Features

- At Early Years, the key knowledge progression document takes reference from the following documentation: Early Years Framework, Development Matters and Birth to 5 Matters
- At key stage 1, the key knowledge progression document takes full account of the national curriculum's requirements and groups these into the following strands:
 - o Basic Movements
 - o Team Games
 - o Dance
- These strands have been selected to reflect the key knowledge and skills in the national curriculum subject content.
- At key stage 2, the key knowledge progression document takes full account of the national curriculum's requirements and groups these into the following strands:
 - o Athletics
 - o Gymnastics
 - Competitive Games
 - Outdoor Adventure
 - o Dance
 - o Swimming
 - Evaluating
- These strands have been selected to reflect the key knowledge and skills in the national curriculum subject content.
- At key stage 3, the knowledge progression document takes full account of the curriculum's strands used in Key Stage 2 and the journey this takes them on
 once they arrive in secondary school
- Threaded throughout all learning in PE should be the opportunity to practise skills in a wide range of activities and situations. This could include exploration within concepts such as:
- Evaluation
- Sportsmanship
- Technique
- Health and wellbeing
- Competition
- Collaboration
- Participation

Flying High Partnership KKPDs match the ambition of the National Curriculum. In some instances, knowledge specified within the KKPDs is more ambitious than the National Curriculum. For example:

- As an additional strand we have included Gymnastic Movements (taken from the Basic Movements strand) as a vehicle for children to develop their balance, agility and coordination as precursors to access the Gymnastics learning in KS2
- As an additional strand we have included an Understanding section to complement our pupils learning particularly around the importance and benefits of staying active. This is not a requirement of the NC
- Elements of evaluation (e.g. PE2.19) and swimming (PE1.22) all start from KS1. In the NC, these begin in KS2.
- In KS1, there is a focus on using space within Basic Movements (PE1.9, PE2.9).
- In KS2, there is a focus on measuring and recording results (PE6.10) linking to personal best

National Curriculum Aims:

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- develop competence to excel in a broad range of physical activities.
- are physically active for sustained periods of time.
- engage in competitive sports and activities.
- lead healthy, active lives.

- Substantive knowledge (**S**) is the truths or facts of a subject. Procedural knowledge (**P**) is the knowledge of how to do something. Disciplinary knowledge (**D**) is the knowledge, practices and traditions of a subject (that enable you to behave as a master of the subject e.g. as an Historian). These knowledge statements should be what pupils retain. In other words, this knowledge is within their long-term memory and will be remembered.
- Skills are dependent on specific knowledge. A skill is the capacity to perform and in order to perform a deep body of knowledge needs to be acquired and retained.
- When considering pupils' improvement in subject specific vocabulary, provide pupils with a vocabulary mat which contains the relevant words used for PE for their age group.



			National Curriculum Subje	ect Content						
	Early Years State	utory Framework: Educationa Physical Development	l Programme		Early Learning Goal Gross Motor Skills					
Early Years	 Physical activity is vital in children's all-round development, enabling them to pursue happy, healthy and active lives. Gross and fine motor experiences develop incrementally throughout early childhood, starting with sensory explorations and the development of a child's strength, co-ordination and positional awareness through tummy time, crawling and play movement with both objects and adults. By creating games and providing opportunities for play both indoors and outdoors, adults can support children to develop their core strength, stability, balance, spatial awareness, co-ordination and agility. Gross motor control and precision helps with hand-eye co-ordination which is later linked to early literacy. Repeated and varied opportunities to explore and play with small world activities, puzzles, arts and crafts and the practise of using small tools, with feedback and support from adults, allow children to develop proficiency, control and confidence. 									
Strand	Basic mo	vements	Team	Games	Dar	nce				
Key Stage 1	 Master basic movements includin catching as well as developing ba begin to apply these in a range of 	alance, agility and coordination and	 Participate in team games, development of the second second	loping simple tactics for attacking	• Perform dances using simple more	vement patterns				
Strand	Gymnastics	Competitive Games	Athletics	Dance	Outdoor and Adventurous Activity	Evaluate				
Key Stage 2	• Develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastic]	 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 	 Use running, jumping, throwing and catching in isolation and in combination Develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastic] 	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				

Strand	Nursery	Reception	Year 1	Year 2	Strand	Year 3	Year 4	Year 5	Year 6	Year 7
Gymnastic Movements	 PEN.1 know how to go up steps and stairs, or climb apparatus, using alternate feet, maintaining balance and stability (P) 	 PER.1 know how to copy a simple sequence (P) PER.2 know how to travel with confidence and skill around, under, over and through balancing and climbing equipment (P) 	 PE1.1 know how to copy sequences and repeat them (P) 	 PE2.1 know how to plan and perform a sequence of movements (P) PE2.2 know more than one way to create a sequence which follows some 'rules' (S) 	Gymnastics	 PE3.1 know how to adapt sequences to suit different types of apparatus and criteria (D) 	• PE4.1 know how to include a change of height and direction in a sequence (P)	PE5.1 know how to make complex extended sequences (P)	 PE6.1 know how to sequence to specific timings (P) PE6.2 know how to adapt a sequence and teach others key gymnastic movements (D) 	 PE7.1 know how to perform core skills with accuracy and fluidity (P)
	 PEN.2 know how to skip and hop on one leg (P) PEN.3 know how to stand on one leg and hold a pose for a game like musical statues (P) PEN.4 know how to maintain balance using hands and body to stabilise (P) 	 PER.3 know how to jump off an object and land on two feet, appropriately using hands, arms and body to stabilise and balance (P) PER.4 know how to move fluently, in a variety of movements, (P) with developing control and grace (D) 	 PE1.2 know how to make their body curled, tense, stretched and relaxed (P) PE1.3 know how to control their body when travelling and balancing (P) PE1.4 know how to roll, curl, travel and balance in different ways (P) PE1.5 know how to use under and over to move differently (P) 	 PE2.3 know how to start and finish using a gymnastic position (P) PE2.4 know how to safely attempt a variety of jumps and rolls with moderate control (P) 		 PE3.2 know how strength and suppleness/ flexibility affect performance (s) 	 PE4.2 know how to move in a controlled and challenging way (P) 	 PE5.2 know how to combine action, balance and shape (P) PE5.3 know how to perform a routine consistently to different audiences (P) 		 PE7.2 know how to include weight on hands, dance elements and transitions in routines (P) PE7.3 know how to perform a minimum 8- part routine in pairs or 3s to music (P)

Strand	Nursery	Reception	Year 1	Year 2	Strand	Year 3	Year 4	Year 5	Year 6	Year 7
		PER.5 know								
		how to make								
		changes to								
		body shape,								
		position and								
		pace of								
		movement								
		such as								
		slithering,								
		shuffling,								
		rolling,								
		crawling,								
		walking,								
		running,								
		jumping,								
		skipping,								
		sliding and								
		hopping (P)								
	 PEN.5 know 	 PER.6 know 		 PE2.5 know 		 PE3.3 know 	 PE4.3 know 	 PE5.4 know 	 PE6.3 know 	
	how to copy	how to		how to		how to work	how to work	how to offer	how to combine	
	movements in	combine		improve a		collaboratively	with a partner	constructive	own work with	
	a simple	different		sequence (P)		to produce a	to create,	feedback to	that of others to	
	sequence (e.g.	movements to		based on		ro <mark>u</mark> tine (P)	repeat and	help others	produce a	
	heads,	make a simple		feedback (D)			improve a	improve (P)	routine (D)	
	shoulders,	sequence (P)					sequence with			
	knees and						at least three			
	toes) (P)						phases (P)			

High Partnership

Strand	Nursery	Reception	Year 1	Year 2	Strand	Year 3	Year 4	Year 5	Year 6	Year 7
Basic Movements and Team Games	 PEN.6 know how to throw a ball with increasing force and accuracy (P) PEN. 7 know how to catch a large ball by using two hands and their chest to trap it (P) PEN.8 know how to kick a stationary ball with either foot (P) PEN.9 know how to show balance and some control (e.g. throwing a ball, riding a scooter, riding a trike) (P) 	 PER.7 know how to throw, catch, kick, pass and strike a ball (P) PER.8 know how to throw a ball with aim, demonstrating increasing control (P) PER.9 know how to show increasing control over an object in pushing, patting, throwing, catching or kicking it (P) 	 PE1.6 know how to throw underarm towards a target (P) PE1.7 know how to throw in different objects (P) PE1.8 know how to coordinate their body with control (P) 	 PE2.6 know how to use hitting, kicking, throwing and/or rolling in a game (P) PE2.7 know how to catch from a low height and a close throw (P) PE2.8 know how to throw towards a target with moderate accuracy (P) 	Competitive Games		 PE4.4 know how to throw and catch accurately in a team game (P) PE4.5 know how to strike a ball accurately with control and direction in a team game (P) 	 PE5.5 know how to strike a ball, using a varied piece of equipment, into a space (P) 		PE7.4 know how to make the strike technique more strategic and varied (D)
	 PEN.10 know how to run taking into account spatial awareness, (P) adjusting speed to avoid obstacles (D) 	 PER.10 know how to adjust speed or change direction (P) to avoid obstacles when playing games with other children (D) 	 PE1.9 know how to move around an area, with agility, (P) without collision and stop in a space (D) 	 PE2.9 know the best space to be in during a game (D) PE2.10 know how to change direction at speed, (P) with agility, to avoid chasers (D) 		 PE3.4 know how to be aware of space (P) and use it to support team-mates and to cause problems for the opposition (D) 				

Strand	Nursery	Reception	Year 1	Year 2	Strand	Year 3	Year 4	Year 5	Year 6	Year 7
	 PEN.11 know how to listen and follow one simple instruction in a game (P) 	 PER.11 know how to listen and follow two simple instructions in a game (P) 	 PE1.10 know how to listen and follow a set of simple instructions in a game (P) 	 PE2.11 know how to follow rules (P) PE2.12 know how to show fairness and 		 PE3.5 know how to use rules fairly (P) PE3.6 know how to apply basic rules (P) 				
	Paule (r.)	a Parrie (r.)	a Boure (r.)	respect to others (P) • PE2.13 know how to develop simple tactics for attacking and defending (D)						



Strand	Nursery	Reception	Year 1	Year 2	Strand	Year 3	Year 4	Year 5	Year 6	Year 7
						 PE3.7 know how to begin to use suitable techniques (P) 	 PE4.6 know how to vary tactics and adapt skills depending on what is happening in a game (D) 	 PE5.6 know how to use a number of techniques to pass, dribble and shoot (P) PE5.7 know how to choose a specific tactic for defending and attacking (D) 	 PE6.4 know how to work as a team and communicate a plan (P) PE6.5 know how to agree and explain rules to others (P) PE6.6 know how to show competency in a range of sports (D) 	 PE7.5 know how to build on competency of skills previously learnt (D) PE7.6 know how to apply skills to full game situations, more comparable to the full games including full rules (D) PE7.7 know how to further develop attack and defence principles with a higher focus on defending (D)
	 PEN.12 know how to run safely on whole foot (P) PEN.13 know how to walk, run and climb on different levels and surfaces (P) 	PER.12 know how to run in different directions (P)	 PE1.11 know how to change direction on command while running (P) PE1.12 know how to move in different directions copying various movements (P) 	 PE2.14 know how to move in different ways, identify these and know how they look (P) 			• PE4.7 know how to work as a team to compete against the opposition (D)	 PE5.8 know how to gain possession (P) by working collaboratively and competitively as a team and pass in different ways (D) 	 PE6.7 know how to lead others in a game situation when the need arises (D) 	

Strand	Nursery	Reception	Year 1	Year 2	Strand	Year 3	Year 4	Year 5	Year 6	Year 7
					Athletics	 PE3.8 know how to run at fast, medium and slow speeds; changing speed and direction (P) PE3.9 know how to take part in a relay, remembering when to run and what to do (P) 	• PE4.8 know how to sprint over a short distance and show stamina when running over a long distance (P)		 PE6.8 know how to demonstrate stamina and increase strength (P) 	 PE7.8 know how to display coordination and body management for each of the 3 disciplines (D) PE7.9 know how to identify the health benefits of sustained running and how this relates to benefiting other sports (D)
	 PEN.14 know how to jump up into the air with both feet leaving the floor (P) PEN.15 know how to jump forward a small distance (P) 	PER.13 know how to jump up into the air and maintain balance (P)	 PE1.13 know how to jump and land with control (P) 	rin(PE3.10 know how to identify different ways to jump linked to athletics (P) 	 PE4.9 know how to jump in different ways, taking off on one foot and 2 feet and landing with control (P) 	 PE5.9 know how to breakdown the technique of different jumping events, develop each area to provide an overall improvement (D) 		 PE7.10 know how to improve skills at high jump, running long jump and pacing themselves over longer distances (P)

Strand	Nursery	Reception	Year 1	Year 2	Strand	Year 3	Year 4	Year 5	Year 6	Year 7
							• PE4.10 know how to throw in different ways using different objects (P)	 PE5.10 know how to throw with increasing distance (P) 		 PE7.11 know how to become more competent at throwing events using athletics appropriate equipment (e.g. shot putt) (P)
			Fly						 PE6.9 know how to identify the attributes required for various events and be able to improve in different physical activities and sports (D) PE6.10 know how to measure and record results, link to personal best and aiming to improve (P) 	 PE7.12 know how to develop personal best and target setting (P)
	 PEN.16 know how to follow adult-led instructions about moving safely (P) 	 PER.14 know how to follow adult-led instructions about moving safely and 	PE1.14 know how to move safely in a space (P)	jii rtn		shi	D			

Strand	Nursery	Reception	Year 1	Year 2	Strand	Year 3	Year 4	Year 5	Year 6	Year 7
		understand the reasons why (P)								
Dance	 PEN.17 know how to move in response to music or rhythms heard (P) 	 PER.15 know how to copy a short, repetitive dance pattern (P) 	 PE1.15 know how to start and stop movement using music (P) PE1.16 know how to copy or make up a short dance using simple movement patterns (P) 	 PE2.15 know how to change rhythm, speed, level and direction in dance (P) PE2.16 know how to make a sequence by linking simple movement patterns together (P) 	Dance	 PE3.11 know how to share and create phrases with a partner and small group (P) PE3.12 know how to remember and repeat a range of movement patterns (P) 		 PE5.11 know how to dance showing clarity, fluency, accuracy and consistency (D) PE5.12 know how to compose own dances in a creative way (D) 	 PE6.11 know how to develop sequences in a specific style (P) PE6.12 know how to choose own music and style (P) 	 PE7.13 know how to identify different dance routines and genres (P)
			Fly Hig	PE2.17 know how to use dance to show a mood or feeling (P)		 PE3.13 know how to improvise freely and translate ideas from a stimulus into movement (P) 	 PE4.11 know how to use a theme as a stimulus to create ideas (P) PE4.12 know how to use dance to communicate an idea (D) PE4.13 know how to take the lead when working with a partner or group (D) 			 PE7.14 know how to follow a stimulus to allow further creativity (P)

Strand	Nursery	Reception	Year 1	Year 2	Strand	Year 3	Year 4	Year 5	Year 6	Year 7
			 PE1.17 know how to perform own dance moves (P) 	PE2.18 know how to perform in a small group to others (P)				PE5.13 know how to perform dance to an accompanimen t (P)		 PE7.15 know how to perform a routine to others with confidence (P)
					Outdoor Adventurous Activity	 PE3.14 know how to follow a map in a familiar context, individually and within a team (P) 	• PE4.14 know how to follow a map in a (more demanding) familiar context, individually and within a team (P)	 PE5.14 know how to follow a map into an unknown location, individually and within a team (D) 	 PE6.13 know how to plan a route and a series of clues for someone else, individually and within a team (D) 	 PE7.16 know how to use a map (P) PE7.17 know how to identify themselves in a new location and use this to help movement around a new location (transition to new site) (D)
			Fly Hi Pa	rin Jh rtn		 PE3.15 know how to use clues to follow a route (P) PE3.16 know how to follow a route safely (P) 	 PE4.15 know how to follow a route within a time limit (P) 	 PE5.15 know how to use clues and a compass to navigate a route (P) PE5.16 know how to use new information to change route (D) PE5.17 know how to change route to overcome a problem (D) 	 PE6.14 know how to plan with others, taking account of safety and danger (D) 	 PE7.18 know how to work under pressure from a time activity to perform set tasks (D)

Strand	Nursery	Reception	Year 1	Year 2	Strand	Year 3	Year 4	Year 5	Year 6	Year 7
						• PE3.17 know the boundaries in place (S)	• PE4.16 know how to mark on a map where they are (P)	 PE5.18 know how to explain to others how their map is providing help (D) 	 PE6.15 know how to apply a strategy, work efficiently and effectively with the help of a map (D) 	
Evaluate			PE1.18 know what works well in a gymnastic or dance sequence (P)	PE2.19 know what works well and what could be better in a gymnastic or dance sequence (D)	Evaluate	 PE3.18 know how to compare and contrast gymnastic sequences (P) 	• PE4.17 know how to provide support and advice to others in gymnastics and dance (D)			
			 PE1.19 know how to improve an action such as throwing, catching or striking (P) 	 PE2.20 know how to improve an action such as throwing, catching or striking with increasing aim and direction (P) 		 PE3.19 know how to recognise own improvement in invasion games (D) 	• PE4.18 know how to listen to the ideas of others (P)	 PE5.19 know how to recognise the successful elements of their own performance and why it was better, or not as good as, their last (D) 	 PE6.16 know which sports they are good at and find out how to improve further (D) PE6.17 know how to identify activities to help improve performance (D) 	 PE7.19 know how to evaluate strengths and weaknesses of yourself and others (D) PE7.20 know how to identify ways of improving themselves and applying this to a variety of topics (D)

Strand	Nursery	Reception	Year 1	Year 2	Strand	Year 3	Year 4	Year 5	Year 6	Year 7
	 PEN.18 know how to take turns and share resources when playing games, with adult support (P) 	 PER.16 know how to take turns and share resources when playing games (P) 	 PE1.20 know how to regulate own behaviour when playing team games, with adult support (D) 	 PE2.21 know how to regulate own behaviour when playing team games (D) 		 PE3.20 know how to evaluate own performance in terms of improving from not winning and then recognising own success both in terms of performance and attitude (D) 	 PE4.19 know how to work as team to develop others both in terms of performance and attitude (P) 	 PE5.20 know how to articulate to others something a partner has done well and also something that can be improved both in terms of performance and attitude (P) 	 PE6.18 know how to modify and adapt games with their own ideas and teach this to others (D) 	
	 PEN.19 know that we breathe faster during exercise (S) 	 PER.17 know that our heart beats faster during exercise (S) 	• PE1.21 know that exercise is part of a healthy lifestyle (S)	rin sh	Understanding	• PE3.21 know how to identify how their body has changed as a result of exercise (P)	 PE4.20 know how to discuss the benefits of keeping active (P) 	 PE5.21 know how to tell others how they look after themselves based around sport and physical activity (P) 	 PE6.19 know the importance of being active (S) PE6.20 know how to talk about how to stay active in and out of school (P) 	 PE7.21 know the immediate effects of exercise (short term) and discuss why these happen (S) PE7.22 know the benefits of long-term exercise (S)

Strand	Nursery	Reception	Year 1	Year 2	Strand	Year 3	Year 4	Year 5	Year 6	Year 7
										 PE7.23 know reasons why people do not exercise and try to reason with this drawing on their own experience (D)
Swimming			PE1.22 know how to begin to swim competently, confidently (P) If appropriate to your school's PE curriculum planning overview.	 PE2.22 know how to swim competently, confidently up to 25 metres (P) If appropriate to your school's PE curriculum planning overview. 	Swimming	 PE3.22 know how to swim competently and confidently to 25 metres (P) 	• PE4.21 know how to swim competently, confidently and proficiently to 25 metres (P)	PE5.22 know how to swim competently, confidently and proficiently over a distance of at least 25 metres (P)	 PE6.21 know how to swim competently, confidently and proficiently over a distance of at least 25 metres (P) 	Not a requirement of secondary curriculum
			Fly	rin -h		 PE3.23 know how to begin to use a range of strokes effectively such as front crawl, backstroke and breaststroke (P) 	 PE4.22 know how to use a range of strokes effectively such as front crawl, backstroke and breaststroke (P) 	 PE5.23 know how to use a range of strokes effectively such as front crawl, backstroke and breaststroke (P) 	 PE6.22 know how to use a range of strokes effectively such as front crawl, backstroke and breaststroke (P) 	
			PE1.23 know how to stay safe in the water (S)	• PE2.23 know why we need to stay safe in the water (S)		 PE3.24 know (S) and demonstrate how to stay safe in the water (P) 	 PE4.23 know, and demonstrate the importance of staying safe 	 PE5.24 know how to begin to perform safe self- rescue in different 	 PE6.23 know how to perform safe self-rescue in different 	

Strand	Nursery	Reception	Year 1	Year 2	Strand	Year 3	Year 4	Year 5	Year 6	Year 7
							in the water	water-based	water-based	
							(P)	situations (D)	situations (D)	
				<u>C</u>	urriculum End Poin	<u>ts</u>				
he KKPDs are th	e input to the currie	culum. The curricul	um end points are t	he output. Curricul	um end points capt	ure the knowledge	e, skills and underst	anding that childre	n should have at the	e end of each
ear. They build	progressively over	time so that childre	en leave Year 6 well	-prepared for the n	ext stage of educat	ion as competent a	and capable sports	people.		
or subject leade	rs. they provide a c	lear overview of th	e end of year exped	tations for each yea	ar group, which wil	I support the plann	ning and assessmen	t of the curriculum		
-				able to do at the en	U 17		U			ort teachers to
				/ should be used to						
				gives them the subs				U U		
urriculum end	Children should	Children should	Children should	Children should	Curriculum end	Children should	Children should	Children should	Children should	Children should
points	be able to:	be able to:	be able to:	be able to:	points	be able to:	be able to:	be able to:	be able to:	be able to:
points	Recall the	Recall the	Recall the	Recall the	points	Recall the	Recall the	Recall the	Recall the	Recall the
	knowledge	knowledge	knowledge	knowledge		knowledge	knowledge	knowledge	knowledge	knowledge
	specified within	specified within	specified within	specified within		specified within	specified within	specified within	specified within	specified within
	the KKPDs for	the KKPDs for	the KKPDs for	the KKPDs for		the KKPDs for	the KKPDs for	the KKPDs for	the KKPDs for	the KKPDs for
	Nursery.	Reception.	Year 1.	Year 2.		Year 3.	Year 4.	Year 5.	Year 6.	Year 7
	Follow adult	Negotiate space	Safely negotiate a	Negotiate a space		Understand and	Demonstrate	Apply the	Recognise the	Use strategic
	instructions when	and obstacles	space with agility.	with agility and		follow technical	stamina,	appropriate	attributes (e.g.	strikes, throws
	participating in	safely, with		avoiding chasers.		rules in team	strength, control	throwing,	determination	catches and
	games, sharing	consideration for	Regulate			games.	and accuracy in	catching and	and resilience)	tactics in game
	and taking turns.	themselves and	behaviour in	Regulate			movements such	striking	required for	situations.
		others.	team games with	behaviour in		Utilise space in	as running,	techniques to a	various sports	
	Navigate safely		adult support.	team games		team games and	jumping,	variety of	and physical	Display
	around an area	Demonstrate		independently.		outwit	throwing,	different	activities.	coordination a
	including steps	strength, balance	Recognise how to	December 1		opponents.	catching.	equipment.		body
	and on climbing	and coordination	improve an	Recognise how to		Produce own	Adapt attacking	Work as a team	Measure and record results to	management f each of the 3
	apparatus using bilateral	when playing.	action.	improve an action such as		routines in	and defending	to outwit	track and	disciplines.
	movements.	Throw and kick a	Perform own	kicking, throwing		gymnastics/danc	tactics according	opponents and	improve personal	uiscipiiries.
	movements.	ball with	movement	or catching with		e performing	to what is	gain possession.	bests.	Identify benefi
	Balance without	increasing	patterns.	increasing control		with strength,	happening in the	guin possession.	50313.	of sustained
	support for short	accuracy and	patternor	and accuracy.		flexibility and	game.	Perform and	Lead others to	running and
	periods of time.	direction.	Be aware that	,		confidence, and	0.	improve own	success by	explain how th
			exercise	Use simple taught		comparing to the	Co-operate with	athletic based	working as a	can positively
	Jump with both	Execute	contributes to	tactics for		work of others.	teammates to	movements with	team and	affect
	feet leaving the	sequences of	leading a healthy	attacking and			improve each	sustainability.	improving each	performance in
	floor.	movement with	lifestyle.	defending.			other's			

Strand	Nursery	Reception	Year 1	Year 2	Strand	Year 3	Year 4	Year 5	Year 6	Year 7
		increasing				Identify what	performance and	Recognise	others'	wide range of
	Throw and kick a	control.		Perform dance		they and their	attitude.	successful	performance.	sports.
	ball at a target.			and gymnastic		teammates have		elements in own		
		Describe how		sequences with		done well, even	Use a theme as a	performance and	Collaborate with	Target set in
	Copy sequences	exercise makes		simple		if they have lost.	stimulus to create	compare to	others to teach	relation to
	of movement.	the heart beat		movements			a gymnastics or	previous	gymnastic and	personal best.
		faster.		patterns.		Identify how	dance	performances.	dance	
	Describe how					their body has	performance with		movements and	Work under
	exercise makes us			Actively respond		changed as a	a partner,	Perform	produce routines.	pressure when
	feel.			to feedback to		result of	improving the	extended		map reading.
				improve		exercise.	routine as it	gymnastic and	Recognise where	
				performance.			progresses.	dance routines to	their individual	Perform
								a range of	interests, talents,	gymnastic and
							Discuss the	different	strengths and	dance routines
							benefits of	audiences.	areas for	with accuracy
							keeping active.		development lie,	and fluidity.
								Recognise how	pursuing/improvi	
								they look after	ng these through	Understand long-
								themselves and	extra-curricular	term benefits of
								improve their	opportunities.	exercise.
								fitness.		
									Swim 25m	
									confidently,	
									competently and	
									proficiently and	
									use a range of	
									strokes	
									effectively.	
									Perform safe	
									self-rescue in	
									different water-	
									based situations.	