	P.E Knowledge Progression								
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6			
Health and Fitness/Science / PSHE									
Describe how the body feels when still and when exercising.	Describe how the body feels before, during and after exercise. Carry and place equipment safely.	Recognise and describe how the body feels during and after different physical activities. Explain what they need to stay healthy.	Recognise and describe the effects of exercise on the body. Know the importance of strength and flexibility for physical activity. Explain why it is important to warmup and cool-down	Describe how the body reacts at different times and how this affects performance. Explain why exercise is good for your health. Know some reasons for warming up and cooling down.	Know and understand the reasons for warming up and cooling down. Explain some safety principles when preparing for and during exercise.	Understand the importance of warming up and cooling down. Carry out warmups and cooldowns safely and effectively. Understand why exercise is good for health, fitness and wellbeing. Know ways they can become healthier.			

Compe	etition and pe	<mark>rformance - (</mark>	dance/gymn	astics/comp	etitive games	-Rugby
Control their	Perform using a	Perform	Develop the	Perform and	Consistently	Perform and
body when	range of actions	sequences of	quality of the	apply skills and	perform and	apply a variety
performing a	and body parts	their own	actions in their	techniques with	apply skills and	of skills and
sequence of	with some	composition	performances.	control and	techniques with	techniques
movements.	coordination.	with		accuracy.	accuracy and	confidently,
		coordination.	Perform learnt		control.	consistently and
Participate in	Begin to		skills and	Take part in a	Take part in	with precision.
simple games.	perform learnt	Perform learnt	techniques with	range of	competitive	Take part in
	skills with some	skills with	control and	competitive	games with a	competitive
	control.	increasing	confidence.	games and	strong	games with a
	Engago in	control.	Compoto	activities.	understanding of tactics and	strong
	Engage in competitive	Compete	Compete against self and	Perform and	composition.	understanding of tactics and
	activities and	against self and	others in a	create	Composition.	composition.
	team games.	others.	controlled	sequences with	Perform own	Composition.
	rearriganies.	Officis.	manner.	fluency and	longer, more	Link actions to
			Trialinoi.	expression.	complex	create a
				OAD10331011.	sequences in	complex
					time to music,	sequence using
					applying skills	a full range of
					and techniques	movement that
					with accuracy	showcases
					and control.	different
						agilities,
						performed in
						time to music.
						Perform and
						apply a variety
						of skills and
						techniques

						confidently, consistently and with precision. Begin to record their peers' performances, and evaluate these.
Eval	<mark>uation/gymn</mark> e	astics/dance	/multi skills –	personal bes	t & technical	skills
Talk about what they have done. Talk about what others have done Control their body when performing a sequence of movements. Participate in simple games.	Watch and describe performances. Begin to say how they could improve. Perform using a range of actions and body parts with some coordination. Begin to perform learnt skills with some control.	Use what they see in others performances to improve their own performance. Talk about the differences between their work and that of others.	Watch, describe and evaluate the effectiveness of a performance. Describe how their performance has improved over time. Develop the quality of the actions in their performances. Perform learnt	Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements. Modify their use of skills or techniques to achieve a better result. Perform and create sequences with fluency	Choose and use criteria to evaluate own and others' performance. Explain why they have used particular skills or techniques, and the effect they have had on their performance. Perform own longer, more complex	Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements. Link actions to create a complex sequence using a full range of movement that showcases different

techniques	and	time to music,	performed in
with control	expression.	applying skills	time to music.
and		and	
confidence.	Perform and	techniques	Perform and
	apply skills and	with accuracy	apply a variety
Compete	techniques	and control.	of skills and
against self	with control		techniques
and others in a	and accuracy.		confidently,
controlled			consistently
manner.			and with
			precision.
			De sile te
			Begin to record their
			peers'
			performances,
			and evaluate
			these.

	Games									
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6				
	Striking and fielding/ Rugby/hockey/badminton /tennis/football									
Hit a ball with a bat or racquet. Roll equipment in different ways.	Use hitting skills in a game. Practise basic striking, sending and receiving.	Strike or hit a ball with increasing control. Learn skills for	Demonstrate successful hitting and striking skills. Develop a	Use a bat, racquet or stick (hockey) to hit a ball or shuttlecock with accuracy and	Use different techniques to hit a ball. Identify and apply	Hit a bowled ball over longer distances. Use good handeye				
Throw underarm. Throw an object at a target.	Throw underarm and overarm. Catch and bounce a ball.	playing striking and fielding games. Position the body to strike a	range of skills in striking (and fielding where appropriate). Practise the	control. Accurately serve underarm. Build a rally with	techniques for hitting a tennis ball. Explore when different shots	coordination to be able to direct a ball when striking or hitting.				
Catch equipment using two hands.	Use rolling skills in a game. Practise accurate throwing and	ball. Throw different types of equipment in different ways, for accuracy	correct batting technique and use it in a game. Strike the ball for distance.	a partner. Use at least two different shots in a game situation.	are best used. Develop a backhand technique and use it in a game.	Understand how to serve in order to start a game. Throw and catch accurately and				
	consistent catching.	and distance. Throw, catch and bounce a ball with a partner.	Throw and catch with greater control and accuracy. Practise the correct technique for catching a ball	Use hand-eye coordination to strike a moving and a stationary ball. Develop different ways of	Practise techniques for all strokes. Play a tennis game using an overhead serve.	successfully under pressure in a game.				

		Use throwing and catching skills in a game. Throw a ball for distance. Use hand-eye coordination to control a ball. Vary types of throw used.	and use it in a game. Perform a range of catching and gathering skills with control. Catch with increasing control and accuracy. Throw a ball in different ways (e.g. high, low, fast or slow). Develop a safe and effective overarm bowl.	throwing and catching.	Consolidate different ways of throwing and catching, and know when each is appropriate in a game	
	velling with c					ills
Move a ball in different ways, including bouncing and kicking. Use equipment to control a ball	Travel with a ball in different ways including different directions (side to side, forwards and backwards)	Bounce and kick a ball whilst moving. Use kicking skills in a game.	Move with the ball in a variety of ways with some control including in a game.	Move with the ball using a range of techniques showing control and fluency.	Use a variety of ways to dribble and pass a ball with speed and accuracy in a game with success.	Show confidence in using ball skills in various ways in a game situation, and link these

Kick an object at a target	with control and fluency. Pass the ball to another player and use kicking skills in a game.	Use dribbling skills in a game. Know how to pass the ball in different ways.	Pass the ball in two different ways in a game situation with some success.	Pass the ball with increasing speed, accuracy and success in a game situation.		together effectively. Choose and make the best pass in a game situation and link a range of skills together with fluency, e.g. passing and receiving the ball on the move.
		Possess	ion and using	g space		
Move safely around the space and equipment. Travel in different ways, including sideways and backwards.	Use different ways of travelling in different directions or pathways. Run at different speeds. Begin to use space in a game.	Use different ways of travelling at different speeds and following different pathways, directions or courses. Change speed and direction whilst running. Begin to choose and use the	Know how to keep and win back possession of the ball in a team game Find a useful space and get into it to support teammates.	Occasionally contribute towards helping their team to keep and win back possession of the ball in a team game. Make the best use of space to pass and receive the ball.	Keep and win back possession of the ball effectively in a team game. Demonstrate an increasing awareness of space.	Keep and win back possession of the ball effectively and in a variety of ways in a team game. Demonstrate a good awareness of space.

		best space in a								
		game.								
	Attacking and defending/ All games style lessons									
Play a range of chasing games	Begin to use the terms attacking and defending. Use simple defensive skills such as marking a player or defending a space. Use simple attacking skills such as dodging to get past a defender.	Begin to use and understand the terms attacking and defending. Use at least one technique to attack or defend to play a game successfully.	Use simple attacking and defending skills in a game. Use fielding skills to stop a ball from travelling past them.	Use a range of attacking and defending skills and techniques in a game. Use fielding skills as an individual to prevent a player from scoring.	Choose the best tactics for attacking and defending. Shoot in a game. Use fielding skills as a team to prevent the opposition from scoring.	Think ahead and create a plan of attack. Apply knowledge of skills for attacking and defending. Work as a team to develop fielding strategies to prevent the opposition from scoring.				
			les- All game							
Follow simple rules.	Follow simple rules to play games including team games. Use simple attacking skills such as dodging to get past a defender.	Understand the importance of rules in games. Use at least one technique to attack or defend to play a game successfully.	Apply and follow rules fairly. Understand and begin to apply the basic principles of invasion games. Know how to play a striking	Vary the tactics they use in a game. Adapt rules to alter games.	Know when to pass and when to dribble in a game. Devise and adapt rules to create their own game.	Follow and create complicate rules to play a game successfully. Communicate plans to others during a game.				

Use simple defensive skills	and fielding game fairly.	Lead others during a game.
such as marking	garrie rainy.	doming a game.
a player or		
defending a		
space.		

	Gymnastics									
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6				
	Acquiring and Developing Skills in Gymnastics (General)									
Create a short	Create and	Copy, explore	Choose ideas to	Create a	Select ideas to	Create their				
sequence of	perform a	and remember	compose a	sequence of	compose	own complex				
movements.	movement	actions and	movement	actions that fit a	specific	sequences				
	sequence.	movements to	sequence	theme.	sequences of	involving the full				
Roll in different		create their own	independently		movements,	range of actions				
ways with	Copy actions	sequence.	and with others.	Use an	shapes and	and				
control.	and movement			increasing	balances.	movements:				
	sequences with	Link actions to	Link	range of		travelling,				
Travel in	a beginning,	make a	combinations of	actions,	Adapt their	balancing,				
different ways.	middle and	sequence.	actions with	directions and	sequences to fit	holding shapes,				
Stretch in	end.	Travel in a	increasing	levels in their	new criteria or	jumping,				
different ways.		variety of ways,	confidence,	sequences.	suggestions.	leaping,				
	Link two actions	including rolling.	including			swinging,				
Jump in a range	to make a		changes of	Move with	Perform jumps,	vaulting and				
of ways from	sequence.	Hold a still	direction, speed	clarity, fluency	shapes and	stretching.				
one space to		shape whilst	or level.	and expression.	balances					
another with	Recognise and	balancing on			fluently and with	Demonstrate				
control.	сору	different points	Develop the	Show changes	control.	precise and				
	contrasting	of the body.	quality of their	of direction,		controlled				
Begin to	actions		actions, shapes	speed and level	Confidently	placement of				
balance with	(small/tall,	Jump in a	and balances.	during a	develop the	body parts in				
control.	narrow/wide).	variety of ways		performance.	placement of	their actions,				
		and land with	Move with		their body parts	shapes and				
Move around,	Travel in	increasing	coordination,	Travel in	in balances,	balances.				
under, over,	different ways,	control and	control and	different ways,	recognising the					
and through	changing	balance.	care.	including using	position of their	Confidently use				
different objects	direction and			flight.	centre of gravity	equipment to				
and equipment.	speed.				and where it	vault and				

Т		T	Τ	· · · · · · ·	T
	Climb onto and	Use turns whilst	Improve the	should be in	incorporate this
Hold still shapes	jump off the	travelling in a	placement and	relation to the	into sequences.
and simple	equipment	variety of ways.	alignment of	base of the	
balances.	safely.	Use a range of	body parts in	balance.	Apply skills and
		jumps in their	balances.		techniques
Carry out simple	Move with	sequences.		Confidently use	consistently,
stretches.	increasing		Use equipment	equipment to	showing
	control and	Begin to use	to vault in a	vault in a variety	precision and
Carry out a	care	equipment to	variety of ways.	of ways.	control.
range of simple		vault.			
jumps, landing			Carry out	Apply skills and	Develop
safely.		Create	balances,	techniques	strength,
		interesting body	recognising the	consistently.	technique and
Move around,		shapes while	position of their		flexibility
under, over,		holding	centre of gravity	Develop	throughout
and through		balances with	and how this	strength,	performances.
different objects		control and	affects the	technique and	
and equipment.		confidence.	balance.	flexibility	
				throughout	
Begin to move		Begin to show	Begin to	performances.	
with control and		flexibility in	develop good	•	
care.		movements	technique when	Combine	
			travelling,	equipment with	
			balancing and	movement to	
			using	create	
			equipment.	sequences.	
				,	
			Develop		
			strength,		
			technique and		
			flexibility		
			throughout		
			performances.		

The Gymnastic skills taught throughout the units can be broken down into these specific areas; rolls, jumps, vault work, handstands, cartwheels and round-offs, travelling and shapes and balances. This table maps out the progression of skills in each area to be taught in each year group. Please note – the age range is only a guide. All skills should be taught depending on the gymnastic ability of the children. Many of the skills are repeated across year groups to allow for children to progress at their own pace. For example, if a child has not mastered a forward roll from standing in year 3, the skill can be revisited in year 4, 5 and 6 if necessary

As Y1 but		Rolls			
As Y1 but					
showing increasing	As previous years plus:	As previous years plus:	As previous years plus:	As previous years plus:	As previous years plus:
control.	Rocking for forward roll	Forward roll from standing	Straddle forward roll	Pike forward roll Tucked	Standing forward roll
	Crouched forward roll	Tucked backward roll	Backward roll to straddle	backward roll	Dive forward roll Backward roll to standing pike Pike backward roll
	Jumps	s- dance/mu	ltiskills		
As reception plus:	As previous years plus:	As previous years plus:	As previous years plus:	As previous years plus:	As previous years plus:
Cat spring	Cat spring to straddle	Star jump Straddle jump Pike jump Straight jump	Cat leap half- turn	Split leap	Stag leap
	As reception plus:	increasing control. Rocking for forward roll Crouched forward roll As reception plus: As previous years plus: Cat spring Cat spring to	Rocking for forward roll Crouched forward roll As reception plus: Cat spring Cat spring As previous years plus: Cat spring Cat spring to straddle Crouched forward roll Tucked backward roll As previous years plus: Star jump Straddle jump Pike jump	Rocking for forward roll Crouched forward roll Tucked backward roll Straddle forward roll Tucked backward roll Straddle Backward roll to straddle Straddle Straddle Forward roll Forward roll Forward roll Straddle Backward roll to straddle Straddle jump Pike jump Straight jump	Increasing control. Rocking for forward roll Crouched forward roll Tucked backward roll Forward roll Tucked backward roll Straddle Backward roll to straddle Tucked backward roll Straddle Straddle Backward roll to straddle As previous years plus: Cat spring Cat spring to straddle Straddle jump Pike jump Straight jump Straight jump

		1	1	T	1			
			Cat leap					
	Vault							
	(with springboard and vault or other suitable raised platform, e.g. gymnastics table)							
	Straight jump off springboard	As Y2 plus: Hurdle step onto springboard Tuck jump off springboard	As previous years plus: Squat on vault Star jump off Straddle jump off	As previous years plus: Straddle on vault	As previous years plus: Squat through vault	As previous years plus: Straddle over vault		
Pike jump off								
	Handstands, Cartwheels and Round-offs							
Bunny hop	As reception plus:	As previous years plus:	As previous years plus:	As previous years plus:	As previous years plus:	As previous years plus:		
	Front support wheelbarrow with partner	T-lever Scissor kick	Handstand Lunge into handstand	Lunge into cartwheel	Lunge into round-off	Hurdle step Hurdle step into cartwheel		
			Cartwheel			Hurdle step into round-off		
		Travelling 8	Linking Acti	ons- Dance				
Tiptoe, step, jump and hop	As reception plus:	As previous years plus:	As previous years plus:	As previous years plus:	As previous years.	As previous years plus:		
	Hopscotch	Straight jump half-turn	Chassis steps	Straight jump full-turn		Cat leap full turn		

	Skipping Galloping		Cat leap	Cat leap half turn Pivot		
		Shapes (and Balance:	s- Dance		
Standing balances	As reception plus:	As previous years plus:	As previous years plus:	As previous years plus:	As previous years plus:	As previous years plus:
	Kneeling balances	Large body part balances	Large and small body part balances,	1, 2, 3 and 4- point balances	Part body weight partner balances	Develop technique, control and
	Pike, tuck, star, straight, straddle shapes	Balances on apparatus Balances with a	including standing and kneeling balances	Balances with and against a partner		complexity of part weight partner balances
		partner	Matching and			Group
		Front and back support	contrasting partner balances			formations

	Athletics						
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
		Rur	nning- Multi s	kills			
Run in different ways for a variety of purposes	Vary their pace and speed when running. Run with a basic technique over different distances. Show good posture and balance. Jog in a straight line. Change direction when jogging. Sprint in a straight line. Change direction when sprinting.	Run at different paces, describing the different paces. Use a variety of different stride lengths. Travel at different speeds. Begin to select the most suitable pace and speed for distance. Complete an obstacle course. Vary the speed and direction in which they are travelling.	Identify and demonstrate how different techniques can affect their performance. Focus on their arm and leg action to improve their sprinting technique. Begin to combine running with jumping over hurdles. Focus on trail leg and lead leg action when running over hurdles. Understand the importance of	Confidently demonstrate an improved technique for sprinting. Carry out an effective sprint finish. Perform a relay, focusing on the baton changeover technique. Speed up and slow down smoothly	Accelerate from a variety of starting positions and select their preferred position. Identify their reaction times when performing a sprint start. Continue to practise and refine their technique for sprinting, focusing on an effective sprint start. Select the most suitable pace for the distance and their fitness level in order to	Recap, practise and refine an effective sprinting technique, including reaction time. Build up speed quickly for a sprint finish. Run over hurdles with fluency, focusing on the lead leg technique and a consistent stride pattern. Accelerate to pass other competitors. Work as a team to competitively perform a relay.	

	Maintain control as they change direction when jogging or sprinting	Run with basic techniques following a curved line. Be able to maintain and control a run over different distances.	adjusting running pace to suit the distance being run.		maintain a sustained run. Identify and demonstrate stamina, explaining its importance for runners	Confidently and independently select the most appropriate pace for different distances and different parts of the run. Demonstrate endurance and stamina over longer distances in order to maintain a sustained run.
	J	umping – Mu	lti skills /gym	nastics/danc	:e	sostainea tori.
Jump in a range of ways, landing safely.	Perform different types of jumps: for example, two feet to two feet, two feet to one foot, one foot to same foot or one foot to opposite foot. Perform a short jumping sequence.	Perform and compare different types of jumps: for example, two feet to two feet, two feet to one foot, one foot to same foot or one foot to opposite foot. Combine different jumps	Use one and two feet to take off and to land with. Develop an effective take-off for the standing long jump. Develop an effective flight phase for the	Learn how to combine a hop, step and jump to perform the standing triple jump. Land safely and with control. Begin to measure the distance jumped.	Improve techniques for jumping for distance. Perform an effective standing long jump. Perform the standing triple jump with	Develop the technique for the standing vertical jump. Maintain control at each of the different stages of the triple jump. Land safely and with control.

	Jump as high as possible. Jump as far as possible. Land safely and with control. Work with a partner to develop the control of their jumps.	together with some fluency and control. Jump for distance from a standing position with accuracy and control. Investigate the best jumps to cover different distances. Choose the most appropriate jumps to cover different distances. Know that the leg muscles are used when performing a jumping action.	standing long jump. Land safely and with control.		increased confidence. Develop an effective technique for the standing vertical jump (jumping for height) including take-off and flight. Land safely and with control. Measure the distance and height jumped with accuracy. Investigate different jumping techniques.	Develop and improve their techniques for jumping for height and distance and support others in improving their performance. Perform and apply different types of jumps in other contexts. Set up and lead jumping activities including measuring the jumps with confidence and accuracy.
		jumping action.				
			ugby /cricke			
Roll equipment in different ways.	Throw underarm and overarm.	Throw different types of equipment in different ways,	Throw with greater control and accuracy.	Perform a pull throw.	Perform a fling throw.	Perform a heave throw.

Throw	Throw a ball	for accuracy	Show increasing	Measure the	Throw a variety	Measure and
		,			,	
underarm.	towards a	and distance.	control in their	distance of their	of implements	record the
Throw an object	target with	Throw with	overarm throw.	throws.	using a range of	distance of their
at a target.	increasing	accuracy at	Perform a push	Continue to	throwing	throws.
	accuracy.	targets of	throw.	develop	techniques.	Continue to
		different		techniques to		develop
	Improve the	heights.	Continue to	throw for	Measure and	techniques to
	distance they		develop	increased	record the	throw for
	can throw by	Investigate ways	techniques to	distance.	distance of their	increased
	using more	to alter their	throw for		throws.	distance and
	power.	throwing	increased			support others in
		technique to	distance.		Continue to	improving their
		achieve greater			develop	personal best.
		distance.			techniques to	
					throw for	Develop and
					increased	refine
					distance.	techniques to
						throw for
						accuracy

	Dance						
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
			Dance Skills				
Join a range of different movements together. Change the speed of their actions. Change the style of their movements. Create a short movement phrase which demonstrates their own ideas.	Copy and repeat actions. Put a sequence of actions together to create a motif. Vary the speed of their actions. Use simple choreographic devices such as unison, canon and mirroring. Begin to improvise independently to create a simple dance.	As previous years plus: Remember actions. Create a short motif inspired by a stimulus. Change the level of their actions. Use different transitions within a dance motif. Move in time to music, improving the timing of their actions	Begin to improvise with a partner to create a simple dance. Begin to compare and adapt movements and motifs to create a larger sequence. Use simple dance vocabulary to compare and improve work. Perform with some awareness of rhythm and expression.	Identify and repeat the movement patterns and actions of a chosen dance style. Compose a dance that reflects the chosen dance style. Confidently improvise with a partner or on their own. Compose longer dance sequences in a small group. Demonstrate precision and some control in	Compose individual, partner and group dances that reflect the chosen dance style. Show a change of pace and timing in their movements. Develop an awareness of their use of space Demonstrate imagination and creativity in the movements they devise in response to stimuli.	As previous year plus: Use dramatic expression in dance movements and motifs. Perform with confidence, using a range of movement patterns. Demonstrate strong and controlled movements throughout a dance sequence. Combine flexibility, techniques and movements to	

· · · · · · · · · · · · · · · · · · ·			
	response to	smoothly	create a fluent
	stimuli.	together.	sequence.
	Begin to vary	Improvise with	Move
	dynamics and	confidence, still	appropriately
	develop actions	demonstrating	and with the
	and motifs in	fluency across	required style in
	response to	the sequence.	relation to the
	stimuli.	1110 00 90011001	stimulus, e.g.
	31111611.	Ensure their	using various
	Demonstrate	actions fit the	levels, ways of
	rhythm and	rhythm of the	travelling and
	spatial	music.	motifs.
	awareness.	THOSIC.	monis.
	awareness.	Modify parts of	Move
	Change parts of	, ,	
	Change parts of	a sequence as a result of self	rhythmically
	a dance as a		and accurately
	result of self-	and peer	in dance
	evaluation.	evaluation.	sequences.
	Use simple	l	
	dance	Use more	Improvise with
	vocabulary	complex dance	confidence, still
	when	vocabulary to	demonstrating
	comparing and	compare and	fluency across
	improving work.	improve work.	their sequence.
			Dance with
			fluency and
			control, linking
			all movements
			and ensuring
			that transitions
			flow.

	Demonstrate consistent precision when performing dance sequences.
--	---

	Outdoor Adventurous Activities							
Year 3	Year 4	Year 5	Year 6					
	Health and Fitness — PSHE/science							
Recognise and describe the effects of exercise on the body.	Describe how the body reacts at different times an how this affects performance.	Know and understand the reasons for warming up and cooling down.	Understand the importance of warming up and cooling down.					
Know the importance of strength and flexibility for physical activity.	Explain why exercise is good for your health.	Explain some safety principles when preparing for and during exercise.	Carry out warm-ups and cooldowns safely and effectively.					
Explain why it is important to warm up and cool down.	Know some reasons for warming up and cooling down.		Understand why exercise is good for health, fitness and wellbeing.					
			Know ways they can become healthier.					
Trai	ls- Encorporate woodlo	ınd play – Outside lear	ning					
Orientate themselves with increasing confidence and accuracy around a short trail.	Orientate themselves with accuracy around a short trail. Create a short trail for others with a physical challenge.	Start to orientate themselves with increasing confidence and accuracy around an orienteering course.	Orientate themselves with confidence and accuracy around an orienteering course when under pressure.					
	Start to recognise features of an orienteering course.	Design an orienteering course that can be followed and offers some challenge to others.	Design an orienteering course that is clear to follow and offers challenge to others. Use navigation equipment					
		Begin to use navigation equipment to orientate around a trail.	(maps, compasses) to improve the trail.					

Problem Solving- Team games/gymanstics/dance						
Identify and use effective communication to begin to work as a team.	Communicate clearly with other people in a team, and with other teams.	Use clear communication to effectively complete a particular role in a team.	Use clear communication to effectively complete a particular role in a team.			
Identify symbols used of a key.	Have experience of a range of roles within a team and begin to identify the key skills required to succeed at each.	Complete orienteering activities both as part of a team and independently.	Complete in orienteering activities both as part of a team and independently.			
	Associate the meaning of a key in the context of the environment.	Identify a key on a map and begin to use the information in activities.	Use a range of map styles and make an informed decision on the most effective.			
	Preparation an	d Organisation				
Begin to choose equipment that is appropriate for an activity.	Try a range of equipment for creating and completing an activity.	Choose the best equipment for an outdoor activity.	Choose the best equipment for an outdoor activity.			
	Make an informed decision on the best equipment to use for an activity.	Create an outdoor activity that challenges others. Create a simple plan of an activity for others to follow.	Prepare an orienteering course for others to follow. Identify the quickest route to accurat4ely navigate an orienteering course.			
	Plan and organise a trail that others can follow.	Identify the quickest route to accurately navigate an orienteering course.	Manage an orienteering event for others to compete in.			
	Commu	nication				
Communicate with others.	Communicate clearly with others. Work as part of a team.	Communicate clearly and effectively with others.	Communicate clearly and effectively with others when under pressure.			

	Begin to use a map to complete an orienteering course.	Work effectively as part of a team. Successfully use a map to complete an orienteering course. Begin to use a compass for navigation.	Work effectively as part of a team, demonstrating leadership skills when necessary. Successfully use a map to complete an orienteering course. Use a compass for navigation.
			Organise an event for others.
	Compete of	and Perform	
Begin to complete activities in a set period of time. Begin to offer an evaluation of personal performances and activities.	Complete an orienteering course more than once and begin to identify ways of improving completion time. Offer an evaluation of both personal performance and activities. Start to improve trails to increase the challenge of the course.	Complete an orienteering course on multiple occasions, in a quicker time due to improved technique. Offer a detailed and effective evaluation of both personal performances and activities. Improve a trail to increase the challenge of the course.	Complete an orienteering course on multiple occasions, in a quicker time due to improved technique. Offer a detailed and effective evaluation of both personal performances and activities with an aim of increasing challenge and improving performance. Listen to feedback and improve an orienteering course from it.
	Evaluate- Any perfor	ming activity can link	
Watch, describe and evaluate the effectiveness of a performance.	Watch, describe and evaluate the effectiveness of	Choose and use criteria to evaluate own and others' performances.	Thoroughly evaluate their own and others' work. Suggesting

	performances giving ideas for		thoughtful and appropriate	
Describe how their performance has improved	improvements.	Explain why they have used particular skills or techniques,	improvements.	
over time.	Modify their use of skills of techniques to achieve a	and the effect they have had on their performance.		
	better result.			

Swimming

Swimming lessons are for years 3-6 at WSLPA. Therefore, the objectives listed below in year 1-2 should be taught/consolidated by instructors in year 3.

Objectives from target tracker.

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Enter the water	Jump in from	Jump into the	Perform a	Perform a	Swim 10m
	safely and	the poolside	pool and	sequence of	surface dive	wearing
	move in all	safely.	submerge	changing shapes		clothes.
	directions for a		briefly	whilst floating on	Swim over 10m	
	short distance.	Blow bubble		the surface	using a range	Exit the water
		underwater	Sink, push away		of strokes	without using
	Be at ease with	with nose and	from the wall	Swim approx. 10m	accurately.	steps.
	water showered	mouth	and glide	using a range of		
	from above and	submerged.	underwater for	different strokes	Perform a	Swim 25m using
	wetting the		a short distance	(back/breast/front	range of jumps	any stroke.
	face.	Regain upright		crawl)	into deep water	
		position from a	Submerge fully		and tread	Perform a range
	Maintain a	back or front	to pick up an		water when	of movements
	floating position	float.	object from the		resurfacing.	in deep water
	with aids or		bottom.			demonstrating
	support.	Push and glide			Perform a	confidence and
		on the back	Have a		forward	competence.
	Push and glide	from the side of	reasonable		somersault	
	in a horizontal	the pool.	knowledge of		tucked in the	
	position from		the water		water.	
	the side.	Perform a 360	safety code.			
		degree rotation				
		from front to				

Demonstrate an understanding of water safety.	back and back to front.		