Curriculum Skills and Progression Physical Education: 2024 to 2025











The Physical Education Curriculum and Christian Distinctiveness at Horsford CofE VA Primary School

At Horsford C of E VA Primary School we are committed to providing a high-quality educational experience for all pupils. As a result, our Physical Education curriculum underpins both our curriculum, and our Christian Values of **courage**, **compassion** and **responsibility**.

Courage

During Physical Education lessons at Horsford C of E VA Primary School, we hope that children will feel courageous to challenge themselves through trying new skills and sports, which may be far from their usual interests or 'comfort zone'. All children are taught a varied curriculum and they are encouraged to try their best in all areas of learning, in the hope that they can achieve intrinsic success.

Compassion

An essential part of Physical Education is for the children to have the ability to evaluate how successful their endeavours have been. We recognise that not all of our attempts will turn out the way we wanted, and that this is an important part of the learning process. Compassion plays an integral part of good 'sportsmanship' and we encourage the children to show compassion to themselves and others as they learn, practice and apply their skills.

Responsibility

At Horsford C of E VA Primary school, we give the children all the support they need to tackle new challenges. It is their responsibility to always try the best they can — whatever their initial ability might be. We expect the children to take responsibility and respect the sports equipment in school. We encourage the children to take responsibility for their physical health by exercising and eating a balanced diet.

'Spirituality is the bitter-sweet yearning for beauty, truth, love and wonder beyond ourselves. It is a longing we pursue together and a treasure we glimpse in ourselves and one another and seek beyond us into eternity. It is life in all its fullness.'







The Physical Education Curriculum and Provision for Pupils with SEND

At Horsford C of E VA Primary school, we believe all pupils should have the opportunity to learn to the best of their capabilities through a broad and balanced, inclusive curriculum. For our pupils with a Special Educational Need, we scaffold their learning to provide them with the strongest opportunities for success in our school. We believe firmly in the SEND Code of Practice's statement that 'every teacher is a teacher of SEN' and that our pupils with SEN should be provided with the same opportunities as their peers in our school. This means that, with their learning being personalised to meet their areas of need, they feel included in the classroom and make progress year on year. Reasonable adjustments are made in all lessons to enable this.

The Physical Education curriculum can be adapted to meet the needs of children with SEND in the following ways.

Breaking down lessons into short, manageable chunks	Word lists of key vocabulary for pre-learning and as prompts
Mixed ability groups – using peers as support and role models	Trying a 1:1 adult/adult nearby
Adult assistance nearby	Checking seating position – sight problems – near the back for sensory
	needs
My Turn/Your Turn	A safe/quiet space in or near the classroom
Breaks	Special interest projects linked to and alongside class learning
Targets made clear for lessons and learning – linked to IEP	Sensory time/circuits
Now/Next	
Visual Timetables – class and individual	Close to adult support
Fidget toys available	Simplified work
iPad to record ideas	Keeping instructions short and one at a time
'Memory' buddy – prompt each other	Communication cards/non-verbal prompts -e.g., toilet

When planning for Physical Education class teachers should adapt their lessons where necessary using ideas taken from this list, however it is important to remember this list is not exhaustive and other adaptations may be needed for children with specific needs.



	PHYSICAL EDUCATION:		
AGE RELATED STATUTORY COVERAGE			
EYFS	KEY STAGE ONE LEARNING	KEY STAGE TWO LEARNING	
Physical Development EYFS Statutory Educational Programme: 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 skills provide the foundation for developing healthy bodies and social and emotional well-being. Fine 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 practice of using small tools, with feedback and support from adults, allow children to develop proficiency, control and confidence. Gross Motor Skills ELG Negotiate space and obstacles safely, with consideration for themselves and others; Demonstrate strength, balance and coordination when playing; Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.	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.	Pupils should be taught to: 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 their performances with previous ones and demonstrate improvement to achieve their personal best Swimming: KS2: Children should be taught to: 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.	



PHYSICAL EDUCATION: VOCABULARY MAP				
EYFS		YEAR 1/2		
Dance	GAMES	GYMNASTICS AND DANCE	ATHLETICS	
Balance	• Rules	 Improvise 	• Aim	
Safely	 Bounce 	 Mirroring 	• Race	
Exercise	 Space 	Balance	Target	
Healthy	Pass	• Level	 Competition 	
Unhealthy	• Shoot	• Arch	 Distance 	
Small Movement	• Score	DishTuck	 Speed 	
Big movement	• Goal	Straddle	Landing	
Rules	 Underarm 	• Pike	• Pace	
Travel	 Defend 	 Curled side roll (Egg roll) 		
Shape	Target	 Log Roll 		
Throw	 Accuracy 	• Rhythm		
Catch	 Dribble 	Teddy bear roll		
Jog	 Dodge 	• Sequence		
_	Overarm	• Apparatus		
	• Mark	• Stretch		
		• Evaluate		
		• Improve		
		• Cannon		
		• Unison		



Physical Education Skills Map

EYFS

Inquiry

PE is covered throughout the year through weekly themes taken from the interests of the children. A weekly hook sheet is published and physical opportunities can be identified on it. Weekly enhanced provision is planned to ensure the children have the opportunity to explore physical skills independently throughout the week.

independently throughout the week.		
Physical Skills (See appendix 6 and 7)	Thinking Skills	
Demonstrate spatial awareness	 Listen to, understand and follow some basic games rules 	
 Control their fundamental movement skills (e.g. stopping and 	Show good awareness of personal space	
starting on command, walking and running safely)	Watch and comment on what they have seen	
 Develop fundamental gross motor movement skills (including 	 Describe how the body feels when still and when exercising. 	
running, jumping, throwing)		
GYMNASTICS AND DANCE (See appendix 4 and 5)		
Enjoy movement		
 Move creatively using whole body (e.g. dancing, posing, balancing) 		
 Develop basic strength and flexibility 		
 Move around, under, over, and through different objects and 		
equipment		
 To travel on tiptoes, by jumping and hopping 		
Copy and perform basic movements	EVALUATING AND IMPROVING	
 Jump in a range of ways from one space to another with control 	Share skills and talk about one another's views and opinions using	
PLAYING GAMES (See appendix 6 and 7)	some visual cues.	
Enjoy participation		
 Identify a target and begin to throw effectively 		
Kick an object at a target		
Catch equipment using two hands		
Greater Depth	Greater Depth	
Forms all letters correctly	Comment and reflect on their own skills and those of others	
 Perform basic actions using changes in speed and direction, 	Apply skills in a variety of situations	
including travelling, rolling, jumping and climbing and stay still		
when required		
Use equipment safely and effectively		



Personal and Health			
Early Years			
 Reception Statements Show resilience and perseverance in the face of challenge. Manage their own needs personal hygiene Know and talk about the different factors that support their overall health and wellbeing; regular physical activity 	 healthy eating toothbrushing sensible amounts of sleep having a good sleep routine being a safe pedestrian 		
Personal Skills	Health Skills		
Develop confidence and resilienceCompete fairly	 Identifies the impact of physical activity on their bodies Know that physical exercise is good for them and describe what it feels like 		
Greater Depth	Greater Depth		
Show an understanding that others can win and celebrate that with them.	Explain the impact that healthy or unhealthy foods will have on their bodies		



Physical Education Skills Map			
Year 1			
Physical Skills (See appendix 6 and 7)	Thinking Skills		
 Develop fundamental movement skills (including running, jumping, throwing and catching) Improve running technique and run for longer distances Perform a run and jump sequence Develop an under and over arm throwing action Develop basic strength and flexibility Perform basic actions using changes in speed and direction, including travelling, rolling, jumping and climbing and stay still when required 	 Develop simple tactics for attacking and defending and ways to score Describe some basic rules Show good awareness of space and the actions of others Watch, describe and comment on what they have seen Ask for help when I need it Take it in turns when working in a group. Praise and motivate others Lift and carry apparatus in a group and follow instructions. 		
 GYMNASTICS AND DANCE (See appendix 4 and 5) Carry out a range of simple jumps, landing safely Link two actions to make a sequence Recognise and copy contrasting actions (small/tall, narrow/wide) Copy and repeat actions Make different shapes with their bodies Combine actions to create a short motif Show some rhythm in movement and dance 	 EVALUATING AND IMPROVING Comment on others' actions and suggest simple improvements Praise and motivate each other Talks about how their body feels during activity Understand that physical activity is good for them 		
 PLAYING GAMES Move a ball using simple throwing techniques Explore different ways of moving a ball Using two hands, usually catch a beanbag or ball that someone has thrown Travel with a ball in different ways Stop a ball moving with their foot Play simple ball games involving kicking, catching or throwing 			



Greater Depth	Greater Depth
Show good awareness of space, apparatus and the actions of others	 Carry and set up equipment safely with help Apply skills in a variety of situations
Personal Skills	Health Skills
 Develop confidence and resilience Describe the differences in the way their body works and feels when playing different games Compete fairly showing good sportsmanship 	 Identifies the heart as a muscle that grows stronger with exercise, play and physical activity
Greater Depth	Greater Depth
 Know running, jumping and throwing is good for them and describe what it feels like 	Understand the meaning of ' a balanced diet'



Skills Map – Physical Education		
Year 2 – Physical Education		
Physical Skills (See appendix 6 and 7)	Thinking Skills	
 Develop fundamental movement skills (specifically master basic movements including running, jumping, throwing and catching) Show good awareness of space and the actions of others Compete in small sided games fairly showing good sportsmanship Develop basic strength and flexibility Run with a good technique at different speeds Perform and compare different types of jumps Show a good throwing technique and extend accuracy and distance 	 Begin to use and understand the term defending. Describe some basic rules Begin to watch others and focus on specific actions to improve own skills Handle apparatus safely and recognise risks involved EVALUATING AND IMPROVING Watch and describe performances, and use what they see to 	
 Explore, copy, remember and repeat simple skills and actions. Remember and repeat simple sequences in dance or gym Travel in a variety of ways, including rolling and show control when performing Work with a partner to compose, remember and perform a matching sequence Make a short dance sequence by putting some movements together Begin to use rhythm in dance Make simple moves with increasing control and co-ordination 	 Watch and describe performances, and use what they see to improve their own performance Suggest ways to improve own and others work See how their work is similar to, and different from, other children Understand the importance of being active Talk about how to exercise safely and how their bodies feel during an activity 	
 PLAYING GAMES Kick and throw a ball, not always with accuracy Practise basic sending and receiving with increasing accuracy Start to link skills and actions within simple games Begin to understand some concepts of game e.g. opponent, team mate Begin to show some understanding of simple tactics 		



Greater Depth	Greater Depth
 Repeat a sequence of gymnastic actions incorporating smooth transitions and stillness Throwing accurately and consistently towards a target 	Use appropriate language to accurately describe a gymnastic sequence, choosing one aspect and say how to improve it
Personal Skills	Health Skills
 Work and compete individually and with others in a team Develop competence Develop confidence Know playing games is good for them and describe what it feels like Know running, jumping and throwing is good for them and describe what it feels like Compete fairly showing good sportsmanship 	 Identify physical activities that contribute to fitness Recognise the "good health balance" of nutrition and physical activity Recognise and describe how the body feels during and after different physical activities.
Greater Depth	



PHYSICAL EDUCATION: VOCABULARY MAP YEAR 3/4			
INVASION AND STRIKING GAMES	GYMNASTICS AND DANCE	ATHLETICS	OUTDOOR ADVENTUROUS ACTIVITIES
 Pass/send/receive Tactics Fielding Striking Bowl Attacking Defending Intercept Opponent Striking Possession Batting Bowling 	 Handstand Hurdle Step (onto Springboard) Cartwheel Cat Leap Chassis step Motif Movement pattern Counter Balance Pivot Vault Rotation Rhythm Dynamics 	 Sprint Pace (steady, fast, medium, slow) Stamina Push throw Hurdles Lead leg Relay Baton Pull throw Relay Baton 	 Trail Map Directions Compass Symbols Key Map Course Control point Control marker Navigate



•	tion Skills Map	
Year 3		
Physical Skills (See appendix 6 and 7)	Thinking Skills	
 Master fundamental movement skills with a good level of consistency when moving and standing still (specifically master basic movements including running, jumping, throwing and catching) Throw and catch with control when under limited pressure to keep possession and score goals Show an awareness of opponents and team mates during games Select running speed for appropriate activity Make up and repeat a short sequence of linked jumps Use more detailed plans and diagrams that take them from familiar to less familiar areas Throw a ball in different ways (e.g. high, low, fast or slow, chest pass, bounce pass). 	 Show good awareness of space and the actions of others Use simple rules fairly and extend them to devise their own game Recognise good performances in themselves and others and use what they have learned improve their own work Take part in relay activities remembering when to run and what t do Explain and apply basic safety principles in preparing for exercise 	
YMNASTICS AND DANCE (See appendix 4 and 5)	EVALUATING AND IMPROVING	
 Move across a room in different ways and with an awareness of space Link combinations of actions with increasing confidence, including changes of direction, speed or level Develop the quality of their actions, shapes and balances Understand different uses of tense, relax, stretch, curl in movement Improvise with ideas and movements Copy, remember, repeat, explore simple actions and movements with control and co-ordination Begin to choose movement to show ideas. 	 Talk about differences between their own and others' actions Comment on the skills and techniques used in their own and others' work Understand the importance of practise Describe what effects exercise has on their bodies Use appropriate vocabulary to compare and improve work. Watch, describe and evaluate the effectiveness of a performance Describe how their performance has improved over time. Refine movement after evaluation from others. 	



 PLAYING GAMES Understand and begin to apply the basic principles of invasion games Show increasing confidence when passing a football in a variety of different ways Understand the importance of rules and fairness Follow rules in games Know how to play a striking and fielding game fairly Move with the ball in a variety of ways with some control Develop and use simple tactics in team games 	
Greater Depth	Greater Depth
 Throw a variety of objects, changing their action for accuracy and distance Perform combinations of gymnastic actions using floor, mats and apparatus 	 Use ideas they have learned in one task and apply them in another Choose and use a range of simple tactics for defending and challenging their opponent for striking, fielding, team and net games Explain how others can perform a movement or skill using ageappropriate vocabulary
Personal Skills	Health Skills
 Begin to understand the importance of warming up Identify that playing extended games improves their stamina Compete fairly showing good sportsmanship individually and with others Develop competence and confidence Recognise when their body is warmer or cooler and when their heart beats faster and slower 	 Recognise that strength and suppleness are important parts of fitness Develop calming techniques and self-regulate emotions with an adult.
Greater Depth	Greater Depth
Know and describe the effects of different exercise activities on the body and how to improve stamina	 Describes the concept of fitness and provides examples of physical activity to enhance fitness



•	ation Skills Map					
Year 4 Physical Skills (See appendix 6 and 7) Thinking Skills						
 Throw and catch with control when under limited pressure to keep possession and score goals Show some control when using a range of basic running, jumping and throwing actions with some accuracy and power into a target area Perform a range of jumps showing contrasting techniques and sometimes using a short run up Confidently demonstrate an improved technique for sprinting 	 Work in cooperative groups to use different techniques, speeds and effort to meet challenges Handle apparatus safely and recognise risks involved Measure the distance of their throws Analyse and comment on skills and techniques Explain and apply basic safety principles in preparing for exercise Explain how the body reacts during different types of exercise Appreciate that rules need to be consistent and fair, using this 					
 Orientate themselves with accuracy around a short trail. Control take-off and landing when jumping YMNASTICS AND DANCE (See appendix 4 and 5)	knowledge to create rules and teach them to others					
 Uses movements to communicate an idea, using expression and conveying emotion Show changes of direction, speed and level during a performance. Refine movements into increasingly complex sequences Carry out balances, recognising the position of their centre of gravity and how this affects the balance. Begin to develop good technique when travelling, balancing and 	 EVALUATING AND IMPROVING Understand how performances can be improved, through practice and reflection Warm up and cool down appropriately Describe their own and others' performance, making simple judgements about the quality of performances and suggesting ways they could be improved 					
 Develop strength, technique and flexibility throughout performances Combine actions and show clarity of shape in longer sequences, alone or with a partner Use different parts of the body for different effects. 	Modify their use of skills or techniques to achieve a better result.					



 PLAYING GAMES Throw, catch, strike, field, stop a ball with increasing control and accuracy Change pace, length and direction to outwit their opponent Be increasingly accurate in throwing for distance Decide the best way to move a ball for different purposes and needs Choose an appropriate speed to move a ball Decide on the best position in team games Begin to make use of space Vary skills, actions and ideas within simple games 	
Greater Depth	Greater Depth
 Choose and use a range of ball skills with a good degree of accuracy Use a variety of techniques and tactics to attack, keep possession and score To use a range of throwing and catching styles to beat an opponent Use all members of a team effectively 	 Relate different athletic activities to changes in heart rate, breathing and temperature Choose and use a range of simple tactics for defending and challenging their opponent for striking, fielding, team and net games Coach peers with assistance from resources Suggest suitable ways to increase the challenge in a task
Personal Skills	Health Skills
 Work and compete individually and with others Develop competence Develop confidence Understand how strength, stamina and speed can be improved by playing games Compete in small sided games and always demonstrate good sportsmanship Recognise when their body is warmer or cooler and when their heart beats faster and slower 	 Examines the health benefits of participating in physical activity 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
Greater Depth	Greater Depth
Lead activities and teach to other children	Discusses the importance of hydration



PHYSICAL EDUCATION: VOCABULARY MAP						
INVASION AND STRIKING GAMES	GYMNASTICS AND DANCE	AR 5/6 ATHLETICS	OUTDOOR ADVENTUROUS ACTIVITIES			
 Pivot Base Rounder Backstop Strategy Repossession Non-contact Stance 	 Round-off Stag jump Assessment Precision Choreograph Repetition Refinement Formation Stag leap 	 Position Take-off Performance Accelerate Refine Technique Pacesetter Pulse rate Stride pattern Reaction time Heave throw 	 Orienteering Route Navigation Control card Boundaries Perseverance Control card 			



Physical Education Skills Map Year 5					
Physical Skills (See appendix 6 and 7)	Thinking Skills				
 Demonstrate a range of throwing actions with some accuracy and control Demonstrate the differences between sprinting and distance running Perform dances using a range of movement patterns Perform combinations of gymnastic actions with different levels, speeds and directions Know the eight different directions on a compass Know and understand the different features of a map, including symbols, a key, scale and compass directions and use this information to read a map. Perform jumps, shapes and balances fluently and with control. Make good use of creativity and imagination when composing sequences in dance or gym Use movement expressively, to convey an idea, mood or feeling Select ideas to compose specific sequences of movements, shapes and balances Use equipment to vault in a variety of ways Develop strength, technique and flexibility throughout performances Identify and repeat the movement patterns and actions of a chosen dance style. Compose individual, partner and group dances that reflect the chosen dance style. Improvise with confidence, still demonstrating fluency across the sequence. 	 Know and apply the basic strategic and tactical principles of a some games and adapt them to different situations Show good awareness of space and the actions of others Appreciate that rules need to be consistent and fair, using this knowledge to create rules and teach them to others Work in cooperative groups to use different techniques, speeds and effort to meet challenges Work cooperatively to put strategies and solutions into action Predict how different activities will affect heart rate, temperature and performance Independently prepare for exercise, and use cooling down techniques EVALUATING AND IMPROVING Modify and refine skills and techniques to improve any performance Show a willingness to practise to develop and improve Conserve energy over longer distances Evaluate a performance and suggest improvements to speed, direction and level, applying some basic criteria Identify good performances and suggest ideas for practices that will improve their play Choose and use criteria to evaluate own and others' performances Explain why they have used particular skills or techniques, and the effect they have had on their performance 				



 PLAYING GAMES Use a range of throwing techniques, with increasing power and accuracy Use a large range of sending, receiving and travelling techniques in games, with varied control Apply a broad range of skills to different situations Use a range of fielding skills and throw with accuracy to hit a target Plan different approaches to attacking and defending Choose the best pace to use in athletics or games Show growing awareness of space in team games Keep and win back possession of the ball effectively in a team game Mark, tackle and intercept other players 	
Greater Depth	Greater Depth
 Develop a broad range of techniques and skills for attacking and defending, using them with consistent accuracy, confidence and control Perform actions, shapes and balances with good body tension and extension Personal Skills Work and compete individually and with others Develop competence 	 With help, devise warm up and cool down activities and justify their choices Know and apply the strategic and tactical principles of various games and adapt them to different situations Develop strategies for coaching skills and techniques in others Health Skills Understand fully why exercise is good for fitness, health and wellbeing
 Develop confidence Compete in small sided games fairly showing good sportsmanship Recognise when their body is warmer or cooler and when their heart beats faster and slower Explain some safety principles when preparing for and during exercise. 	Develop calming techniques and self-regulate emotions
Greater Depth	Greater Depth
Design and lead activities and teach to other children	 Design a fitness plan to address ways to use physical activity to enhance fitness



Physical Education Skills Map							
	Year 6						
 Physical Skills (See appendix 6 and 7) Choose the best pace for a running event, in order to sustain 	 Thinking Skills Understand, choose and apply a range of tactics and strategies for 						
 running and improve their personal target Show accuracy and good technique when throwing for distance 	defence and attack Explain some safety principles when preparing for and during						
 Use navigation equipment (maps, compasses) to improve a trail. Run over hurdles with fluency, focusing on the lead leg technique 	exercise.						
and a consistent stride pattern.	opposition from scoring						
 Perform and apply different types of jumps in other contexts. 	Understand that a winning team has not always been the best oneMonitor their own heart rate and breathing						
 GYMNASTICS AND DANCE (See appendix 4 and 5) Use changes in and combinations of direction, level and speed within increasingly complex sequences Demonstrate precise and controlled placement of body parts in their actions, shapes and balances 	Understand how heart rate and breathing slows after exercise						
 Confidently use equipment to vault and incorporate this into sequences Combine flexibility, techniques and movements to create a fluent sequence. Move appropriately and with the required style in relation to the stimulus Use dramatic expression in dance movements and motifs. Convey expression and emotion in performance Develop strength, technique and flexibility throughout performances 	 Use a range of criteria to judge own and others' work Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements using appropriate terminology 						



PLAYING GAMES

- Throw and catch accurately and successfully under pressure in a game.
- Perform skills with greater speed, fluency and accuracy in invasion, striking and net games
- Combine, vary and choose appropriate strategies and tactics
- Choose and make the best pass in a game situation and link a range of skills together with fluency
- Work within a team, with less focus on self, begin to show some leadership skills

Greater Depth	Greater Depth
 Prepare physically and organisationally for challenges they are set, taking into account group safety and adapt their skills and understanding as they move from familiar to unfamiliar environment Combine and perform actions, shapes and balances with fluency in increasingly difficult combinations 	 Organise and judge events and challenges well Know and apply strategic and tactical principles of a various games and adapt them to different situations Apply coaching skills across various games/situations
Personal Skills	Health Skills
 Work and compete individually and with others Develop competence Develop confidence Compete in small sided games fairly and recognise good sportsmanship by others Compete in a range of team events 	 Understand fully why exercise is good for fitness, health and wellbeing Identify activities that help develop stamina or power and suggest how some can be used in other types of activities 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
Greater Depth	Greater Depth
 Know the importance and types of fitness and how playing games contributes to a healthy lifestyle 	 Analyse the impact of food choices relative to physical activity, youth sports & personal health



Skills Map – Swimming							
Working Towards	Expected	Greater Depth					
 Can they swim between 15 metres unaided? Can they keep swimming for 30 to 45 seconds, using swimming aids and support? Can they use a variety of basic arm and leg actions when on their front and on their back? Can they swim on the surface and lower themselves under water? Can they take part in group problemsolving activities on personal survival? Do they recognise how their body reacts and feels when swimming? Can they recognise and concentrate on what they need to improve? 	 Can they swim 25 metres keep swimming for 45 to 90 seconds? Do they use 3 different strokes, swimming on their front and back? Can they control their breathing? Can they swim confidently and fluently on the surface and under water? Do they work well in groups to solve specific problems and challenges, sharing out the work fairly? Do they recognise how swimming affects their body, and pace their efforts to meet different challenges? Can they suggest activities and practices to help improve their own performance? 	 Can they swim further than 50 metres? Can they swim fluently and confidently for over 90 seconds? Do they use all 3 strokes with control? Can they swim short distances using butterfly? Do they breathe so that the pattern of their swimming is not interrupted? Can they perform a wide range of personal survival techniques confidently? Do they know what the different tasks demand of their body, and pace their efforts well to meet challenges? Can they describe good swimming technique and show and explain it to others? 					

Examples of Deeper Thinking Questions:

How can you combine your different gymnastic moves into a fluent sequence?

What tactics could you and your team use to outwit your opponents?

What could you do differently next time to try and land the javelin closer to the target?

Why is Sam able to hit the ball over the net more times than James?





Appendix 1: PE Long Term Planner Key Stage 1 & 2

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1 Focused activities relating to NC objectives	Gymnastics Skill areas – shape, balance, rolls (Y2) and travel.	Dance Explore movement using their bodies in creative ways. Link moves and demonstrate use of level, speed and pathways. Create a short dance motif using counts of 8.	Gymnastics Skills – flight (jumping and landing safely), rolls sequence and shape.	Games Fundamentals of movement Footwork patterns - agility, coordination and ball skills. Looking at progressive skill development challenges. Cooperative and competitive game opportunities.	Athletics Running for speed and distance. Jumping combinations. Cooperative and competitive games.	Games Sending and collecting skills. Overarm and underarm throwing. Creating own competitive mini team games using skills of throwing, catching and running. Scoring and leading their own games.
Year 3/4 Focused activities relating to NC objectives	Invasion games Play competitive games with attacking and defending. Y3- Netball Y4- Football	Dance Perform dances using a range of movement patterns Compare performances with previous ones and demonstrate improvement to achieve personal best.	Gymnastics Develop flexibility, strength, technique, control and balance.	Gymnastics Linking movements to show a specific task; showing balance, coordination and creativity using the skills taught.	Athletics Use running, jumping, throwing and catching in isolation and in combination Compare their performances with previous ones and demonstrate improvement to achieve their personal best.	Striking and Fielding Cricket/Rounders Use running, jumping, throwing and catching in isolation and in combination. Play competitive games.
Year 5/6 Focused activities relating to NC objectives	Invasion games Play competitive games with attacking and defending. Y5- Basketball Y6- Tag Rugby	Perform dances using a range of movement patterns Compare performances with previous ones and demonstrate improvement to achieve personal best. Understand and demonstrate use of group work and choreographic elements.	Gymnastics Develop flexibility, strength, technique, control and balance.	Gymnastics Linking movements to show a specific task; showing balance, coordination and creativity using the skills taught.	Athletics Use running, jumping, throwing and catching in isolation and in combination Compare their performances with previous ones and demonstrate improvement to achieve their personal best.	Striking and Fielding Use running, jumping, throwing and catching in isolation and in combination. Play competitive games. Y5 – Rounders Y6- Cricket/Rounders





Appendix 2: Games Long Term Planner Key Stage 1 & 2

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1	Multi-Skills: Fundamental Movements	Multi-Skills: Ball Games - Throwing & Catching	Multi-Skills: Circuit Training	Invasion Games: Consolidation of footwork patterns	Athletics: Sports Day Preparations (Opportunities for competition)	Net/Wall Games: Tennis
Year 3	Invasion Games: Football	Invasion Games: Tag Rugby	Invasion Games: Handball	OAA Team Building/Problem solving & Orienteering	Athletics: Sports Day Preparations (Opportunities for competition)	Net/Wall Games: Tennis/ Badminton
Year 4	Invasion Games: Tag Rugby	Invasion Games: Basketball	Invasion Games: Hockey	OAA Team Building/Problem solving & Orienteering	Athletics: Sports Day Preparations (Opportunities for competition)	Net/Wall Games: Tennis/ Badminton
Year 5	Invasion Games: Football	Invasion Games: Tag Rugby	Invasion Games: Handball	OAA Team Building/Problem solving & Orienteering	Athletics: Sports Day Preparations (Opportunities for competition)	Net/Wall Games: Tennis/ Badminton
Year 6	Invasion Games: Football	Invasion Games: Basketball	Invasion Games: Hockey	OAA Team Building/Problem solving & Orienteering	Athletics: Sports Day Preparations (Opportunities for competition)	Net/Wall Games: Korfball / Badminton





Appendix 3: Extra Curricular Long Term Planner Key Stage 1 & 2

	Hip hop – Y 3-6	Hip hop – Y 3-6	Hip hop – Y 3-6	Hip hop – Y 3-6	Hip hop – Y 3-6	Hip hop – Y 3-6
Extra curricular	Smilercise – Y3-6	Smilercise – Y3-6	Smilercise – Y3-6	Smilercise – Y3-6	Smilercise – Y3-6	Smilercise – Y3-6
clubs	Korfball – Y3-6	Korfball – Y3-6	Korfball – Y3-6	Korfball – Y3-6	Korfball – Y3-6	Korfball – Y3-6
Nebula Inter-school activities	KS1 Multi-skills	Tag rugby competition for Y 3-6	Cross country race for Y 1-6	Cricket for Y 3/4	Multi-skills for Y R-2	Korfball for Y3 Cricket for Y 5/6
	League Cross country races for Y 3-6	League Cross country races for Y 3-6	League Cross country races for Y 3-6	League Cross country races for Y 3-6		City Sports athletics for Y 3-6 HHS Athletics for Y 3-6
Cluster	Y 5/6 football league	Y56 football league	Y 5/6 football league	Y 5/6 football league		HHS Multi-skills for Y R
Inter-school activities	Y6 Korfball	HHS Athletics for Y5/6	HHS Cross country for Y 1/2	HHS Multi-skills for Y 1		
		HHS Multi-skills for Y 2				
		Y5 Korfball				
Taster	SESMA karate Y 16			Dance – Y 1-6		
sessions				ESKA karate – Y 1 2		



Appendix 4: Gymnastics Skills Ladder

Health Skills

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Essential	Essential	Essential	Essential	Essential	Essential	Essential
Knowledge	Knowledge	Knowledge	Knowledge	Knowledge	Knowledge	Knowledge
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. Identifies the heart as a muscle that grows stronger with exercise, play and physical activity.	Recognise and describe how the body feels during and after different physical activities. Identify physical activities that contribute to fitness. Recognise the "good health balance" of nutrition and physical activity.	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 warm up and cool down. Recognise that strength and suppleness are important parts of fitness. Develop calming techniques and self-regulate	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. Examines the health benefits of participating in physical activity.	Know and understand the reasons for warming up and cooling down. Explain some safety principles when preparing for and during exercise. Understand fully why exercise is good for fitness, health and wellbeing. Develop calming techniques and self-regulate emotions	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. Understand fully why exercise is good for fitness, health and wellbeing.



			emotions with an adult.			Identify activities that help develop stamina or power and suggest how some can be used in other types of activities
	Acqu	iring and De	eveloping Sk	ills in Gymna	astics	
Travel in different ways. Stretch in	Lift and carry apparatus in a	Create their own shapes on a range	Choose ideas to compose a	Create a sequence of actions that fit a	Select ideas to compose specific	Create their own complex sequences
different ways.	group.	of body parts and	movement	theme. Use an	sequences of	involving the full
Jump in a range of	Follow instructions	hold balances still.	sequence	increasing range of	movements,	range of actions
ways from one	involving two or	Work with a	independently and	actions, directions	shapes and	and movements:
space to another	more commands.	partner to	with others. Link	and levels in their	balances. Adapt	travelling,
with control.	Create and perform	compose,	combinations of	sequences. Move	their sequences to	balancing, holding
Begin to balance	a movement	remember and	actions with	with clarity, fluency	fit new criteria or	shapes, jumping,
with control. Move	sequence. Copy	perform a	increasing	and expression.	suggestions.	leaping, swinging,
around, under,	actions and	matching sequence	confidence,	Show changes of	Perform jumps,	vaulting and
over, and through	movement	containing at least	including changes	direction, speed	shapes and	stretching.
different objects	sequences with a	one roll, balance	of direction, speed	and level during a	balances fluently	Demonstrate
and equipment.	beginning, middle	and jump.	or level. Develop	performance.	and with control.	precise and
	and end. Link two	Perform paired	the quality of their	Travel in different	Confidently	controlled
	actions to make a	balances on	actions, shapes and	ways, including	develop the	placement of body
	sequence.	different pieces of	balances. Move	using flight.	placement of their	parts in their
	Recognise and copy	equipment.	with coordination,	Improve the	body parts in	actions, shapes and
	contrasting actions	Demonstrate three	control and care.	placement and	balances,	balances.
	(small/tall,	different types of	Use turns whilst	alignment of body	recognising the	Confidently use
	narrow/wide).	roll correctly,	travelling in a	parts in balances.	position of their	equipment to vault
	Travel in different	including a curled	variety of ways.	Use equipment to	centre of gravity	and incorporate
	ways, changing	side roll.	Use a range of	vault in a variety of	and where it	this into sequences.



direction and	Travel in a variety	jumps in their	ways. Carry out	should be in	Apply skills and
speed. Hold still	of ways, including	sequences. Begin	balances,	relation to the base	techniques
shapes and simple	rolling and show	to use equipment	recognising the	of the balance.	consistently,
balances. Carry out	control when	to vault. Create	position of their	Confidently use	showing precision
simple stretches.	performing log,	interesting body	centre of gravity	equipment to vault	and control.
Carry out a range	teddy bear and	shapes while	and how this	in a variety of ways.	Develop strength,
of simple jumps,	curled side rolls.	holding balances	affects the balance.	Apply skills and	technique and
landing safely.	Jump in a variety of	with control and	Begin to develop	techniques	flexibility
Move around,	ways and land with	confidence. Begin	good technique	consistently.	throughout
under, over, and	increasing control	to show flexibility	when travelling,	Develop strength,	performances.
through different	and balance.	in movements.	balancing and using	technique and	
objects and	Climb onto and		equipment.	flexibility	
equipment. Begin	jump off the		Develop strength,	throughout	
to move with	equipment safely.		technique and	performances.	
control and care.	Can compose,		flexibility	Combine	
	remember and		throughout	equipment with	
	perform their own		performances.	movement to	
	sequence			create sequences.	
	containing at least				
	one roll, balance				
	and jump.				
	Copy, explore and				
	remember actions				
	and movements to				
	create their own				
	sequence				
	Hold a still shape				
	whilst balancing on				
	different points of				
	the body.				



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.

revisited in year 4, 5 and 6 if necessary.									
	Rolls								
	Log roll (controlled) Curled side roll (egg roll) (controlled) Teddy bear roll (controlled)	Log roll (controlled) Curled side roll (egg roll) (controlled) Teddy bear roll (controlled) Rocking for forward roll Crouched forward roll	Crouched forward roll Forward roll from standing Tucked backward roll	Forward roll from standing Straddle forward roll Tucked backward roll Backward roll to straddle.	Forward roll from standing Straddle forward roll Pike forward roll Tucked backward roll Backward roll to straddle.	Forward roll from standing Straddle forward roll Pike forward roll Dive forward roll Tucked backward roll Backward roll to straddle Backward roll to standing pike Pike backward roll.			
			Jumps						
Jumping Jack Straight Jump	Straight jump Tuck jump Jumping jack Half turn jump Cat spring	Straight jump Tuck jump Jumping jack Half turn jump Cat spring Cat spring to straddle	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Straight jump half- turn Cat leap	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Straight jump halfturn Straight jump fullturn Cat leap Cat leap	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Stag jump Straight jump halfturn Straight jump fullturn Cat leap	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Stag jump Straight jump halfturn Straight jump fullturn Cat leap			



Vau	ılt – with spr	ingboard an	d vault or ot	:her suitable	Cat leap half-turn Split leap raised platf	Cat leap half-turn Cat leap full-turn Split leap Stag leap Orm
	Straight jump off springboard.	Hurdle step onto springboard Straight jump off springboard Tuck jump off springboard.	Hurdle step onto springboard Squat on vault Star jump off Tuck jump off Straddle jump off Pike jump off	Hurdle step onto springboard Squat on vault Straddle on vault Star jump off Tuck jump off Straddle jump off Pike jump off	Hurdle step onto springboard Squat on vault Straddle on vault Star jump off Tuck jump off Straddle jump off Pike jump off Squat through vault	Hurdle step onto springboard Squat on vault Straddle on vault Star jump off Tuck jump off Straddle jump off Pike jump off Squat through vault
	Ha	andstands, C	Cartwheels a	nd Round-o	ffs	
Bunny hop	Bunny hop Front support wheelbarrow with partner	Bunny hop Front support wheelbarrow with partner T-lever Scissor kick	Handstand Lunge into cartwheel	Lunge into handstand Lunge into cartwheel	Lunge into handstand Lunge into cartwheel Lunge into round- off	Lunge into cartwheel Lunge into round- off Hurdle step Hurdle step into cartwheel Hurdle step into round-off
		Travellin	g and Linkin	g Actions		
Tiptoe, jump and hop	Tiptoe, step, jump and hop Hopscotch Skipping	Tiptoe, step, jump and hop Hopscotch Skipping	Tiptoe, step, jump and hop Hopscotch Skipping	Tiptoe, step, jump and hop Hopscotch Skipping	Tiptoe, step, jump and hop Hopscotch Skipping	Tiptoe, step, jump and hop Hopscotch



	Galloping	Galloping Straight jump half- turn	Chassis steps Straight jump half turn Cat leap	Chassis steps Straight jump half turn Straight jump full turn Cat leap Cat leap half turn Pivot	Chassis steps Straight jump half turn Straight jump full turn Cat leap Cat leap half turn Pivot	Skipping Chassis steps Straight jump half turn Straight jump full turn Cat leap Cat leap half turn Cat leap full turn
		Shap	oes and Bala	nces		
Standing Balances	Standing balances Kneeling balances Pike, tuck, star, straight, straddle shapes	Standing balances Kneeling balances Large body part balances Balances on apparatus Balances with a partner Pike, tuck, star, straight, straddle shapes Front and back support Get into a plank position	Large and small body part balances, including standing and kneeling balances Balances on apparatus Matching and contrasting partner balances Pike, tuck, star, straight, straddle shapes Front and back support	1, 2, 3 and 4- point balances Balances on apparatus Balances with and against a partner Pike, tuck, star, straight, straddle shapes Front and back support	1, 2, 3 and 4- point balances Balances on apparatus Part body weight partner balances Pike, tuck, star, straight, straddle shapes Front and back support	1, 2, 3 and 4- point balances Balances on apparatus Develop technique, control and complexity of partweight partner balances Group formations Pike, tuck, star, straight, straddle shapes Front and back support
			Perform			
	Perform using a range of actions and body parts	Perform sequences of their own	Develop the quality of the actions in	Perform and create sequences with	Perform own longer, more	Link actions to create a complex sequence using a



Participate and	with some	composition with	their	fluency and	complex sequences	full range of
enjoy simple	coordination.	coordination.	performances.	expression.	in time to music.	movement that
games.			'	'	Consistently	showcases different
	Begin to perform	Perform learnt	Perform learnt	Perform and apply	perform and apply	agilities, performed
	learnt skills with	skills with	skills and	skills and	skills and	in time to music.
	some control.	increasing control.	techniques with	techniques with	techniques with	
			control and	control and	accuracy and	Perform and apply
		Copy and	confidence.	accuracy.	control.	a variety of skills
		remember actions		·		and techniques
		in a sequence.	Understand		Make good use of	confidently,
			different uses of	Use different parts	creativity and	consistently and
		Begin to move with	tense, relax,	of the body for	imagination when	with precision.
		increasing control	stretch, curl in	different effects.	composing	
		and care.	movement.		sequences.	Begin to record
						their peers'
			Copy, remember,		Use movement	performances, and
			repeat, explore		expressively, to	evaluate these.
			simple actions and		convey an idea,	
			movements with		mood or feeling.	
			control and			
			coordination.			
			Begin to sequence			
			moves and link			
			actions.			
			Begin to choose			
			movement to show			
			ideas.			



			Evaluate			
Share skills and talk about one another's views and opinions using some visual cues.	Comment on others' actions and suggest simple improvements. Understand that physical activity is good for them Ask for help when they need it.	Watch and describe performances, and use what they see to improve their own performance. See how their work is similar to, and different from, other children. Talk about how to exercise safely and how their bodies feel during an activity.	Watch, describe and evaluate the effectiveness of a performance. Describe how their performance has improved over time. Comment on the skills and techniques used in their own and others' work. Refine movement after evaluation from others.	Describe their own and others' performance, making simple judgements about the quality of performances and suggesting ways they could be improved. Modify their use of skills or techniques to achieve a better result. Understand how performances can be improved,	Explain why they have used particular skills or techniques, and the effect they have had on their performance. Modify and refine skills and techniques to improve any performance. Show a willingness to practise to develop and improve.	Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.
			Understand the importance of practise.	through practise and reflection.		



Appendix 5: Dance Skills Ladder

Health Skills

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Essential	Essential	Essential	Essential	Essential	Essential	Essential
Knowledge	Knowledge	Knowledge	Knowledge	Knowledge	Knowledge	Knowledge
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. Identifies the heart as a muscle that grows stronger with exercise, play and physical activity.	Recognise and describe how the body feels during and after different physical activities. Identify physical activities that contribute to fitness. Recognise the "good health balance" of nutrition and physical activity.	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 warm up and cool down. Recognise that strength and suppleness are important parts of fitness. Develop calming techniques and self-regulate	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. Examines the health benefits of participating in physical activity.	Know and understand the reasons for warming up and cooling down. Explain some safety principles when preparing for and during exercise. Understand fully why exercise is good for fitness, health and wellbeing. Develop calming techniques and self-regulate emotions.	Understand the importance of warming up and cooling down. Carry out warmups and cool downs safely and effectively. Understand why exercise is good for health, fitness and wellbeing. Know ways they can become healthier. Understand fully why exercise is good for fitness, health and wellbeing.



			emotions with an adult.			Identify activities that help develop stamina or power and suggest how some can be used in other types of activities.
			Dance Skills			
Join a range of different movements together.	Copy and repeat actions. Put a sequence of	Explore, copy, remember and repeat simple skills and actions.	Use the skill of improvisation, responding to stimuli.	Identify and repeat the movement patterns and actions of a chosen	Identify and repeat the movement patterns and actions of a chosen	Identify and repeat the movement patterns and actions of a chosen
Change the speed of their actions.	actions together to create a motif. Vary the speed of	Create a short motif inspired by a stimulus by putting	Create motifs from different stimuli.	dance style. Uses movements to communicate an	dance style. Compose individual, partner	dance style. Compose individual, partner
Change the style of their movements. Create a short	their actions. Use simple choreographic	some movements together. Change the speed	Begin to choose movement to show ideas.	idea, using expression and conveying emotion.	and group dances that reflect the chosen dance style.	and group dances that reflect the chosen dance style.
movement phrase which demonstrates their own ideas.	devices such as mirroring the movements of a partner.	and level of their actions. Make simple moves with	Copy, remember, repeat, explore simple actions and movements with control and co-	Compose longer dance sequences in a small group. Demonstrate	Apply skills, actions and ideas with increasing coordination and control.	Use dramatic expression in dance movements and motifs. Convey expression and
	Improvise independently and adapt previous ideas to include in a dance	increasing control and co-ordination Use simple choreographic devices such as	ordination. Begin to compare and adapt movements and	precision and some control in response to stimuli. Move in an increasingly coordinated way.	Show a change of pace and timing in their movements.	emotion in performance Combine flexibility, techniques and



Keep to the beat of	unison, canon and	motifs to create a	Begin to vary	Combine changes	movements to
the music when	mirroring.	larger sequence.	dynamics and	of shape, speed	create a fluent
performing.			develop actions	and level in	sequence.
	Remember and		and motifs in	sequence.	·
Perform simple and	repeat simple	Move across a	response to stimuli.	·	Move appropriately
random dance	sequences in	room in different		Demonstrate	and with the
moves.	dance. Make a	ways and with an	Begin to	imagination and	required style in
	short dance	awareness of	demonstrate an	creativity in the	relation to the
Make different	sequence.	space.	awareness of	movements they	stimulus, e.g. using
shapes with their			rhythm and spatial	devise in response	various levels, ways
bodies as they	Use different	Make increasingly	awareness.	to stimuli. Make	of travelling and
travel, jump and	transitions within a	clear and fluent		good use of	motifs.
spin.	dance motif.	movements.	Use different parts	creativity and	
			of the body for	imagination when	Show a change of
Vary the speed of	Move to the beat	Begin to sequence	different effects.	composing	pace and timing in
their actions.	of the music.	moves and link		sequences in	their movements.
		actions.	Perform actions to	dance.	
Combine actions to			communicate ideas		Move rhythmically
create a short		Use movements to		Use movement	and accurately in
motif.		tell a narrative.	Combine actions to	expressively, to	dance sequences.
			create a longer	convey an idea,	
Shape their bodies		Show contrast in	dance.	mood or feeling.	Improvise with
appropriately to		shape and			confidence, still
represent an object		movement.	Work with a group	Use transitions to	demonstrating
and respond to			to choreograph a	link motifs	fluency across their
changes of speed.		Move to the beat	dance that fits	smoothly together.	sequence.
		of the music.	rhythmically and		
			dynamically with	Improvise with	Dance with fluency
		Show an awareness	the music.	confidence, still	and control, linking
		of other's		demonstrating	all movements and
		movements,		fluency across the	ensuring that
		responding		sequence.	transitions flow.
		accordingly with			



			their own movements. Combine and link an increasing number of movement phrases and patterns		Ensure their actions fit the rhythm of the music. Show increasing clarity and fluency in movements.	Demonstrate consistent precision when performing dance sequences.
			Perform			
Control my body when performing a sequence of movements.	Perform using a range of actions and body parts with some coordination. Begin to perform learnt skills with some control.	Perform sequences of their own composition with coordination. Perform learnt skills with increasing control.	Develop the quality of the actions in their performances. Perform learnt skills and techniques with control and confidence.	Perform and apply skills and techniques with increased precision and control	Consistently perform and apply skills and techniques with accuracy and control.	Link actions to create a complex sequence using a full range of movement. Perform and apply a variety of skills and techniques confidently, consistently and with precision.
			Evaluate			
Share skills and talk about one another's views	Comment on others' actions and	Watch and describe performances, and	Watch, describe and evaluate the	Describe their own and others' performance,	Explain why they have used particular skills or	Thoroughly evaluate their own and others' work,

Curriculum Skills and Progression Map



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and opinions using	suggest simple	use what they see	effectiveness of a	making simple	techniques, and	suggesting
some visual cues.	improvements.	to improve their	performance.	judgements about	the effect they	thoughtful and
		own performance.		the quality of	have had on their	appropriate
	Understand that		Describe how their	performances and	performance.	improvements.
	physical activity is	See how their work	performance has	suggesting ways		
	good for them	is similar to, and	improved over	they could be		Modify some
		different from,	time.	improved.	Show a willingness	elements of a
	Ask for help when	other children.			to practise to	sequence as a
	they need it.		Comment on the	Modify their use of	develop and	result of self and
		Talk about talk	skills and	skills or techniques	improve.	peer evaluation.
		about how music	techniques used in	to achieve a better	·	Use complex dance
		and dancing makes	their own and	result.	Modify parts of a	vocabulary to
		them feel.	others' work.		sequence as a	compare and
				Understand how	result of self and	improve work.
			Refine movement	performances can	peer evaluation.	,
			after evaluation	be improved,	'	
			from others.	through practise	Use more complex	Modify and refine
				and reflection.	dance vocabulary	techniques to
			Understand the		to compare and	improve any
			importance of	Use simple dance	improve work.	performance.
			practise.	vocabulary when		
			p. 0.00.00.	comparing and		
			Use simple dance			
			vocabulary to	improving work.		
			compare and	Change parts of a		
			improve work.	dance as a result of		
			inipiove work.	self-evaluation.		
				Jen evaluation.		
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Appendix 6: Games Skills Ladder

	Health Skills								
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6			
Essential	Essential	Essential	Essential	Essential	Essential	Essential			
Knowledge	Knowledge	Knowledge	Knowledge	Knowledge	Knowledge	Knowledge			
Know that physical exercise is good for them and describe what it feels like	Describe how the body feels before, during and after exercise. Carry and place equipment safely. Identify the heart as a muscle that grows stronger with exercise, play and physical activity.	Recognise and describe how the body feels during and after different physical activities. Identify physical activities that contribute to fitness. Recognise the "good health balance" of nutrition and physical activity.	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 warm up and cool down. Recognise that strength and suppleness are important parts of fitness. Develop calming techniques and self-regulate	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. Examines the health benefits of participating in physical activity.	Know and understand the reasons for warming up and cooling down. Explain some safety principles when preparing for and during exercise. Understand fully why exercise is good for fitness, health and wellbeing. Develop calming techniques and self-regulate emotions	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. Understand fully why exercise is good for fitness, health and wellbeing. Identify activities that help develop stamina or power			



			emotions with an adult. Recognise when their body is warmer or cooler			and suggest how some can be used in other types of activities
			and when their			
			heart beats faster and slower.			
		Strikin	g and Hittin	g a Ball		
Hit a ball with a bat	Use hitting skills in	Practise basic				Hit a bowled ball
or racquet.	a game.	sending and receiving with	Develop a range of skills in striking	Accurately serve underarm.	Explore when different shots are	over longer distances.
	Practise basic sending and receiving.	increasing accuracy.	(and fielding where appropriate). Practise the correct	Accurately bowl overarm.	best used. Develop a backhand	Use good hand-eye coordination to be able to direct a ball
			batting technique and use it in a game.	Build a rally with a partner. Use at least two different	technique and use it in a game.	when striking or hitting.
			Strike a bowled ball in an intended	shots in a game situation.	Practise techniques for all strokes.	Understand how to serve in order to start a game.
			direction.	Use hand-eye coordination to strike a moving and a stationary ball.	Use a range of fielding skills and throw with accuracy to hit a target.	
				Maintain sight of the ball, demonstrating the		



	T		T	T		
				importance of		
				doing this when		
				catching balls		
				travelling at		
				different heights		
				and speeds.		
		Throwin	g and Catchi	ing a Ball		
Roll equipment in	Throw an object	Throw underarm,	Practise the correct	Continue to	Consolidate	Throw and catch
different ways.	underarm using the	using different	technique for	develop different	different ways of	accurately and
	correct technique.	objects, with good	catching a ball and	ways of throwing	throwing and	successfully under
Identify a target	a con con tooming a co	control.	use it in a game.	and catching.	catching, and know	pressure in a game.
and begin to throw	Using two hands,				when each is	
underarm.	usually catch a	Throw underarm	Throw and catch	Throw and catch	appropriate in a	Throw with
	beanbag or ball	towards a target,	with control when	with control when	game.	accuracy and
Catch equipment	that someone has	with some	under limited	under limited	0	power.
using two hands.	thrown.	accuracy.	pressure to score	pressure to keep		'
Ü		,	goals.	possession and	Demonstrate a	
	Use an underarm	Throw overarm,		score goals.	range of throwing	
	throw to throw an	using different	Perform a range of		actions using	
	object over a	objects, with good	catching and		modified	
	medium distance,	control.	gathering skills	Show some control	equipment with	
	towards a certain		with control.	when using a range	some accuracy and	
	direction.	Throw overarm for		of basic running,	control.	
		distance, with	Catch with	jumping and		
	Move a ball using	some accuracy.	increasing control	throwing actions	_	
	simple throwing	,	and accuracy.	with some accuracy	Use a range of	
	techniques.	Move and position	·	and power into a	throwing	
		themselves when	Throw a ball in	target area.	techniques, with	
	Use two hands to	trying to catch an	different ways (e.g.		increasing power	
	bounce a ball on	object	high, low, fast or		and accuracy.	
	the floor or at a		slow, chest pass,	Be increasingly		
	target on the floor.		bounce pass).	accurate in		



	-	Bounce a ball on a		the many since for a	1	
	Llavally vaa		Davidan a safe and	throwing for		
	Usually use	spot and	Develop a safe and	distance.		
	techniques to help	sometimes catch it.	effective overarm	A de el Hertele el		
	them with		bowl.	Adapt their body		
	catching, e.g.	Bounce a ball to a		into the correct		
	tracking the object,	partner, with some		position when		
	hand placement	control over the		using the long		
	and moving their	height or distance		barrier technique,		
	feet.	travelled.		to effectively stop		
				or control a rolling		
	Use rolling skills in	Use throwing and		ball.		
	a game.	catching skills in a				
		game.				
	Sometimes catch a					
	ball.					
		Use hand-eye				
	Practise accurate	coordination to				
	throwing and	control a ball.				
	consistent					
	catching.	Vary types of throw				
		used.				
	Play simple ball					
	games.					
		Trav	elling with a	Ball		
Move a ball in	Travel with a ball in	Kick a ball whilst	Move with the ball		Use a variety of	Show confidence in
different ways,	different ways.	moving.	in a variety of ways	Look up when	ways to dribble in a	using ball skills in
including bouncing	different ways.	moving.	with some control.	dribbling while	game with success.	various ways in a
and kicking.	Travel with a ball in	Use kicking skills in	with some control.	keeping good	Barrie With Juccess.	game situation, and
and McKing.	different directions	a game.	Use two different	control of the ball.	Use ball skills in	link these together
Use equipment to	(side to side,	a game.	ways of moving	Control of the ball.	various ways, and	effectively.
control a ball.	forwards and	Use dribbling skills	with a ball in a		begin to link	cco
	backwards) with	in a game.	game.		together.	
		- 0	U	l		



	control and fluency.		Make increasingly clear and fluent movements. Show contrast in shape and movement.							
	Passing a Ball									
Kick an object at a target.	Pass the ball to another player in a game. Use kicking skills in a game. Explore different ways of moving a ball. Stop a ball moving with their foot.	Know how to pass the ball in different ways. Kick a ball at a target, not always with accuracy. Understand the importance of stopping a ball in different ways. Kick a ball, using the correct technique whilst moving, with some control and fluency.	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. Choose an appropriate speed to pass a ball. Move to receive a ball that is passed to them with good control. At times, anticipate where and when the ball will be passed and get into a position to be able to intercept it.	Pass a ball with speed and accuracy using appropriate techniques in a game situation. Decide the best way to pass a ball for different purposes and needs.	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. Use a large range of sending, receiving and travelling techniques in games, with varied control.				



	Possession								
			Know how to keep and win back possession of the ball in a team game.	Occasionally contribute towards helping their team to keep and win back possession of the ball in a team game. Mark an opposition player with success in a game and position oneself to allow them to see both the ball and their opponent at the same time.	Keep and win back possession of the ball effectively in a team game.	Keep and win back possession of the ball effectively and in a variety of ways in a team game. Know how to keep possession.			
			Using 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.	Find a useful space and get into it to support teammates.	Make the best use of space to pass and receive the ball.	Show growing awareness of space in team games	Demonstrate a good awareness of space.			



	I	I		I	ı	
		Begin to choose				
		and use the best				
		space in a game.				
		Attack	ing and Def	ending		
Play a range of	Begin to use the	Begin to use and	Use simple	Use a range of	Choose the best	Think ahead and
chasing games.	terms attacking	understand the	attacking and	attacking and	tactics for attacking	create a plan of
	and defending.	term defending.	defending skills in a game.	defending skills and techniques in a	and defending.	attack or defence.
	Use simple	Use at least one		game.	Use fielding skills as	Apply knowledge of
	defensive skills	technique to	Use fielding skills to		a team to prevent	skills for attacking
	such as marking a	defend to play a	stop a ball from	Use fielding skills as	the opposition	and defending.
	player or defending	game successfully.	travelling past	an individual to	from scoring.	
	a space.		them.	prevent a player		Work as a team to
		Use simple		from scoring.	Plan different	develop fielding
	Use simple	attacking skills such			approaches to	strategies to
	attacking skills such	as dodging to get			attacking and	prevent the
	as dodging to get	past a defender.			defending.	opposition from
	past a defender.					scoring.
		Та	ctics and Ru	les		
Listen to,	Follow simple rules	Understand the	Apply and follow	Vary the tactics	Know when to pass	Follow and create
understand and	to play games,	importance of rules	rules fairly.	they use in a game.	and when to	complicated rules
follow some basic	including team	in games.			dribble in a game.	to play a game
games rules.	games.		Understand and	Adapt rules to alter		successfully.
		Begin to show	begin to apply the	games.		
		some	basic principles of		Mark, tackle and	Communicate
	Use simple	understanding of	invasion games.		intercept other	plans to others
	defensive skills	simple tactics.		Change pace,	players.	during a game.
	such as marking a			length and		



	player or defending a space.	Begin to understand some concepts of game e.g. opponent, team mate	Know how to play a striking and fielding game fairly. Show an awareness of opponents and team mates during games	direction to outwit their opponent. Decide on the best position in team games. Work with their team mates to vary skills, actions and ideas within simple games.	Work to keep or gain possession.	Lead others during a game. Choose and use the most appropriate skills, tactics and actions to cause problems for the opposing team.		
	Compete and Perform							
Control my body when performing a sequence of movements. Participate and enjoy simple games.	Perform using a range of actions and body parts with some coordination. Engage in competitive activities and team games. Describe some basic rules.	Perform learnt skills with increasing control. Begin to watch others and focus on specific actions to improve own skills Compete against self and others. Start to link skills and actions within simple games.	Perform learnt skills and techniques with control and confidence. Compete against self and others in a controlled manner. Develop the quality of the actions in their performances.	Perform and apply skills and techniques with control and accuracy. Take part in a range of competitive games and activities.	Consistently perform and apply skills and techniques with accuracy and control. Take part in competitive games with a strong understanding of tactics and composition.	Perform and apply a variety of skills and techniques confidently, consistently and with precision. Take part in competitive games with a strong understanding of tactics and composition. Develop strategies for coaching skills		



			Select running speed for appropriate activity Compete fairly showing good sportsmanship individually and with others.		Apply a broad range of skills to different situations. Choose the best pace to use in games.	and techniques in others. Perform skills with greater speed, fluency and accuracy in invasion, striking and net games.
			Evaluate			
Share skills and talk about one another's views and opinions using some visual cues. Identifies the impact of physical activity on their bodies.	Comment on others' actions and suggest simple improvements. Understand that physical activity is good for them Ask for help when they need it.	Watch and describe performances, and use what they see to improve their own performance. See how their work is similar to, and different from, other children. Understand the importance of being active. Talk about how to exercise safely and how their bodies	Watch, describe and evaluate the effectiveness of a performance. Describe how their performance has improved over time. Comment on the skills and techniques used in their own and others' work. Refine movement after evaluation from others.	Describe their own and others' performance, making simple judgements about the quality of performances and suggesting ways they could be improved. Modify their use of skills or techniques to achieve a better result. Appreciate that rules need to be consistent and fair,	Choose and use criteria to evaluate own and others' performances. Explain why they have used particular skills or techniques, and the effect they have had on their performance. Modify and refine skills and techniques to improve any performance.	Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements using appropriate terminology. Understand that a winning team has not always been the best one.



feel during an activity.	Understand the importance of practise.	using this knowledge to create rules and teach them to others .	Show a willingness to practise to develop and improve.	
		Understand how performances can be improved, through practise and reflection.		



Appendix 7: Athletics Skills Ladder

Health Skills

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Essential	Essential	Essential	Essential	Essential	Essential	Essential
Knowledge	Knowledge	Knowledge	Knowledge	Knowledge	Knowledge	Knowledge
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. Identifies the heart as a muscle that grows stronger with exercise, play and physical activity.	Recognise and describe how the body feels during and after different physical activities. Identify physical activities that contribute to fitness. Recognise the "good health balance" of nutrition and physical activity.	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 warm up and cool down. Recognise that strength and suppleness are important parts of fitness.	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. Examines the health benefits of participating in physical activity.	Know and understand the reasons for warming up and cooling down. Explain some safety principles when preparing for and during exercise. Understand fully why exercise is good for fitness, health and wellbeing. Develop calming techniques and self-regulate emotions	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. Understand fully why exercise is good for fitness, health and wellbeing.



			Develop calming techniques and self-regulate emotions with an adult. Recognise when their body is warmer or cooler and when their heart beats faster			Identify activities that help develop stamina or power and suggest how some can be used in other types of activities
			and slower.			
			Running			
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.	Use a variety of different stride lengths. Travel at different speeds. Begin to select the most suitable pace and speed for distance. Vary the speed and direction in which they are travelling. Run with basic techniques	Demonstrate an increasingly even stride pattern and length when running at speed over hurdles. Run with increasing coordination and rhythm over obstacles. Focus on trail leg and lead leg action when running over hurdles.	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.	Recap, practise and refine an effective sprinting technique, including reaction time. Build up speed quickly for a sprint finish. Choose the best pace for a running event, in order to sustain running and improve their personal target.



Sprint in a straight	following a curved	Understand the	Identify what three	Select the most	Run over hurdles
line.	line.	importance of	(or more) three	suitable pace for	with fluency,
		adjusting running	different parts of	the distance and	focusing on the
Change direction	Be able to maintain	pace to suit the	their body should	their fitness level in	lead leg technique
when sprinting.	and control a run	distance being run.	be doing when	order to maintain a	and a consistent
Wileit sprintenig.	over different		sprinting and	sustained run.	stride pattern.
Maintain control as	distances.		practise these		ourae patterni
they change	4.004000.	Use an increasingly	actions.	Identify and	Accelerate to pass
direction when		efficient technique	0.00.01.01	demonstrate	other competitors.
jogging or sprinting		for sprinting.		stamina, explaining	
7-008			Sustain their	its importance for	Work as a team to
			sprinting pace for a	runners.	competitively
		Focus on their arm	medium distance,		perform a relay.
		and leg action to	such as 50m.		,
		improve their		Demonstrate	Confidently and
		sprinting		stamina in order to	independently
		technique.	Use elements of	maintain a	select the most
			the down sweep	sustained run.	appropriate pace
		Select running	technique		for different
		speed for	effectively in a		distances and
		appropriate	relay race.		different parts of
		activity.			the run.
		activity.			
					Demonstrate
					endurance and
					stamina over longer
					distances in order
					to maintain a
					sustained run.



			Jumping			
Jump in a range of	Perform different	Perform and	Use one and two	Learn how to	Improve	Develop the
ways, landing	types of jumps: for	compare different	feet to take off and	combine a hop,	techniques for	technique for the
safely.	example, two feet	types of jumps: for	to land with.	step and jump to	jumping for	standing vertical
	to two feet, two	example, two feet		perform the	distance.	jump.
	feet to one foot,	to two feet, two	Develop an	standing triple		
	one foot to same	feet to one foot,	effective take off	jump.	Perform an	Maintain control at
	foot or one foot to	one foot to same	for the standing		effective standing	each of the
	opposite foot.	foot or one foot to	long jump.		long jump.	different stages of
		opposite foot.		Begin to measure		the triple jump.
	Perform a short		Develop an	the distance	Perform the	Land safely and
	jumping sequence.	Combine different	effective flight	jumped.	standing triple	with control.
		jumps together	phase for the		jump with	
	Jump as high as	with some fluency	standing long jump.		increased	Develop and
	possible.	and control.		Execute and	confidence.	improve their
				measure the		techniques for
	Jump as far as	Jump for distance		standing triple	Develop an	jumping for height
	possible.	from a standing		jump technique	effective technique	and distance and
		position with		with good control	for the standing	support others in
	Land safely and	accuracy and		and efficiency,	vertical jump	improving their
	with control.	control.		jumping a good	(jumping for	performance.
				distance.	height) including	
	Work with a	Investigate the best			take-off and flight.	Perform and apply
	partner to develop	jumps to cover		Perform a range of		different types of
	the control of their	different distances.		jumps showing	Show good control,	jumps in other
	jumps			contrasting	coordination and	contexts. Set up
		Choose the most		techniques and	power when	and lead jumping
		appropriate jumps		sometimes using a	performing the	activities including
		to cover different		short run up.	standing vertical	measuring the
		distances.			jump and measure	jumps with
					the height.	confidence and
						accuracy.



		Know that the leg muscles are used when performing a jumping action.			Measure the distance and height jumped with accuracy.	
					different jumping	
			Tl		techniques.	
			Throwing			
Roll equipment in different ways.	Throw underarm and overarm.	Throw different types of equipment in different ways,	Execute an underarm throw with good control	Measure the distance of their throws.	Perform a fling throw.	Perform a heave throw.
Throw underarm.	Throw a ball towards a target	for accuracy and distance.	and accuracy.	Continue to	Throw a variety of implements using a	Measure and record the distance
Identify a target and begin to throw effectively.	with increasing accuracy.	Throw with accuracy at targets	Execute an overarm throw with good control	develop techniques to throw for increased distance.	range of throwing techniques.	of their throws. Continue to
Participate and	Improve the distance they can throw by using	of different heights.	and distance.	Identify and describe how to	Measure and record the distance of their throws.	develop techniques to throw for increased distance
enjoy simple games.	more power.	Investigate ways to alter their throwing	throw.	perform a pull throw, using some	Continue to	and support others in improving their
		technique to achieve greater distance.	Choose the best throw to use, depending on the	using key vocabulary appropriately.	develop techniques to throw for increased distance.	personal best. Develop and refine
		distance.	situation.			techniques to
				Execute the pull throw technique	Practise and refine the one-handed	throw for accuracy.
				with good control and efficiency.	pull throw (javelin) and the one- handed push throw (shot-put).	Execute the underarm throw with accuracy and



		Com	pete and Per	rform		success in isolation and sometimes in a game situation.
Control my body when performing a sequence of movements. Participate and enjoy simple games.	Begin to perform learnt skills with some control. Engage in competitive activities and team games. Describe some basic rules	Perform learnt skills with increasing control. Begin to watch others and focus on specific actions to improve own skills	Perform learnt skills and techniques with control and confidence. Compete against self and others in a controlled manner. Compete fairly showing good sportsmanship individually and with others.	Perform and apply skills and techniques with control and accuracy.	Consistently perform and apply skills and techniques with accuracy and control. Take part in competitive games with a strong understanding of tactics and composition. Demonstrate the differences between sprinting and distance running.	Perform and apply a variety of skills and techniques confidently, consistently and with precision. Develop strategies for coaching skills and techniques in others.
			Evaluate			
Share skills and talk about one another's views and opinions using some visual cues.	Comment on others' actions and suggest simple improvements.	Watch and describe performances, and use what they see to improve their own performance.	Watch, describe and evaluate the effectiveness of a performance.	Describe their own and others' performance, making simple judgements about the quality of	Choose and use criteria to evaluate own and others' performances. Explain why they have used	Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate



Understand the importance of being active. Talk about how to exercise safely an how their bodies feel during an activity.	skills and	performances and suggesting ways they could be improved. Modify their use of skills or techniques to achieve a better result. Appreciate that rules need to be consistent and fair, using this knowledge to create rules and teach them to others. Understand how performances can be improved, through practise	particular skills or techniques, and the effect they have had on their performance. Modify and refine skills and techniques to improve any performance. Show a willingness to practise to develop and improve.	improvements using appropriate terminology.
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Appendix 8: Outdoor Adventurous Activity (OAA) Skills Ladder

Health Skills

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Essential	Essential	Essential	Essential	Essential	Essential	Essential
Knowledge	Knowledge	Knowledge	Knowledge	Knowledge	Knowledge	Knowledge
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. Identifies the heart as a muscle that grows stronger with exercise, play and physical activity.	Recognise and describe how the body feels during and after different physical activities. Identify physical activities that contribute to fitness. Recognise the "good health balance" of nutrition and physical activity.	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 warm up and cool down. Recognise that strength and suppleness are important parts of fitness. Develop calming techniques and self-regulate	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. Examines the health benefits of participating in physical activity.	Know and understand the reasons for warming up and cooling down. Explain some safety principles when preparing for and during exercise. Understand fully why exercise is good for fitness, health and wellbeing. Develop calming techniques and self-regulate emotions	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. Understand fully why exercise is good for fitness, health and wellbeing.



6	emotions with an adult.			Identify activities that help develop stamina or power and suggest how some can be used in other types of activities
	Trails			
a ca ir	Orientate themselves with increasing confidence and accuracy around a short trail. Understand the concept of a map and use a key and symbols on a simple map. Understand and an talk about what orienteering nvolves and know range of different orienteering symbols.	Orientate themselves with accuracy around a short trail. Create a short trail for others with a physical challenge. Orientate a map. Follow a simple map. Identify a control marker and control point and explain what they are.	Know and understand the different features of a map, including symbols, a key, scale and compass directions and use this information to read a map. Know the eight different directions on a compass (N, NE. E, SE, S, SW, W, NW) Follow directional instructions including clockwise, anti-clockwise, 90°,	Know and use the eight different directions on a compass (N, NE. E, SE, S, SW, W, NW) Follow and use directional instructions including clockwise, anti-clockwise, 90°, 180°, 270° and 360° turns Use navigation equipment (maps, compasses) to improve the trail.



	Pr	oblem Solvi	ng	180°, 270° and 360° turns. Follow a map to give clear, concise directions.	
		Identify and demonstrate a range of effective teamwork skills to achieve the goals; Identify the problem and come up with possible solutions and a plan of action to solve it.	Communicate clearly with other people in a team, and with other teams. Have experience of a range of roles within a team and begin to identify the key skills required to succeed at each.	Use clear communication to effectively complete a particular role in a team. Use a compass to find north and use north to work out other directions.	Compete in orienteering activities both as part of a team and independently. Use a range of map styles and make an informed decision on the most effective.
	Preparat	ion and Org	anisation		
		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. Identify the quickest route to	Choose the best equipment for an outdoor activity. Work in a group to design an



	Use more detailed	Make an informed	accurately navigate	orienteering
	plans and diagrams	decision on the	an orienteering	activity that
	that take them	best equipment to	course.	includes the
	from familiar to	use for an activity.		essential features
	less familiar areas.		Understand what	identified (control
		Demonstrate	orienteering	card, map with
		effective teamwork	involves and use	control points,
		to create an	this knowledge to	boundaries and
		obstacle course	help design a	appropriate
		that tests agility,	themed	questions)
		coordination and	orienteering	
		balance.	activity that	Identify the
			includes the	quickest route to
			essential features	accurately navigate
		Demonstrate	identified (control	an orienteering
		effective teamwork	card, map with	course.
		to design e a	control points,	
		scavenger hunt, set	boundaries,	Manage an
		up four control	appropriate	orienteering event
		points and add	questions).	for others to
		them to a map.	4.555.575	compete in.
		·		oompete iii
		Set up four control		
		markers and add		
		them to a map.		



Communication							
Communicate with others. Understand, recognise and demonstrate verbal and non-verbal methods of communication effectively during team activities. Understand and use directional language to effectively navigate others. Give easy-to-follow directions using appropriate terminology.	Appreciate that rules need to be consistent and fair, using this knowledge to create rules and teach them to others. Communicate effectively and generally work well as part of a team. Give a range of different, easy-tofollow directions to guide a partner or teammates successfully.	Work cooperatively to put strategies and solutions into action. Appreciate that rules need to be consistent and fair, using this knowledge to create rules and teach them to others.	Understand how to give verbal communication effectively and often demonstrate this by speaking clearly and concisely and checking everyone has understood. Demonstrate some elements of good leadership. Show the ability to work effectively with others to achieve a common goal, often with success. Organise an event for others. Create consistent and fair rules and use this knowledge				



						to create rules and teach them to				
						others.				
Compete and Perform										
			Begin to complete	Complete an	Complete an	Complete an				
			activities in a set	orienteering course	orienteering course	orienteering course				
			period of time.	more than once	on multiple	on multiple				
				and begin to	occasions, in a	occasions, in a				
			Begin to offer an	identify ways of	quicker time due to	quicker time due to				
			evaluation of	improving	improved	improved				
			personal	completion time.	technique.	technique.				
			performances and							
			activities.		Offer a detailed					
				Start to improve	and effective	Listen to feedback				
				trails to increase	evaluation of both	and improve an				
				the challenge of	personal	orienteering course				
				the course.	performances and activities.	from it.				
Evaluate										
			Watch, describe	Describe their own	Choose and use	Evaluate the				
			and evaluate the	and others'	criteria to evaluate	problem-solving				
			effectiveness of a	performance,	own and others'	strategies used, in				
			performance.	making simple	performance.	relation to both				
				judgements about		their own success				
			Describe how their	the quality of	Explain why they	as well as the				
			performance has	performances and	have used	success of the				
			improved over	suggesting ways	particular skills or	group.				
			time.	they could be	techniques, and					
				improved.	the effect they					

Curriculum Skills and Progression Map



			have had on their	Understand what
	Mo	odify their use of	performance.	perseverance is,
	ski	tills or techniques		how it is an
	to	achieve a better		important life skill
		result.		and demonstrate
				this most of the
				time when faced
				with problems and
				challenges.