



Physical Education Progression



In all areas children will be taught about how to give and receive feedback to their peers.
(E&I)

PE – Skills progression

Based upon Val Sabin Schemes of Learning



Acquiring and Developing Skills (A&D)

Selecting and applying skills, tactics and compositional ideas (S&A)

Evaluating and improving performance (E&I)

Knowledge and understanding of fitness and health (H&F)

YEAR 1

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 co-ordination, 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

Invasion games	Gymnastics	Dance	Net and wall	Striking and fielding	Athletics	Health and fitness
Explore different ways using a ball (A&D)	Learn a variety of basic gymnastic movements.	Learn basic movements relating to feelings.	Focus on throwing a ball with control both over and underarm with prompts.	Focus on technique on striking a ball with control when shown.	Children will be taught how to use their bodies to:	Talk about what our bodies do during exercise e.g breathing (H&F)
Explore ways to send a ball or other equipment	Be still in different body shapes and balances and combine different ways of travelling. (A&D)	Learn what makes a good start and finish position in a sequence.	Focus on catching a ball from shorter and longer distances, on their own and in groups.	Focus on technique on fielding a ball using under and over arm throwing.	<ul style="list-style-type: none"> • Sprint 30m within 9-6 seconds • Jump for height 10-14cm • Jump for distance 60 – 89cm • Leap hurdles 30m within 11-8 secs • Overarm throw 10-19m • Chest push 3-4m • Run for longer distance 200m within 1:45-1:31 	Practice skills to make them warmer and cooler before and after exercises. (H&F)
Retrieve and stop a ball using different parts of the body. (A&D)	Move between mats and small apparatus and change the speed of movement.	Learn how to move their bodies in a variety of ways.	Play games based on net games (tennis, badminton) children have the opportunity to play 1v1, 1v2, 2v2, 1v3, 3v3.	Able to play simple games in small groups, applying rules and skills that have been taught.		Discuss how the body changes during exercise.
Play a variety of running and avoiding games.	Handle apparatus safely	Respond to different music showing a range of emotions and stimulus.				
Participate in simple team games (1v1, 2v2)	Recognise how it feels when the body is tense in a balance.	Perform dance movements and simple sequences using simple movement patterns.	Pass and receive a ball in different ways with control and increased accuracy.			
Develop simple attacking and defending techniques (A&D)	Develop balance, agility, co-ordination of travelling, stillness, jumping, timing, changing shape, direction and size. (A&D)	Be taught to remember and perform short dance routines to other children (1-8 steps)			Participate in Sports day	
Pass and receive a ball in different ways with increased control. (S&A)						

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YEAR 2

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 co-ordination, 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

Invasion games	Gymnastics	Dance	Net and wall	Striking and fielding	Athletics	Health and fitness
<p>Develop control and accuracy when moving with a ball in a variety of different games.</p> <p>Pass and receive a ball with more control and accuracy.</p> <p>Recognise the best ways to score points and stop points being scored.</p> <p>Recognise how they work best with their partner.</p> <p>Use different rules and tactics for invasion games.</p> <p>Make it difficult for opponents.</p> <p>Keep the ball and find best places to score. S&A</p> <p>Watch others accurately. Describe what they see and ask to copy others' ideas, skills and tactics.</p> <p>Participate in team games.</p> <p>Understand and develop tactics for attacking and defending</p>	<p>Develop short sequences on their own.</p> <p>Use imagination to find different ways of using apparatus.</p> <p>Form simple sequences of different actions using floor and apparatus.</p> <p>Have a clear start, middle and end. S&A</p> <p>Have a clear focus when watching others perform. (E&I)</p> <p>Say when a movement or skill is performed well (aesthetic appreciation). (E&I)</p> <p>Describe what they have done and what they have seen. (Make easier or harder. Use advice to improve.) (E&I)</p> <p>Develop balance, agility and co-ordination of travelling, stillness, jumping, timing, changing shape, size, direction</p>	<p>Use a range of vocabulary to describe moods and how dances make them feel.</p> <p>Perform dances using simple movement patterns with a clear start middle and end.</p> <p>On their own can remember and perform short dance routines to other children (1-8 steps)</p> <p>Evaluate and improve a dance performance by recording and viewing their rehearsals. (E&I)</p>	<p>Use their skills to play end to end games, games over a barrier and fielding games.</p> <p>Use their ability to solve problems and make decisions. S&A</p> <p>Watch others and describe what is happening.</p> <p>Talk about what they have done and how they did it.</p> <p>Participate in team games.</p> <p>Pass and receive a ball in different ways with control and increased accuracy.</p> <p>Perform fielding techniques with increased control and co-ordination.</p>	<p>Choose, use and vary simple tactics. S&A</p> <p>Recognise good quality in performance.</p> <p>Participate in team games.</p> <p>Pass and receive a ball in different ways with control and increased accuracy.</p>	<p>Take part in multisport festivals. (competitions: class, houses, base, against other schools)</p> <p>Designed to develop the fundamental movement skills of balance, co-ordination and agility.</p> <p>Children will be taught how to use their bodies to:</p> <ul style="list-style-type: none"> • Sprint 30m under 6 secs • Jump for height 15-19cm • Jump for distance 60 – 89cm • Leap hurdles 30m within 8 secs • Overarm throw 10-19m • Chest push 3-4m • Run for longer distance 200m under 1:30 <p>Participate in Sports day</p>	<p>Talk about what our bodies do during exercise e.g. breathing, start to find their pulse (H&F)</p> <p>Practice skills to make them warmer and cooler before and after exercises. (H&F)</p> <p>Discuss how the body changes during exercise.</p>

<p>In all areas children will be taught about how to give and receive feedback to their peers. (E&I)</p> <p>Take part in multiskills/competitive festivals. X3 during the school year, at least one to be against another school (s), (competitions: class, houses, base, against other schools)</p>	<h2 style="text-align: center;">PE – Skills progression</h2> <p style="text-align: center;">Acquiring and Developing Skills (A&D)</p> <p style="text-align: center;">Selecting and applying skills, tactics and compositional ideas (S&A)</p> <p style="text-align: center;">Evaluating and improving performance (E&I)</p> <p style="text-align: center;">Knowledge and understanding of fitness and health (H&F)</p> 												
<h3>YEAR 3</h3>	<p>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, and apply basic principles suitable for attacking and defending develop flexibility, strength, technique, control and balance 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</p>												
<p>Invasion games</p> <p>Partner using a number of sending and receiving techniques.</p> <p>Improve accuracy of passes and use space to keep possession better.</p> <p>Remain in control of ball while travelling.</p> <p>To help others know where they are going.</p> <p>Look when travelling and what happens after they have passed ball. A&D</p> <p>Play games that involve keeping possession and scoring in targets. 3vs 1 and 4vs 1 games.</p> <p>Know which passes are best, tactics to keep possession. Find space to receive and support.</p> <p>Know what to think about when team has and hasn't got the ball.</p> <p>How to organise themselves differently to play each of the games successfully.</p> <p>Understand patterns of play- if ball is in a certain position</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: center; padding: 5px;">Gymnastics</th> <th style="text-align: center; padding: 5px;">Dance</th> <th style="text-align: center; padding: 5px;">Net and wall</th> <th style="text-align: center; padding: 5px;">Striking and fielding</th> <th style="text-align: center; padding: 5px;">Athletics</th> <th style="text-align: center; padding: 5px;">Health and fitness</th> </tr> </thead> <tbody> <tr> <td style="padding: 5px;"> <p>Develop and perform actions.</p> <p>Practice and concentrate on quality of movement.</p> <p>Link different balances moving in and out of positions of stillness.</p> <p>Transfer weight smoothly from one part of body to another.</p> <p>Use actions on floor and over, through, across and along apparatus. A&D</p> <p>Vary and apply actions on floor and apparatus.</p> <p>Copy a partner's sequence on floor and apparatus.</p> </td><td style="padding: 5px;"> <p>Improvise freely on their own and with a partner, translating ideas from a stimulus to a movement. A&D</p> <p>Learn a short sequence with a clear, middle and end that they can perform on their own and in a group, with between 8-20 steps.</p> <p>Learn how to develop actions and movements within short dances by changing the dynamics, space and relationships.</p> <p>Learn a variety of travels, gestures, turns, jumps and balances with good composure and control</p> </td><td style="padding: 5px;"> <p>Practise throwing and catching with a variety of different balls and using different types of throwing.</p> <p>Hit the ball with a racket.</p> <p>Use different shots. A&D Play games using throwing and catching skills.</p> <p>Vary strength, length and direction of throw.</p> <p>Know how can they make it difficult for opponent to receive ball.</p> </td><td style="padding: 5px;"> <p>Consolidate and develop the range and consistency of their skills in striking and fielding games. A&D</p> </td><td style="padding: 5px;"> <p>Choose skills and equipment to meet the challenges they are set. E.g by increasing the distance thrown.</p> <p>Use different techniques, speeds and effort to meet challenges set for running, jumping and throwing. S&A</p> <p>Children will be taught how to use their bodies to:</p> <ul style="list-style-type: none"> • Sprint 50m within 17-14secs develop to 13-10secs • Jump for height 20-24cm • Jump for distance 90 - 119cm • Leap hurdles 60m within 25-18 secs develop to 17-14 secs • Overarm throw 20-29m • Chest push 34-6m • Run for longer distance 400m 3:30-2:31 develop to 2:30 - 2:01 </td><td style="padding: 5px;"> <p>Keep up an activity over a period of time and know what they need to warm up and cooldown for dance. 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YEAR 4	<p>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, and apply basic principles suitable for attacking and defending develop flexibility, strength, technique, control and balance 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</p>					
Invasion games	Gymnastics	Dance	Net and wall	Striking and fielding	Athletics	Health and fitness
Play 3vs1 and 4vs1 and how to use the space and help each other. Score more regularly without making mistakes. Choose and adapt their techniques to keep possession and give their team chance to shoot. Plan ideas and tactics similar across invasion games. Know what rules are needed to make games fair. Understand simple patterns of play. S&A Evaluate how successful their tactics have been, use appropriate language to describe performance and identify what they do that makes things difficult for their opponents.	Devise, perform and repeat sequences that include travel, body shapes and balances. Help them change sequences. Include changes of dynamics. Work with a partner and small groups to create sequences. Adapt their sequences to include apparatus and to suit partner or small group. S&A Compare and contrast similar performances.	Explore and create characters and narratives in response to a range of stimuli. Compose short dances with clear start, middle and end on their own, partners and in groups. Developing basic actions and skills using: dynamics, space and relationships, travels, gestures, turns, jumps and balances with good composure and control. Can remember and perform a longer dance routine to others (8-20 steps)	Play games using throwing and catching skills. Vary strength, length and direction of throw. Understand how they can make it difficult for opponent to receive ball. Understand where to stand when receiving. Understand attack and defence tactics. Understand rules about the games. S&A	Throw and catch balls at different speeds, directions and heights. Choose and use a range of simple tactics and strategies. Keep, adapt and make rules for striking and fielding games.	Children to develop their technique for running at shorter and longer distances, throwing for distance, jumping and leaping for height and distance. Children will be taught how to use their bodies to: <ul style="list-style-type: none">• Sprint 50m within 13-10secs develop to under 10secs• Jump for height 25-29cm• Jump for distance 120-149cm• Leap hurdles 60m within 17-14 secs develop to under 14 secs• Overarm throw 20-29m develop to 30-34m• Chest push 4-6m develop to 6-8m• Run for longer distance 400m 2:30-2:01 develop to under 2mins	Learn some of the main muscles groups during warm up and cool down. Start to take their pulse before, during and after exercise and explain the effect. Know a warm routine involving dynamic stretches, led by an adult or child.



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Gymnastics	Dance	Net and wall	Striking and fielding	Athletics	Health and fitness		
<p>Show ways to keep ball away from defenders.</p> <p>How to shield the ball.</p> <p>Change speed, direction with ball to get away from defender.</p> <p>Shoot accurately in a variety of ways.</p> <p>Mark an opponent. A&D</p> <p>Watch and evaluate the success of the games they play in.</p> <p>Identify parts of the game that are going well and parts that need improving.</p> <p>Explain how confident they feel in different positions.</p> <p>Suggest what they need to practice to enjoy games more.</p> <p>Change pitch size to make games better. E&I</p>	<table border="1"> <tbody> <tr> <td data-bbox="420 557 700 1368"> <p>Explore range of symmetric and asymmetric actions, shapes and balances.</p> <p>Control actions and combine them fluently.</p> <p>Be aware of extension, body tension and control.</p> <p>Move from floor to apparatus, change levels and move safely. Combine movements with others in a group (matching and mirroring). A&D</p> <p>Watch a performance and evaluate its success.</p> <p>Identify what was performed well and what needs improving.</p> <p>Choose a focus for improvement.</p> <p>Identify one or two aspects of their performance to practice and improve. E&I</p> </td><td data-bbox="700 557 983 1368"> <p>Explore and improvise ideas for dances in different styles, working on their own, with a partner and in a group. A&D</p> <p>Explore and experiment imaginatively with a stimulus for a given audience.</p> <p>Composing more complex routines with clear sections, starting to use unison, canon, repetition. Changing the dynamics, space and relationships.</p> <p>Can remember and perform a dance routine to any audience with 20+ steps.</p> </td><td data-bbox="983 557 1264 1368"> <p>Hold and swing racket and where to stand on the court when hitting, catching and receiving.</p> <p>Hit the ball on the sides of the body and above head.</p> <p>Use different types of shots during a game. Improve accuracy. A&D</p> <p>Explain why they or others are playing well in the games.</p> <p>Know what they need to get better at and what to practice.</p> <p>Know how to change court to make easier.</p> <p>Understand practices to help with precision and consistency and speed about the court</p> </td><td data-bbox="1264 557 1525 1368"> <p>Develop the range and consistency of their skills, especially in specific striking and fielding games. E.g. throwing, catching and striking a ball accurately to a static and moving partner at different distances A&S</p> </td><td data-bbox="1525 557 1859 1368"> <p>Choose their favourite ways of running, jumping and throwing.</p> <p>Choose the best equipment for different activities.</p> <p>Know how to plan a run so they pace themselves evenly or unevenly.</p> <p>Plan to cover distances as a team to get the best results possible.</p> <p>Mark a run up for jumping and throwing.</p> <p>Set themselves and other targets in different events. S&A</p> <p>Watch a partner's athletic performance and identify the main strengths.</p> <p>Identify parts of the performance that need to be practised and refined, and suggest improvements.</p> <p>Children will be taught how to use their bodies to:</p> <ul style="list-style-type: none"> • Sprint 75m within 16-20 seconds to 12-15 seconds • Jump for height 30-34 cm • Jump for distance 150-179 cm • Leap hurdles 60m within 18-25 seconds to 14-17 seconds • Overarm throw 20-34 m • Chest push 6-8 m </td><td data-bbox="1859 557 2144 1368"> <p>Can take pulse, and name some muscles correctly, and they can explain the effects of exercise on their body.</p> <p>Can start to lead their own warm up using dynamic stretches in small groups, know what muscles to warm up effectively for different exercises.</p> <p>Understand why exercise is good for their fitness, health and well-being</p> </td></tr> </tbody> </table>	<p>Explore range of symmetric and asymmetric actions, shapes and balances.</p> <p>Control actions and combine them fluently.</p> <p>Be aware of extension, body tension and control.</p> <p>Move from floor to apparatus, change levels and move safely. 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A&D</p> <p>Explain why they or others are playing well in the games.</p> <p>Know what they need to get better at and what to practice.</p> <p>Know how to change court to make easier.</p> <p>Understand practices to help with precision and consistency and speed about the court</p>	<p>Develop the range and consistency of their skills, especially in specific striking and fielding games. E.g. throwing, catching and striking a ball accurately to a static and moving partner at different distances A&S</p>	<p>Choose their favourite ways of running, jumping and throwing.</p> <p>Choose the best equipment for different activities.</p> <p>Know how to plan a run so they pace themselves evenly or unevenly.</p> <p>Plan to cover distances as a team to get the best results possible.</p> <p>Mark a run up for jumping and throwing.</p> <p>Set themselves and other targets in different events. S&A</p> <p>Watch a partner's athletic performance and identify the main strengths.</p> <p>Identify parts of the performance that need to be practised and refined, and suggest improvements.</p> <p>Children will be taught how to use their bodies to:</p> <ul style="list-style-type: none"> • Sprint 75m within 16-20 seconds to 12-15 seconds • Jump for height 30-34 cm • Jump for distance 150-179 cm • Leap hurdles 60m within 18-25 seconds to 14-17 seconds • Overarm throw 20-34 m • Chest push 6-8 m 	<p>Can take pulse, and name some muscles correctly, and they can explain the effects of exercise on their body.</p> <p>Can start to lead their own warm up using dynamic stretches in small groups, know what muscles to warm up effectively for different exercises.</p> <p>Understand why exercise is good for their fitness, health and well-being</p>
<p>Explore range of symmetric and asymmetric actions, shapes and balances.</p> <p>Control actions and combine them fluently.</p> <p>Be aware of extension, body tension and control.</p> <p>Move from floor to apparatus, change levels and move safely. Combine movements with others in a group (matching and mirroring). A&D</p> <p>Watch a performance and evaluate its success.</p> <p>Identify what was performed well and what needs improving.</p> <p>Choose a focus for improvement.</p> <p>Identify one or two aspects of their performance to practice and improve. E&I</p>	<p>Explore and improvise ideas for dances in different styles, working on their own, with a partner and in a group. A&D</p> <p>Explore and experiment imaginatively with a stimulus for a given audience.</p> <p>Composing more complex routines with clear sections, starting to use unison, canon, repetition. Changing the dynamics, space and relationships.</p> <p>Can remember and perform a dance routine to any audience with 20+ steps.</p>	<p>Hold and swing racket and where to stand on the court when hitting, catching and receiving.</p> <p>Hit the ball on the sides of the body and above head.</p> <p>Use different types of shots during a game. Improve accuracy. A&D</p> <p>Explain why they or others are playing well in the games.</p> <p>Know what they need to get better at and what to practice.</p> <p>Know how to change court to make easier.</p> <p>Understand practices to help with precision and consistency and speed about the court</p>	<p>Develop the range and consistency of their skills, especially in specific striking and fielding games. E.g. throwing, catching and striking a ball accurately to a static and moving partner at different distances A&S</p>	<p>Choose their favourite ways of running, jumping and throwing.</p> <p>Choose the best equipment for different activities.</p> <p>Know how to plan a run so they pace themselves evenly or unevenly.</p> <p>Plan to cover distances as a team to get the best results possible.</p> <p>Mark a run up for jumping and throwing.</p> <p>Set themselves and other targets in different events. S&A</p> <p>Watch a partner's athletic performance and identify the main strengths.</p> <p>Identify parts of the performance that need to be practised and refined, and suggest improvements.</p> <p>Children will be taught how to use their bodies to:</p> <ul style="list-style-type: none"> • Sprint 75m within 16-20 seconds to 12-15 seconds • Jump for height 30-34 cm • Jump for distance 150-179 cm • Leap hurdles 60m within 18-25 seconds to 14-17 seconds • Overarm throw 20-34 m • Chest push 6-8 m 	<p>Can take pulse, and name some muscles correctly, and they can explain the effects of exercise on their body.</p> <p>Can start to lead their own warm up using dynamic stretches in small groups, know what muscles to warm up effectively for different exercises.</p> <p>Understand why exercise is good for their fitness, health and well-being</p>		

					<ul style="list-style-type: none"> Run for longer distance 600m 5:00 – 2:31 <p>Participate in Sports day</p>	
<p>In all areas children will be taught about how to give and receive feedback to their peers. (E&I)</p> <p>Take part in multiskills/competitive festivals. X3 during the school year, at least one to be against another school (s), (competitions: class, houses, base, against other schools)</p>	<h2>PE – Skills progression</h2> <p>Acquiring and Developing Skills (A&D)</p> <p>Selecting and applying skills, tactics and compositional ideas (S&A)</p> <p>Evaluating and improving performance (E&I)</p> <p>Knowledge and understanding of fitness and health (H&F)</p>					
YEAR 6	<p>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, and apply basic principles suitable for attacking and defending develop flexibility, strength, technique, control and balance 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</p>					
Invasion games	Gymnastics	Dance	Net and wall	Striking and fielding	Athletics	Health and fitness
Understand that when team has ball they are attacking and when they haven't they are defending.	Make up a sequence and adapt it to different apparatus layouts.	Explore, improvise and combine movement ideas fluently and effectively. S&A	Devise a scoring system.	Use and adapt rules, strategies and tactics, using their knowledge of basic principles of batting and fielding. S&A	Develop the consistency of their actions in a number of events.	Know some ideas for warm up exercises and routines. Know what makes a good warm up. Know what clothing and footwear is best to wear.
Understand different ways of attacking and encourage them to use positions for their team carefully.	Use combinations of dynamics (pathways) to use space effectively.	Understand how a dance is formed and performed. To evaluate, refine and develop their own and others' work. E&I	Hit the ball in the court away from opponent, how to outwit them using speed, height and direction of ball.	Develop and adapt their striking, fielding, throwing and catching skills to different heights, distances in small and large games. Thinking about when to use an over and under arm throw.	Increase the number of techniques they use.	Know how to check playing area.
Understand different ways to attack and defend.	Make up own rule for longer, more complex sequences.	Know where to stand when attacking and defending. S&A	Sustain pace over longer distances, e.g. sprint for seven seconds, run for one or two minutes.	Throw with greater control, accuracy and efficiency.	Perform a range of jumps showing power, control and consistency at both take off and landing. A&D	Know how playing invasion games helps your fitness and benefits of playing outside of school.
Choose right formations and tactics for attack and defence. Know how they support other players in attack and defence. S&A	Plan a sequence and adapt it to limited equipment.	Explain why they or others are playing well in the games.	Say why some athletic activities can improve strength, power or stamina and explain how these can help their performance in other types of activity.	Outdoor and adventurous activity during year 6 residential trip	Children will be taught how to use their bodies to:	Can take pulse, and name some muscles correctly, and they can explain the effects of exercise on their body.
Understand how to get ready for games.	Work as a group and share roles fairly. Investigate different ways of working with a partner or small group.	Know what they need to get better at and what to practice.	Understand how to change court to make easier.	• Sprint 75m within 20-16 develop to 15-12secs	• Sprint 75m within 20-16 develop to 15-12secs	Value of exercise outside of school day.
	Use compositional ideas (contrasts and variation in shape, speed, level, timing and actions) S&A	Understand the dynamics, space and relationships	Understand how to perform a dance routine to any audience with 20+ steps.	• Jump for height 30-34cm	• Jump for height 30-34cm	Understand why exercise is good for fitness, health and wellbeing.
	Know how gymnastics promotes strength, power and suppleness.	Can remember and perform a dance routine to any audience with 20+ steps.	Understand practices to help with precision and consistency and speed about the court	• Jump for distance 150-179cm	• Leap hurdles 60m within 25-18 secs develop to 17-14secs	
	Set out and do risk assessments on apparatus.			• Overarm throw 30-34m develop to 35+ m	• Chest push 6-8m develop to 8+ m	
				• Run for longer distance 600m 5:00-3:31		

					develop to 3:30-2:31 Participate in Sports day	
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