>	middle	Bounce ball	To throw underarm
	Fundamental Skills –	explorer, being able to	actions with different		<ul> <li>To demonstrate bouncing</li> </ul>	accurately into a target
	Kicking Unit	seek and find objects	shapes in the air	To demonstrate an	a ball with some control	<ul> <li>To throw as far as possible</li> </ul>
	<ul> <li>To explore different ways</li> </ul>	<ul> <li>To learn basic dance</li> </ul>	• To show travelling actions	underarm throw with	<ul> <li>To demonstrate bouncing</li> </ul>	<ul> <li>To throw overarm</li> </ul>
	of kicking objects	movements and develop	using hands and feet	accuracy	a ball with some control	accurately
	<ul> <li>To kick objects with</li> </ul>	key travelling skills	• To demonstrate balancing	<ul> <li>To show catching a ball</li> </ul>	while moving	<ul> <li>To throw overarm for</li> </ul>
	increased accuracy	<ul> <li>To demonstrate</li> </ul>	on large body parts	with control	<ul> <li>To demonstrate bouncing</li> </ul>	distance
	<ul> <li>To receive a kick with</li> </ul>	imagination in the	<ul> <li>To show an egg, pencil</li> <li>and toddy roll</li> </ul>	• To demonstrate passing a	a ball and passing in a	<ul> <li>To throw using a push and two-handed throw for</li> </ul>
	control	environments task and try to move in new and	<ul> <li>and teddy roll</li> <li>To create and</li> </ul>	ball with accuracy then	simple game	distance
	<ul> <li>To intercept a ball</li> </ul>	interesting ways	demonstrate a sequence	moving into space	<ul> <li>To demonstrate throwing</li> </ul>	<ul> <li>To jump for distance with</li> </ul>
	<ul> <li>To explore kicking with a variety of equipment</li> </ul>	<ul> <li>To develop movement</li> </ul>	using rolling, jumping and	• To show a simple tactic in	a ball at a target with	control
	<ul> <li>To choose skills effectively</li> </ul>	memory in the backpack	travelling	a game	some accuracy	<ul> <li>To throw using an</li> </ul>
	for a game	dance	<ul> <li>To perform jumping and</li> </ul>	• To pass a ball with	<ul> <li>To demonstrate passing a</li> </ul>	underarm and overarm
	lor a game	<ul> <li>To learn about and</li> </ul>	rolling actions	accuracy then move into	ball with accuracy then	throw for distance and
		replicate animals from the	<ul> <li>To create a sequence</li> </ul>	space	move into space	accuracy
		rainforest through	using rolling, jumping and	<ul> <li>To use a simple tactic in a game</li> </ul>	<ul> <li>To use a simple tactic in a</li> </ul>	<ul> <li>To complete an obstacle</li> </ul>
		movement	travelling	game Comos striking	game	course with speed and
		• To create a short dance in	<ul> <li>To create a sequence</li> </ul>	Games – striking	Games – net and wall	agility
		a group using ideas from	using travelling,	and fielding	<ul> <li>To demonstrate how to</li> </ul>	FMS end of KS1 assessment
		their chosen animal	balancing, rolling and	<ul> <li>To demonstrate an</li> </ul>	catch a ball	• To throw underarm
		<ul> <li>To experiment with movement ideas and</li> </ul>	jumping	overarm throw for distance	<ul> <li>To show a side gallop with</li> </ul>	accurately into a target
		create a duet using		<ul> <li>To strike a ball for</li> </ul>	some rhythm	• To throw as far as possible
		contact		distance	<ul> <li>To show the ready</li> </ul>	<ul> <li>To throw overarm</li> </ul>
		<ul> <li>To guide others in</li> </ul>		<ul> <li>To play a simple striking</li> </ul>	position	accurately & for distance
		movement through given		and fielding game	<ul> <li>To demonstrate how to</li> </ul>	• To run as fast as possible
		environments		• To strike a ball with	catch a ball	• To throw using a push and
		• To work in pairs to create		accuracy for distance	<ul> <li>To show how to hold a</li> </ul>	two-handed throw for
		interesting shapes with		<ul> <li>To play a simple striking</li> </ul>	bat	distance To jump for distance with
		bodies		and fielding game and use	<ul> <li>To demonstrate catching</li> </ul>	control
		<ul> <li>To develop increased</li> </ul>		a simple tactic	a ball from ready position	<ul> <li>To kick a ball for distance</li> </ul>
		awareness of relating			<ul> <li>To strike a ball to a</li> </ul>	To catch a ball
		movement to images			partner	• To complete an obstacle
		<ul> <li>To share ideas, create and learn a new unison dance</li> </ul>			<ul> <li>To strike a ball with some</li> </ul>	course
		performed travelling			accuracy	To throw underarm for
					<ul> <li>To show a simple tactic in</li> </ul>	accuracy
					competitive focus	• To throw overarm for
						distance

	Dense Desk and Dell	Gummantias	Cumm a stiller	<ul> <li>To apply a simple tactic n a net/wall game</li> <li>To demonstrate a simple tactic in a net/wall game to outwit an opponent</li> </ul>	To complete an obstacle course with speed and agility
Year 3 (See C or Invasi To demu- ball usir To move using a game To demu- ball with To perfor passing defende To perfor and bou game To perfor invasior swing p To apply	orm a swing pass unce pass in a orm a pass in a n game using a To can create effective travelling movements To create a travel solo, following a defined pathway and use stillness	<ul> <li>To show balances with stillness on 1, 2, 3 and 4 body points</li> <li>To combine actions of travelling and balance</li> <li>To demonstrate basic rolls with accuracy and control</li> <li>To move from one action to another smoothly</li> <li>To demonstrate jumping and landing safely</li> <li>To create &amp; demonstrate a sequence to a partner</li> <li>To create &amp; demonstrate a gymnastic sequence of at least six actions using travelling, rolling, jumping and balancing on small body parts</li> <li>To adapt &amp; demonstrate a gymnastic sequence of at least six actions using travelling, rolling, jumping and balancing on small body parts</li> <li>To adapt &amp; demonstrate a gymnastic sequence of at least six actions using travelling, rolling, jumping and balancing on small body parts</li> <li>To adapt &amp; demonstrate a gymnastic sequence of at least six actions using travelling, rolling, jumping and balancing on small body parts with a change of direction and speed</li> <li>To show different ways of travelling and balancing using the apparatus</li> </ul>	<ul> <li>Gymnastics</li> <li>To adapt &amp; demonstrate a gymnastic sequence of at least six actions using travelling, rolling, jumping and balancing on small body parts with a change of direction and speed</li> <li>To show different travelling and balancing actions using the apparatus</li> <li>To use the apparatus to perform jumping actions</li> <li>To use the apparatus to perform rolling actions</li> <li>To evaluate successful transitions between actions</li> <li>To demonstrate successful transitions between travelling, balancing on small body parts, jumping and rolling</li> <li>To evaluate successful transitions between travelling, balancing on small body parts, jumping and rolling</li> <li>To recognise different fitness components that help maintain good health</li> <li>To develop fitness component of balance</li> </ul>	<ul> <li>Striking and fielding – cricket</li> <li>To demonstrate an underarm throw with accuracy</li> <li>To catch a ball</li> <li>To demonstrate how to throw a ball underarm with some accuracy</li> <li>To catch a ball in a striking and fielding game</li> <li>To demonstrate how to strike a ball from a batting tee or drop feed</li> <li>To catch a ball in a striking and fielding game</li> <li>To demonstrate bowling a ball underarm</li> <li>To demonstrate striking a ball from a batting tee or drop feed</li> <li>To demonstrate striking a ball from a batting tee or drop feed</li> <li>To demonstrate striking a ball from a batting tee or drop feed</li> <li>To apply simple tactics in a modified competitive game</li> </ul>	Athletics To throw using a pull action To explore different running techniques To perform the sling throwing action To develop jumping actions To throw using a push action To throw for distance using a pull, push and sling throw To pass a quoit/baton to a teammate in a relay To perform a hop, step and jump To perform a combination of 5 jumps Handball To send and receive a ball in a game To play traditional Roman ball games To apply simple tactics To revise simple tactics in an invasion game

<ul> <li>To improve movement skills and body positions</li> <li>Familiarise them with a racquet and practise striking skills using a racquet</li> <li>To devise their own game</li> </ul>	<ul> <li>To use the apparatus to perform jumping &amp; rolling actions</li> <li>To demonstrate successful transitions between travelling, balancing on small body parts, jumping and rolling</li> </ul>	<ul> <li>To develop the fitness components of speed, agility, co-ordination and power</li> <li>To recognise different fitness components that help maintain good health</li> </ul>		
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	Rounders	Dance - Sparks might fly	Gymnastics 2	Swimming	Tag and target	Athletics
Voor 4	• To demonstrate an	To understand uses for	To show a mirrored shape	Boccia	<ul> <li>To perform the</li> </ul>	<ul> <li>To throw using a pull</li> </ul>
Year 4	underarm throw with	electricity	with a partner	<ul> <li>To show different ways of</li> </ul>	fundamental skills of	action
	accuracy	To think creatively & create a	To create e a sequence of	how to propel a boccia	dodging	<ul> <li>To explore different</li> </ul>
	To demonstrate how to	movement using words as	gymnastics actions with a	ball (bean bag) towards a	<ul> <li>To perform the</li> </ul>	running techniques
	throw a ball with some	inspiration	partner	target	fundamental skill of	<ul> <li>To throw using a push</li> </ul>
	accuracy	<ul> <li>To name the key components of an electrical circuit</li> </ul>	To show a matched	• To demonstrate sending a	dodging in a tag game	action
	To catch a ball in a striking	To create & perform their	balance with a partner	ball into a target with	<ul> <li>To demonstrate aiming</li> </ul>	<ul> <li>To perform the sling</li> </ul>
	and fielding game	own dance movements from	To create a sequence of	accuracy	skills using the FMS of	throwing action
	To strike a ball from a tee	the inspiration given	gymnastics actions with a	• To play simple boccia type	throwing and rolling a ball	<ul> <li>To develop jumping</li> </ul>
	or a drop feed	To demonstrate CANON and	partner	games using simple	<ul> <li>To demonstrate aiming</li> </ul>	actions
	To catch a ball in a striking	UNISON	To create a sequence of	tactics	skills using the FMS of	<ul> <li>To throw for distance</li> </ul>
	and fielding game	<ul> <li>To demonstrate developing</li> </ul>	gymnastics actions	<ul> <li>To send a boccia ball</li> </ul>	throwing and rolling a ball	using a pull, push and
	To apply a simple tactic in	performance skills	including matched shapes	towards a target with	in a target game	sling throw
	a striking and fielding	• To explain the difference	and mirrored shapes with	accuracy	<ul> <li>To send an object in a</li> </ul>	<ul> <li>To pass a quoit/baton to a</li> </ul>
	game	between conductors &	a partner including	<ul> <li>To play boccia using</li> </ul>	target game with	teammate in a rally
	To apply simple tactics in a	insulators	,	simple tactics	• •	<ul> <li>To perform a hop, step</li> </ul>
	modified striking and	<ul> <li>To demonstrate performance skills</li> </ul>	apparatus	<ul> <li>To show tactics as a team</li> </ul>	accuracy	
	-	To create a duet using	Swimming	when playing boccia	Basketball	<ul><li>and jump</li><li>To perform a combination</li></ul>
	fielding game	increased choreographic	Swinning	when playing boccia	<ul> <li>To demonstrate passing a</li> </ul>	•
	Orienteering	skills			ball using a chest pass	of 5 jumps
	Onenteering				and a bounce pass	
		Gymnastics			accurately	
		<ul> <li>To demonstrate travelling actions on feet &amp; hands and</li> </ul>			<ul> <li>To move into space after</li> </ul>	
		feet			using a chest pass and /or	
		To show balances in front &			bounce pass in a game	
		back support positions			<ul> <li>To demonstrate dribbling</li> </ul>	
		To demonstrate the dish and			a basketball with some	
		arch shape			control	
		To combine travelling,			<ul> <li>To pass a ball accurately</li> </ul>	
		jumping & balancing actions			to a teammate using a	
		To demonstrate basic rolling			chest pass and bounce	
		actions			pass	
		<ul> <li>Plan and perform a simple sequence to include travel,</li> </ul>			<ul> <li>To demonstrate dribbling</li> </ul>	
		rolling and jumping			a basketball with some	
		To demonstrate balance on			control	
		one foot and arabesque				
		To plan & perform a simple			<ul> <li>To find space to receive a</li> </ul>	
		sequence to include travel,			chest or bounce pass	
		rolling, balance and jumping			<ul> <li>To use tactics to outwit an</li> </ul>	
		To create & demonstrate a			opponent	
		gymnastics sequence of 6			To evaluate what	
		actions			worked well in a team	
		• To teach a sequence to a				
		partner and make simple				

	assessments of quality on their performance				
Year 5 Pance - earthlings To create and demonstrate a new dance with a partner To have a well structured group dance depicting their planet To have increased teamwork skills, spatial awareness and timing To have a group dance which follows a narrative To create dances using different formations performed in unison To demonstrate creative skills and decision making in the creation of a new duet To select, structure, rehearse and perform their dances, demonstrating a broad range of skills acquired throughout the scheme. Orienteering	<ul> <li>Netball</li> <li>To pass a ball in a variety of ways with control</li> <li>To perform stop and pivot when receiving a ball with some control</li> <li>To dodge into a space and attempt to receive a ball</li> <li>To mark their player and stop them getting the ball</li> <li>To place their hand under the ball and support it with the other when shooting</li> <li>To react and keep on toes</li> <li>To sometimes react to snatch the ball</li> </ul>	Gymnastics To perform partner balances To create a simple sequence of matched and mirrored partner balances To know the difference between counter balance and counter tension To perform a range of counter tension actions with a partner To create a gymnastic sequence with counter balances and counter tension with a partner To show passing a ball to a teammate using a hockey stick To demonstrate dribbling and passing a ball using a hockey stick To demonstrate shooting a ball at a goal To select attacking tactics when playing a hockey type game To demonstrate dribbling and shooting a ball using a hockey stick To select attacking tactics when playing a hockey type game To demonstrate dribbling and shooting a ball using a hockey stick To select attacking tactics when playing a hockey type game To apply simple attacking and defending tactics when playing a hockey type game	<ul> <li>Gymnastics 2</li> <li>To adapt a gymnastic sequence using apparatus and perform it with a partner</li> <li>To create a gymnastics sequence with counter balances and counter tension with a partner using canon; including apparatus</li> <li>Creative games</li> <li>To dribble a ball</li> <li>To pass and receive a pass using a variety of skills</li> <li>To select and apply appropriate tactics when playing different invasion games</li> <li>To create rugby type game and select and apply tactics to outwit an opponent</li> <li>To work as a team to solve a tactical problem through designing a unique invasion game</li> <li>To adapt an invasion game to include positions and attacking/defending options</li> <li>To apply simple attacking and defending tactics when playing an invasion type game</li> </ul>	Swimming Net and wall tennis To demonstrate a forehand shot with some consistency To demonstrate a forehand and backhand shot with some consistency To direct a ball reasonably well to their partner to continue a rally To demonstrate a simple tactic in a net type game To play the game for the core task and incorporate tactics to score points	Swimming Athletics To perform running techniques for short and long distances To perform a pull and push throw To take off and land one foot to one foot To develop running for a distance To take off and land one foot to two To develop running for speed To take off and land using a combination of jumps To perform a sling throw To develop running techniques at different speeds To take off and land using a hop, step and jump To perform a heave throw To develop running techniques To take off part in an athletics event and recording times and distances

	<ul> <li>To play a role in a competitive modified game</li> </ul>			
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Year 6	Swimming Orienteering	Swimming Badminton To demonstrate a forehand shot with some consistency To demonstrate a forehand and backhand shot with some consistency To direct the shuttlecock reasonably to their partner to continue a rally To demonstrate a simple tactic in a net type game To play the game for the core task and incorporate tactics to score points	<ul> <li>Gymnastics</li> <li>To perform shapes and balances with a partner</li> <li>To demonstrate counter balance and counter tension paired balances using apparatus</li> <li>To demonstrate a group counter balance</li> <li>To create a gymnastic sequence with a counter tension in a group</li> <li>To create a gymnastic sequence with counter balances and counter balances and counter tension with a partner</li> <li>To demonstrate paired and group counter balances in unison.</li> <li>To create a sequence of gymnastic actions, paired and group balances.</li> </ul>	<ul> <li>Gymnastics 2</li> <li>To demonstrate a part weight bearing balance</li> <li>To create a sequence of gymnastic actions, paired and group balances using apparatus</li> <li>To create and perform</li> <li>Striking and fielding games – cricket</li> <li>To demonstrate bowling underarm with accuracy</li> <li>To catch a ball when fielding</li> <li>To strike a ball with a cricket bat off a tee</li> <li>To bowl overarm with accuracy</li> <li>To strike a ball with a cricket bat off a tee</li> <li>To demonstrate a bowl overarm with accuracy</li> <li>To strike a ball with a cricket bat off a tee</li> <li>To bowl overarm with accuracy</li> <li>To strike a ball with a cricket bat off atee with consistency</li> <li>To bowl overarm with accuracy in a game</li> <li>To apply a tactic in a cricket type game</li> <li>To demonstrate bowling overarm with accuracy in a game</li> </ul>	<ul> <li>Dance - Seaside</li> <li>Pupils are aware of their own timing and can accurately copy and replicate one/series of dance movements</li> <li>Pupils can make decisions about their dances to make them interesting and unique</li> <li>Pupils add character to their actions to portray the story</li> <li>Pupils learn and perform a range of counter balances and/or lifts within their existing group dance</li> <li>Pupils will create and perform a travelling sequence on their own pathway, exploring the space, remaining in unison with their group</li> <li>Pupils can perform the entire dance with strong characterisation and timing without any teacher guidance</li> </ul>	Athletics To perform running techniques for short and long distances To perform a and push throw To take off and land one foot to one foot To perform a pull throw To develop running for distance To take off and land one foot to two To develop running for speed To take off and land using a combination of jumps To perform a sling throw To develop running techniques at different speeds Too take off and land using a hop, step and jump To perform a heave throw To take part in an athletics event and record times and distances Invasion games – rugby
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		To strike a ball with a		To demonstrate passing
		cricket bat in a game		and catching a rugby ball
		To use tactics in a cricket		with consistency, accuracy
		style game		and control
		To demonstrate bowling	•	To apply simple tactics
		overarm with accuracy		when playing a rugby
		and consistency in a game		type game
		To apply tactics in a	•	To apply simple attacking
		modified competitive		and defending tactics
		cricket game		when playing a rugby
		-		type game