



	Year 3	Year 4	Year 5	Year 6
Games	Choose, use and vary simple tactics for attacking and defending (e.g. positioning) Invasion (e.g. Football, Netball) Use a variety of skills consistently in a game e.g. rolling, hitting, kicking, throwing and catching	Strike, throw and catch with control and clear sense of direction Striking and Fielding (e.g. Cricket, Rounders) Follow the formal rules of the game and demonstrate they can play fairly Keep possession of a ball (with e.g. hockey stick, hands, feet) Invasion (e.g. Hockey) Show awareness and accuracy in passing. Invasion (e.g. Hockey, Football)	Carefully select and use a variety of techniques to pass Invasion (e.g. Netball, Football, Rugby) Develop consistency in skills of running, throwing, catching, passing, jumping and kicking through practise and repetition Invasion (e.g. Netball, Rugby) Develop the skills of forehand or backhand when playing racket games, showing control Net and Wall (e.g. Tennis, Badminton) Hit a bowled or volleyed ball with accuracy in return Striking and Fielding (e.g. Rounders, Cricket); Net and Wall (e.g. Tennis)	Choose and combine skills in game situations (running, throwing, catching, passing, and kicking) Invasion (e.g. Rugby, Basketball, Netball, Football) Work alone and with a team to outwit an opponent / opposing team Use a range of shots and strokes to strike a ball in order to outwit the opponent, considering the direction of play Net and Wall (e.g. Tennis, Badminton); Striking and Fielding (e.g. Cricket) Act as a good role model within a team, taking a lead role when required
Dance	Experiment with actions, dynamics, directions and levels Remember and repeat dance phrases	Vary speed and levels within a dance sequence Link movements into dance sequences	Learn different dance styles, explaining the patterns and forms of the dance Actions are controlled and express emotions	Choreograph creative and imaginative dance sequences, independently and in a group Choreograph and perform more complex sequences





Gymnastics	Demonstrate control and	Plan, perform and repeat fluent	Perform a range of gymnastic	Create longer, more complex
,	coordination when performing a	gymnastic sequences, linking still	actions with consistency, fluency	gymnastic sequences that include a
	range of actions with transitions	shapes with travelling	and clarity of movement	good range of well performed
				gymnastic elements
	Devise, repeat and perform a short	Show changes of direction, speed	Show body tension and extension	
	sequence that shows changes in	and level during a gymnastic	and good weight transference	Incorporate a range of different
	speed, level and direction	sequence	when performing	speeds, directions, levels, pathways
				and body rotations during
	Create a sequence using apparatus	Create successful and stable	Combine dynamics when making	gymnastic performances
		balances and shapes	sequences using changes of speed,	Balance of the state of the
		Deside on startesiae skille and	level and direction	Rehearse, refine and perfect
		Decide on strategies, skills and		gymnastic skills
		equipment needed to complete a challenge based on experience		
		chanelige based on experience		
Athletics	Run at a speed appropriate to the	Sprint over a short distance	Choose the best pace for running	When running over a range of
	distance		over a variety of distances	distances, show stamina, speed and
		Pace running over longer distances		control
	Jump from a standing position		Use a range of throws accurately to	
		Develop techniques to be able to	hit a target over a range of	Throw accurately, perfecting
	Able to throw a ball using an under	throw further	distances	techniques by analysing the
	and over arm technique			movement and body shape
		Jump in a number of ways (1-1, 2-1,	Combine running and jumping in	
		1-2, 2-2), using a run-up where	athletic activities (long jump)	Demonstrate control, balance and
		appropriate		power in take-off and landing when
				jumping
				Compete with others, recording
				Compete with others, recording results, setting targets and
				results, setting targets and
				_





Outdoor Education	Use basic maps and diagrams to orient one place to another	ntate themselves and to move from	Read a variety of maps and plans of the environment, recognising symbols and features		
	Use maps and compasses to orientate themselves Adjusts plans and actions depending on changing situations Able to work in a group to plan actions to solve a problem		Value the importance of planning and thinking as they work through their challenge		
			Take on both leadership and team roles when solving a problem, demonstrating good sportsmanship skills		
Swimming	g Swim competently, confidently and proficiently over a distance of at least 25 metres				
	Use a range of strokes effectively [for example, front crawl, backstroke and breaststroke] Perform safe self-rescue in different water-based situations				
Knowledge and Understand ing of Health and Fitness	Explain how their body feels during a range of physical activities, making reference to different parts of the body	Recognise changes in heart rate, temperature and breathing rate	Explain and demonstrate why and how people warm up for exercise Explain how physical exercise is important for good health	Understand and explain the short and long term effects of exercise Lead warm up and cool down activities in ways that enhance the forthcoming activity Explain why regular exercise is important to general health and well-being	
Key Vocabulary	demonstrate, observe, evaluate, challenge, audience, possession, area, opposition, self-rescue, distance, defend, coordination, control	demonstrate, observe, evaluate, challenge, audience, possession, area, opposition, self-rescue, distance, defend, coordination, control	mobility, tension, linking, agility, barrier, expression, stimulus, gesture, dynamic, motif, composition, strategy, territory, submerge, buoyancy, formation, pressure, tactics, flexibility, phrase	mobility, tension, linking, agility, barrier, expression, stimulus, gesture, dynamic, motif, composition, strategy, territory, submerge, buoyancy, formation, pressure, tactics, flexibility, phrase	





Threshold Concepts	 use running, jumping, throwing and catching in isolation and in combination play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics] perform dances using a range of movement patterns take part in outdoor and adventurous activity challenges both individually and within a team compare performances with previous ones and demonstrate improvement to achieve personal best. 			
POP tasks	Applying Give the child a longer sequence that they need to repeat and show controlled movement. (e.g. gymnastics sequence/dance performance/dribbling in ball games)	Applying Can the children react and respond to a situation? (e.g. rugby - turn around and catch a ball.)	Applying Can the children show agility in their movements and landings? (e.g. different jumps in gymnastics/catching a ball in netball and landing on feet correctly.)	Applying Can the children apply skills they have learnt into a different context? (e.g. marking in netball -> marking in a game of tag/jumps in gymnastics -> dance).
	Personal Can the children set themselves a suitable challenge to compete against. (e.g. number of baskets scored in a minute/number of steps up on a bench/time of balance). Social Can the children show and explain to others their ideas? (e.g. dance performance/sequence of movements in gymnastics/different ways to pass a ball in netball in a circle).	Personal Give the children a hard challenge. Can the children show resilience and react positively when things are difficult? Social Can the children lead a small group through a warm up as a young leader? Can the other children follow the warm up sensibly?	Personal Can the children explain their strengths and weaknesses based on a unit of PE? (I can tag well but I need to improve on my marking etc) Social Can the children observe and give appropriate feedback as a young coach?	Personal Can the children suggest ways to improve on their weaknesses? Can they modify their ideas if necessary? Social Can the children motivate other people in a team or small group as a young captain?





	uructer una neip to embed values such	Т	
Cognitive	Cognitive		Cognitive
On a particular skill, can the	In a sequence/ routine/	Cognitive	Can the children react to new rules
children explain what they are	performance, can the children	Can the children suggest tactics to	in a game, develop new tactics, and
doing well and what they need to	explain what they are doing well	help their team get an advantage?	implement them to aid success?
improve? (e.g. I can use two hands	and what they need to improve?		(e.g. add an extra player to a
to catch a ball but need to bring it	(e.g. in triple jump, I can hop well		netball team - how will you change
closer to my body/my balance is	but struggle with the jump at the		your tactics? / Football - you are
good but I wobble a bit)	end)		only allowed one touch)
			·
Creative	Creative		Creative
Can the children make up their own	Can the children adapt an activity	Creative	Can the children adapt their dance
rules to a game they are given?	to make it more challenging? (e.g.	Can the children adapt a dance	based on engaging an audience?
(e.g. 4v4 possession game. Maybe	balancing. On the other leg? Whilst	based on different pieces of music?	
introduce time limit? Number of	throwing and catching a ball?)	·	
passes? You can't move?)	,		
,			
Healthy and Fitness	Health and Fitness		Health and Fitness
Can the children describe how and	Can the children describe the	Health and Fitness	Can the children design and lead a
why their body changes during and	fundamental fitness areas? (cardio,	Can the children, in small groups,	basic fitness activity?
after exercise?	muscular, aerobic, anaerobic etc)	design and lead suitable warm-up	
		and cool down activities?	
		and coor down delivities:	
		l	