

# Curriculum Progression Map



# PE-Dance

Year group		Key skills and 'sticky' knowledge	Key vocabulary	Links to curriculum drivers Cross curricular links VOCABULARY DIVERSITY ASPIRATION HEALTH AND WELL BEING
FI	After I term in FI  After 2 terms in FI  By the end of FI	<ul> <li>I can walk confidently.</li> <li>I can run but sometimes fall.</li> <li>I can stand on one foot with support.</li> <li>I can control my whole body and am able to negotiate space and objects.</li> <li>I can run safely on my whole foot.</li> <li>I can move to music and express myself.</li> <li>I can stop confidently when moving around the environment and can now run safely.</li> <li>I can move spontaneously within available space.</li> <li>I can squat with steadiness to rest and rise to my feet without using my hands.</li> <li>I can respond and move to rhythm and music.</li> <li>I can stand momentarily on one foot when shown.</li> <li>I can move freely and with pleasure and confidence in a range of ways, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping.</li> <li>I can negotiate space successfully, adjusting speed or direction to avoid obstacles.</li> <li>I can enjoy joining in with dancing and ring games.</li> <li>I can begin to move rhythmically.</li> <li>I can imitate movement in response to music.</li> </ul>	Move Music Movement Stop Go Space Dance Music Create Arms Legs Hands Faces Feet Shapes Listen	(Including aspirational figures to be studied)  - Take off and put on shoes, socks and coats- Find a space to work in  - Stay within boundaries  - Observe the effects of physical activity on their bodies  - Travel around in a variety of ways, safely negotiating spaces - running, slithering, rolling, shuffling, crawling, walking, jumping, skipping, hopping, sliding  Health and Wellbeing - Knowledge of how to keep healthy through physical activity and notice some changes to the body through this
		<ul> <li>I can develop preferences for forms of expression.</li> <li>I can use movement to express feelings.</li> <li>I can create movement in response to music.</li> <li>I can move to the speed of the music.</li> </ul>		
F2	After I term in F2	<ul> <li>I can stand momentarily on one foot when shown.</li> <li>I can move freely and with pleasure and confidence in a range of ways, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping.</li> <li>I can negotiate space successfully.</li> </ul>	Travel Fast Slow Direction Space Respond Create Move Feel Happy Sad Scared Excited Sequence Evaluate Improve Audience Control	- Get dressed and undressed for PE independently - Find a space and use it appropriately -Stay within boundaries -Travel safely and with confidence in a variety of ways - Adjust speed and direction to avoid

After 2 terms in F2 By the end of F2	<ul> <li>I can enjoy joining in with dancing and ring games.</li> <li>I can begin to move rhythmically.</li> <li>I can imitate movement in response to music.</li> <li>I can move to the speed of the music.</li> <li>I can negotiate space successfully.</li> <li>I can travel with confidence and skill around.</li> <li>I can use movement to express feelings.</li> <li>I can create movement in response to music.</li> <li>I can show good control and co-ordination in large and small movements.</li> <li>I can move confidently in a range of ways, safely negotiating space.</li> <li>I can dance, and experiment with ways of changing them.</li> <li>I can represent my own ideas, thoughts and feelings through dance.</li> <li>I can create a sequence of movements to tell a story.</li> <li>I can talk about what I liked about a dance.</li> <li>I can carry out an improvement to a dance.</li> </ul>		obstacles -Know the importance of keeping healthy and ways this can be achieved - Observe the effects of physical activity on their bodies Health and Wellbeing -Knowledge of how to keep healthy through physical activity and know how and why some changes occur to the body through this
Year I	<ul> <li>MC Pupils should be taught:</li> <li>master basic movements including running, jumping, turning as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities</li> <li>perform dances using simple movement patterns.</li> <li>Skills</li> <li>-Perform dances using simple movement patterns</li> <li>-Respond to contrasting pieces of music (speed, mood)</li> <li>Knowledge:</li> <li>Know how to learn isolated dance steps/ movements (whilst copying the teacher).</li> <li>Know how to sequence some of the isolated dance steps/ movements and independently perform these simple movement patterns.</li> <li>Know how to respond to the speed and mood of different/ contrasting music through their independent movements.</li> </ul>	Travel Stillness Direction Space Body parts Levels Speed Isolated dance steps, movements, simple movement pattern, mood, independent movements	-Get changed for PE independently -Find and use space safely and appropriately -Travel around a given space in a variety of ways e.g. walking, skipping, hopping, jumping, running -Change speed and direction whilst avoiding obstacles -Recognise the bodily changes that occur during exercise Can describe the effect exercise has on the body. Can explain the importance of exercise and a healthy lifestyle.

Year 2	NC Pupilsshould be taught:  • master basic movements including running, jumping, turning as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities • perform dances using simple movement patterns.  Skills: -Perform dances using simple movement patterns -Respond to contrasting pieces of music (speed, mood)  Knowledge: • Know how to learn isolated dance steps/ movements (whilst copying the teacher). • Know how to sequence some of the isolated dance steps/ movements and independently perform these simple movement patterns. • Know how to respond to the speed and mood of different/ contrasting music through their independent movements.	Travel Stillness Direction Space Body parts Levels Speed Isolated dance steps, movements, simple movement patterns, speed, mood, independent movements	-Get changed for PE independently -Find and use space safely and appropriately -Travel around a given space in a variety of ways e.g. walking, skipping, hopping, jumping, running -Change speed and direction whilst avoiding obstacles -Recognise the bodily changes that occur during exercise Can describe the effect exercise has on the body. Can explain the importance of exercise and a healthy lifestyle.
Year 3	<ul> <li>Pupils should be taught to</li> <li>perform dances using a range of movement patterns</li> <li>compare their performances with previous ones and demonstrate improvement to achieve their personal best.</li> <li>Skills</li> <li>Work both individually and with others to sequence different movements in response to music</li> <li>Knowledge:         <ul> <li>Know how to learn more complex, coordinated dance steps/ movements (as modelled by the teacher).</li> <li>Know how to sequence some coordinated dance steps/ movements both</li> </ul> </li> </ul>	+ Space Repetition Action and reaction Pattern Co-ordinated dance steps, movements, movement patterns, speed, mood, contrasting music	-Find and use space safely and appropriately -Travel around a given space in a variety of ways e.g. walking, skipping, hopping, jumping, running with increasing control -Change speed and direction whilst avoiding obstacles with increasing control -Provide reasons for why we warm up Can describe the effect exercise has on the body. Can explain the importance of exercise and a healthy lifestyle. Understands the need to warm up and cool down.
	independently and as part of a group to perform different movement patterns.  • Know how to respond to the speed and mood of different/ contrasting music through their independent movements.		

Year 4	<ul> <li>Pupils should be taught to</li> <li>perform dances using a range of movement patterns</li> <li>compare their performances with previous ones and demonstrate improvement to achieve their personal best.</li> <li>Skills</li> <li>Work both individually and with others to sequence different movements in response to music</li> <li>Knowledge:         <ul> <li>Know how to learn more complex, coordinated dance steps/ movements (as modelled by the teacher).</li> <li>Know how to sequence some of the coordinated dance steps/ movements both independently and as part of a group to perform different movement patterns.</li> <li>Know how to respond to the speed and mood of different/ contrasting music through their independent movements.</li> </ul> </li> </ul>	+ Space Repetition Action and reaction Pattern Co-ordinated dance steps, movements, movement patterns, speed, mood, contrasting music	-Find and use space safely and appropriately -Travel around a given space in a variety of ways e.g. walking, skipping, hopping, jumping, running with increasing control -Change speed and direction whilst avoiding obstacles with increasing control -Provide reasons for why we warm up Can describe the effect exercise has on the body. Can explain the importance of exercise and a healthy lifestyle. Understands the need to warm up and cool down.
Year 5	nusic through their independent movements.  NC Pupils should be taught to  perform dances using a range of movement patterns compare their performances with previous ones and demonstrate improvement to achieve their personal best.  Skills -Create and perform more complex dance routines in a range of dance styles and forms both individually and as part of a group -Find and use space safely and appropriately -Travel around a given space in a variety of ways e.g. walking, skipping, happing, jumping, running with significant control -Change speed and direction whilst avoiding obstacles with significant control -Provide scientific reasons for why we warm up and how this links scientifically to the respiratory and circulatory system Knowledge:  Know how to create and perform more complex coordinated dance steps/movements.  Know how to create, sequence, choreograph and perform more complex coordinated dance steps/movements both independently and as part of a group.  Know how to create a dance with a start position, middle performance and end position.	+ Dance style Technique Pattern Rhythm Variation Unison Canon Action Reaction Perform, choreograph, co-ordinated dance steps, movements, movement patterns, speed, mood, contrasting music	-Find and use space safely and appropriately -Travel around a given space in a variety of ways e.g. walking, skipping, hopping, jumping, running with significant control -Change speed and direction whilst avoiding obstacles with significant control -Provide scientific reasons for why we warm up and how this links scientifically to the respiratory and circulatory system Can describe the effect exercise has on the body. Can explain the importance of exercise and a healthy lifestyle. Understands the need to warm up and cool down.
Year 6	NC Pupils should be taught to  • perform dances using a range of movement patterns	+ Dance style Technique Pattern Rhythm Variation Unison Canon Action Reaction <b>Space, levels, canon,</b>	-Find and use space safely and appropriately -Travel around a given space in a variety of ways e.g. walking, skipping, hopping, jumping, running with significant control

<ul> <li>compare their performances with previous ones and demonstrate improvement to achieve their personal best.</li> </ul> Skills	duets, perform, choreograph, co- ordinated dance steps, movements, movement patterns, speed, mood,	-Change speed and direction whilst avoiding obstacles with significant control -Provide scientific reasons for why we warm up and how this links scientifically to the respiratory and circulatory system
-Create and perform more complex dance routines in a range of dance styles and forms both individually and as part of a group -Find and use space safely and appropriately -Travel around a given space in a variety of ways e.g. walking, skipping, hopping, jumping, running with significant control -Change speed and direction whilst avoiding obstacles with significant control -Provide scientific reasons for why we warm up and how this links scientifically to the respiratory and circulatory system Knowledge:  • Know how to create and perform more complex coordinated dance steps/movements.  • Know how to create, sequence, choreograph and perform more complex coordinated dance steps/movements both independently and as part of a group.  • Know how to create a dance with a start position, middle performance and end position.  • Know how to use space, levels, canon, unison, expression, meaning, solo and duets within their choreography.		Can describe the effect exercise has on the body. Can explain the importance of exercise and a healthy lifestyle. Understands the need to warm up and cool down.





# Curriculum Progression Map

# PE-Gymnastics

Ye	ar	Key skills and 'sticky' knowledge	Key vocabulary	Links to curriculum
gro	rup		_	drivers
	·			Cross curricular links  VOCABULARY DIVERSITY ASPIRATION HEALTH AND  WELL BEING  (Including aspirational figures to be studied)
FI	After I term in FI	<ul> <li>I can climb onto furniture.</li> <li>I can walk upstairs with my hand held.</li> <li>I can squat to pick up toys.</li> <li>I can climb into a large chair and turn to sit.</li> </ul>	Balance Foot Walk Climb Travel Move Galloping Travelling sideways Forwards Backwards Rolling Bear walking Crawling Shuffling Sliding	- Take off and put on shoes, socks and coats - Find a space to work in - Stay within boundaries - Observe the effects of physical activity on

	After 2 terms in FI	<ul> <li>I can stand on one foot with support.</li> <li>I can control my whole body and am able to negotiate space and objects.</li> <li>I can stop confidently when moving around the environment and can now run safely.</li> <li>I can move spontaneously within available space.</li> <li>I can squat with steadiness to rest or play with objects on the ground and rise to my feet without using my hands.</li> <li>I can walk upstairs or downstairs holding onto a rail, two feet on a step.</li> </ul>	Move Arms Legs Hands Faces Feet Shapes Listen	their bodies  - Travel around in a variety of ways, safely negotiating spaces - running, slithering, rolling, shuffling, crawling, walking, jumping, skipping, hopping, sliding
	By the end of FI	<ul> <li>I can stand momentarily on one foot when shown.</li> <li>I can move freely and with pleasure and confidence in a range of ways, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping.</li> <li>I can negotiate space successfully, adjusting speed or direction to avoid obstacles.</li> </ul>		
F2	After I term in F2	<ul> <li>I can stand momentarily on one foot when shown.</li> <li>I can move freely and with pleasure and confidence in a range of ways, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping.</li> <li>I can negotiate space successfully, adjusting speed or direction to avoid obstacles.</li> <li>I can walk across a bench.</li> </ul>	Bench Sequence Land Name of basic equipment/resources Still Respond Create Move Control Balance Safety Evaluate Improve Audience Control Gymnast	- Get dressed and undressed for PE independently - Find a space and use it appropriately -Stay within boundaries -Travel safely and with confidence in a variety of ways - Adjust speed and direction to avoid obstacles -Know the importance of keeping healthy and
	After 2 terms in F2 By	<ul> <li>I can travel with confidence and skill around, under, over and through balancing and climbing equipment.</li> <li>I can balance on one foot on a bench.</li> <li>I can jump off the end of a bench and land appropriately.</li> <li>I can travel in different ways across a bench.</li> <li>I can show good control and co-ordination in large and</li> </ul>		ways this can be achieved - Observe the effects of physical activity on their bodies Aspiration - Talking about famous gymnasts and watching their routines for ideas to create and improve own
	the end of F2	<ul> <li>small movements.</li> <li>I can move confidently in a range of ways, safely negotiating space.</li> <li>I can create a sequence of movements on a bench.</li> <li>I can talk about what I liked about a sequence of movements.</li> <li>I can carry out an improvement to a sequence of movements.</li> </ul>		
Уеа	r I	NC Pupils should be taught:  • master basic movements including rolling, as well as developing balance, agility and co-ordination, and begin to	Forwards Backwards Sideways Roll Slow Body parts Shape Jump Travel Stretch Wide Narrow Hold, balance, high, low, balance beam, straight line,	-Get changed for PE independently -Find and use space safely and appropriately -Travel around a given space in a variety of ways e.g. walking, skipping, hopping, jumping, running

	Skills:  -Demonstrate good body balance -Change speed and levels whilst moving around an areaDemonstrate and recognise gymnastic shapes - e.g curled/straight -Perform a neat gymnastic jump from equipment to the floor -Create a simple sequence on both the floor and apparatus -Perform a gymnastic jump from equipment to the floor -Demonstrate knowledge of how to be safe when using gymnastic apparatus Knowledge:  Know how to hold and balance in different positions (e.g. high, low, balance beam and straight line).  Know different techniques to support when balancing (e.g. arms out, head still etc.).  Know different jumps and shapes such as star, tuck, pike and straight.  Know how to safely and confidently jump off equipment.  Know how to land and hold with bent knees and good balance.  Know how to safely use all apparatus (e.g. A-frame, stools and monkey bars).	techniques, balancing, arms out, head still, jumps, shapes, star, tuck, pike, straight, safely, jump, bent knees, good balance, safely, apparatus, A frame, stools, monkey bars	-Change speed and direction whilst avoiding obstacles -Recognise the bodily changes that occur during exercise Can describe the effect exercise has on the body. Can explain the importance of exercise and a healthy lifestyle.
Year 2	NC Pupils should be taught:  • master basic movements including rolling, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities  Skills:  -Change speed and levels whilst moving around an area -Demonstrate and recognise gymnastic shapes - e.g curled/straight -Perform a neat gymnastic jump from equipment to the floor -Create a simple sequence on both the floor and apparatus -Perform a gymnastic jump from equipment to the floor -Demonstrate knowledge of how to be safe when using gymnastic apparatus Knowledge:  • Know how to hold and balance in different situations (e.g. high, low, balance beam and straight line).  • Know different techniques to support when balancing (e.g. arms out, head still etc.).  • Know different jumps and shapes such as star, tuck, pike and straight.  • Know how to safely and confidently jump off equipment.  • Know how to land and hold with bent knees and good balance.  • Know how to safely use all apparatus (e.g. A-frame, stools and monkey bars).  • Know speed levels	Forwards Backwards Sideways Roll Slow Body parts Shape Jump Travel Stretch Wide Narrow Hold, balance, high, low, balance beam, straight line, techniques, balancing, arms out, head still, jumps, shapes, star, tuck, pike, straight, safely, jump, bent knees, good balance, safely, apparatus, A frame, stools, monkey bars	-Get changed for PE independently -Find and use space safely and appropriately -Travel around a given space in a variety of ways e.g. walking, skipping, hopping, jumping, running -Change speed and direction whilst avoiding obstacles -Recognise the bodily changes that occur during exercise Can describe the effect exercise has on the body. Can explain the importance of exercise and a healthy lifestyle.
Year 3	Pupils should be taught to:  • develop flexibility, strength, technique, control and balance [for	Stretch push pull step spring crawl still slowly tall long forwards high low roll copy jump land balance Co-ordinate, skills, flexibility, strength,	-Find and use space safely and appropriately -Travel around a given space in a variety of ways e.g. walking, skipping, hopping, jumping, running with increasing control -Change speed and direction whilst avoiding

example, through athletics and gymnastics]

- 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.

#### Skills:

- Develop flexibility, strength, control, balance and technique
- Travel different ways on a bench beam showing balance and control
- Perform a simple gymnastics sequence (with a clear start and finish point) on the floor
- -Observe and provide feedback on other people's performances
- -Demonstrate knowledge of how to be safe when using gymnastic apparatus Knowledge:
  - Know how to coordinate different skills (e.g. flexibility, strength, control, balance and technique) to be successful on apparatus and on the floor.
  - Know how to travel along apparatus in different ways, showing balance and control.
  - Know different rolls (e.g. teddy bear, front roll etc.).
  - Know different jumps and shapes such as star, tuck, pike and straight.
  - Know how to safely and confidently jump off apparatus.
  - Know how to land and hold with bent knees and good balance.
  - Know how to safely use all apparatus (e.g. A-frame, stools and monkey bars).
  - Know how to create a sequence of gymnastic movements on the floor with a clear starting and finishing position.
  - Know how to give constructive feedback in order to improve an individual's technique.

control, balance, technique, apparatus, balance, control, rolls, teddy bear, front roll, jumps, shapes, star, tuck, pike, straight, safely, jump, bent knees, good balance, safely, apparatus, A frame, stools, monkey bars, sequence, gymnastic movements, floor, position, feedback, technique

obstacles with increasing control
-Provide reasons for why we warm up

Can describe the effect exercise has on the

Can explain the importance of exercise and a healthy lifestyle.

Understands the need to warm up and cool

Understands the need to warm up and cool down.

### Year 4

#### Pupils should be taught to:

- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- 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.

#### Skills:

- Develop flexibility, strength, control, balance and technique
- Travel different ways on a bench or beam showing balance and control
- Perform a simple complex gymnastics sequence (with a clear start and finish point) on the floor
- -Observe and provide feedback on other people's performances
- -Demonstrate knowledge of how to be safe when using gymnastic apparatus
- -Demonstrate an ability to self-reflect on using equipment safely Knowledge:
  - Know how to coordinate different skills (e.g. flexibility, strength,

Stretch push pull step spring crawl still slowly tall long forwards high low roll copy jump land balance Co-ordinate, skills, flexibility, strength, control, balance, technique, apparatus, balance, control, rolls, teddy bear, front roll, jumps, shapes, star, tuck, pike, straight, safely, jump, bent knees, good balance, safely, apparatus, A frame, stools, monkey bars, sequence, gymnastic movements, floor, position, feedback, technique, body shapes, beam, dips, lunges, dismount, self-reflect

- -Find and use space safely and appropriately
  -Travel around a given space in a variety of
  ways e.g. walking, skipping, hopping, jumping,
  running with increasing control
- -Change speed and direction whilst avoiding obstacles with increasing control
- -Provide reasons for why we warm up Can describe the effect exercise has on the body.

Can explain the importance of exercise and a healthy lifestyle.

Understands the need to warm up and cool down.

	control balance and technique) to be successful an apparatus and		T
Year 5	<ul> <li>control, balance and technique) to be successful on apparatus and on the floor.</li> <li>Know how to travel along apparatus in different ways, showing balance and control.</li> <li>Know different jumps and shapes such as star, tuck, pike and straight.</li> <li>Know different rolls (e.g. teddy bear, front roll etc.).</li> <li>Know how to safely and confidently jump off apparatus.</li> <li>Know how to land and hold with bent knees and good balance.</li> <li>Know how to safely use all apparatus (e.g. A-frame, stools and monkey bars).</li> <li>Know how to create a sequence of gymnastic movements on the floor and with balance beams with a clear starting and finishing position (e.g. walk along the beam showing a variety of body shapes such as dips and lunges then a standard dismount).</li> <li>Know how to give constructive feedback in order to improve an individual's technique.</li> <li>Know how to self-reflect on how to improve safety points and technique when using the apparatus.</li> </ul>	Muscles Joints	-Find and use space safely and appropriately -Travel around a given space in a variety of
rear 5	<ul> <li>develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]</li> <li>take part in outdoor and adventurous activity challenges both individually and within a team</li> <li>compare their performances with previous ones and demonstrate improvement to achieve their personal best.</li> <li>Skills: <ul> <li>Develop flexibility, strength, control, balance and technique</li> <li>Create and perform gymnastics routines using both the floor and apparatus demonstrating a good technique using a range of shapes, jumps, travels and rolls</li> <li>Demonstrate knowledge of how to be safe when using gymnastic apparatus</li> <li>Utilise command tasks to allow self-led problem solving showing understanding of how to utilise apparatus to complete simple challenges.</li> <li>Use clear communications skills to develop a plan to problem solve and self-evaluate when using the apparatus</li> <li>Know how to explain how they are combining different/ multiple skills (e.g. flexibility, strength, control, balance and technique) to be successful on apparatus and on the floor.</li> <li>Know how to travel along apparatus in different ways, showing balance and control.</li> <li>Know how to travel along apparatus in different ways, showing balance and control.</li> <li>Know new jumps and shapes such as half turns, full turns, stretch and straddle.</li> <li>Know different rolls (e.g. teddy bear, front roll etc.) and movements (animals such as bear, spider, rabbit, duck and caterpillar).</li> <li>Know how to explain how they are coordinating different skills</li> </ul> </li> </ul>	Symmetrical/asymmetrical Rotation Turn Shape Landing Take-off Flight Performance/evaluation Half turn, full turn, stretch, straddle, co-ordinate, skills, flexibility, strength, control, balance, technique, apparatus, balance, control, rolls, teddy bear, front roll, jumps, shapes, star, tuck, pike, straight, safely, jump, bent knees, good balance, safely, apparatus, A frame, stools, monkey bars, sequence, gymnastic movements, floor, position, feedback, technique, body shapes, beam, dips, lunges, dismount, self- reflect	-Travel around a given space in a variety of ways e.g. walking, skipping, hopping, jumping, running with significant control -Change speed and direction whilst avoiding obstacles with significant control -Provide scientific reasons for why we warm up and how this links scientifically to the respiratory and circulatory system Can describe the effect exercise has on the body. Can explain the importance of exercise and a healthy lifestyle. Understands the need to warm up and cool down.

	<ul> <li>(e.g. flexibility, strength, control, balance and technique) to be successful on apparatus and on the floor.</li> <li>Know how to safely and confidently jump off apparatus.</li> <li>Know how to land and hold with bent knees and good balance.</li> <li>Know how to safely use all apparatus (e.g. A-frame, stools and monkey bars).</li> <li>Know how to use props when creating a sequence of movements (e.g. ribbons, hoops and balls).</li> <li>Know how to create a sequence of gymnastic movements on the floor, with props and on balance beams with a clear starting and finishing position (e.g. walk along the beam, single leg lunge, standard dip to the edge of the beam then a standard dismount).</li> <li>Know how to give constructive feedback in order to improve an individual's technique.</li> </ul>		
Year 6	Pupils should be taught to:  • develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics] • 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.  Skills: - Develop flexibility, strength, control, balance and technique - Create and perform gymnastics routines using both the floor and apparatus demonstrating a good technique using a range of shapes, jumps, travels and rolls - Demonstrate knowledge of how to be safe when using gymnastic apparatus - Utilise command tasks to allow self-led problem solving showing understanding of how to utilise apparatus to complete simple challenges - Use clear communications skills to develop a plan to problem solve and self-evaluate when using the apparatus  Knowledge: - Observe and provide feedback on other people's performances - Know how to explain how they are coordinating different skills (e.g. flexibility, strength, control, balance and technique) to be successful on apparatus and on the floor Know how to travel along apparatus in different ways, showing balance and control Know new jumps and shapes such as half turns, full turns, stretch and straddle Know different rolls (e.g. teddy bear, front roll etc) and movements (animals such as bear, spider, rabbit, duck and caterpillar) Know how to explain how they are coordinating different skills (e.g. flexibility, strength, control, balance and technique) to be successful on apparatus and on the floor Know how to safely and confidently jump off apparatus Know how to safely and confidently jump off apparatus.	Muscles Joints Symmetrical/asymmetrical Rotation Turn Shape Landing Take-off Flight Performance/evaluation Half twist, reversed dip, half turn, full turn, stretch, straddle, co-ordinate, skills, flexibility, strength, control, balance, technique, apparatus, balance, control, rolls, teddy bear, front roll, jumps, shapes, star, tuck, pike, straight, safely, jump, bent knees, good balance, safely, apparatus, A frame, stools, monkey bars, sequence, gymnastic movements, floor, position, feedback, technique, body shapes, beam, dips, lunges, dismount, self- reflect	-Find and use space safely and appropriately -Travel around a given space in a variety of ways e.g. walking, skipping, hopping, jumping, running with significant control -Change speed and direction whilst avoiding obstacles with significant control -Provide scientific reasons for why we warm up and how this links scientifically to the respiratory and circulatory system Can describe the effect exercise has on the body. Can explain the importance of exercise and a healthy lifestyle. Understands the need to warm up and cool down.

now how to <b>safely</b> use all <b>apparatus</b> (e.g. <b>A-frame, stools</b> and	
onkey bars).	
now how to use <b>props</b> when creating a <b>sequence</b> of <b>movement</b> s	
e.g. <b>ribbons, hoops</b> and <b>balls</b> ).	
now how to create a <b>sequence</b> of <b>gymnastic movements</b> on the	
or, with props and on balance beams with a clear starting and	
nishing position (e.g. walk along the beam, tip toe half twist,	
everse dip to the edge of the beam then a half turn dismount).	
now how to give constructive feedback in order to improve an	
rdividual's <b>technique</b> .	



# Curriculum Progression Map

# PE-Games (Invasion, Striking and Fielding, Net, Athletics)

Year group		Key skills and 'sticky' knowledge	Key vocabulary	Links to curriculum drivers
•	•			Cross curricular links VOCABULARY DIVERSITY ASPIRATION HEALTH AND WELL BEING (Including aspirational figures to be studied)
FI	After I term in FI	<ul> <li>I can walk confidently.</li> <li>I can run but sometimes fall.</li> <li>I can squat to pick up toys.</li> <li>I can carry large toys.</li> <li>I can attempt to kick a ball.</li> <li>I can use my feet to scoot along on a trike.</li> <li>I can control my whole body and am able to negotiate space and objects.</li> <li>I can run safely on my whole foot.</li> </ul>	Kick Ball Throw Bean bag Quiot Net Target Space Obstacles Race Run Jump Hop Skip Catch Kick Ball Bucket Hoop Climb Walk Tiptoes Roll Crawl Win	- Take off and put on shoes, socks and coats- Find a space to work in - Stay within boundaries - Observe the effects of physical activity on their bodies - Travel around in a variety of ways, safely negotiating spaces - running, slithering, rolling, shuffling, crawling, walking, jumping, skipping, hopping, sliding  Health and Wellbeing - Knowledge of
	After 2 terms in FI	<ul> <li>I can stop confidently when moving around the environment and can now run safely.</li> <li>I can move spontaneously within available space.</li> <li>I can squat with steadiness to rest or play with objects on the ground and rise to my feet without using my hands.</li> <li>I can kick a large ball.</li> <li>I can walk upstairs or downstairs holding onto a rail, two feet on a step.</li> </ul>		how to keep healthy through physical activity and notice some changes to the body through this
	By	I can catch a large ball.		

F2	After I term in F2  After 2 terms in F2	<ul> <li>I can move freely and with pleasure and confidence in a range of ways, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping.</li> <li>I can run skilfully and negotiate space successfully, adjusting speed or direction to avoid obstacles.</li> <li>I can compete in a race.</li> <li>I can stay within boundaries.</li> <li>I can find a space to work in.</li> <li>I can throw a beanbag into a hoop in front of me.</li> <li>I can throw a ball or beanbag into a low net.</li> <li>I can catch a large ball.</li> <li>I can move freely and with pleasure and confidence in a range of ways, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping.</li> <li>I can run skilfully and negotiate space successfully, adjusting speed or direction to avoid obstacles.</li> <li>I can stay within boundaries.</li> <li>I can stay within boundaries.</li> <li>I can throw a beanbag into a hoop in front of me.</li> <li>I can throw a beanbag into a low net.</li> <li>I can find a space to work in.</li> <li>I can move in a variety of ways with a beanbag.</li> <li>I can negotiate space successfully when playing racing and chasing games with other children, adjusting speed or changing direction to avoid obstacles.</li> <li>I can ravel with confidence and skill around, under, over and through balancing and climbing equipment.</li> <li>I can compete in a relay race and take turns.</li> <li>I can kick a ball into a net.</li> <li>I can weave in and around cones running/carrying an third.</li> </ul>	Balance Body parts Take turns Carry Move Throw Pass Roll Bounce hoop bucket Cone Dribble Relay Rules Control Dribble Aim Quoit Challenge Safely Space Boundaries Team Support First/second/third	- Get dressed and undressed for PE independently - Find a space and use it appropriately - Stay within boundaries - Travel safely and with confidence in a variety of ways - Adjust speed and direction to avoid obstacles - Know the importance of keeping healthy and ways this can be achieved - Observe the effects of physical activity on their bodies  Health and Wellbeing - Knowledge of how to keep healthy through physical activity and know how and why some changes occur to the body through this
	By the end of F2	<ul> <li>object.</li> <li>I can show good control and co-ordination in large and small movements.</li> <li>I can move confidently in a range of ways, safely negotiating space.</li> <li>I can support my team in a relay race.</li> <li>I can control a ball with my foot around some cones.</li> <li>I can throw a small ball/bean bag/quoit into a bucket/on a cone.</li> <li>I can run in between two lines in a race.</li> </ul>		

### Year 1

### NC Pupils should be taught:

 participate in team games, developing simple tactics for attacking and defending

### Striking, Fielding/ Sending and Receiving- OUTDOOR

#### Skills

- -Throw, catch, roll, bounce and dribble with control and accuracy using a range of equipment (bean bags, quoits and balls)
  Knowledge:
  - Know how to catch using the correct technique (stable base, hands as dishes and eyes watching the ball not partner).
  - Know the correct technique for holding equipment (e.g. cricket bats, hockey sticks, bean bags, quoits and balls).
  - Know how to throw using the correct technique for both underarm (stable base arm moving like a pendulum) and overarm (stable base, using whole upper body including chest, shoulder, arm, wrist and finger).
  - Know how to correctly dribble with a range of balls (e.g. footballs, basketballs and hockey balls).
  - Know how to do a chest pass, a bounce pass, a push pass (hockey), a rugby pass and an inside foot pass.
  - Know how to shoot and strike (by using laces or a slap shot hockey) or take a shot at basket.
  - Know how to gain control of a moving ball (by catching/stopping).
  - Know that passing happens in most sports so that the ball can be passed to a team mate.

#### Multiskills- INDOOR

#### Skills:

- -Develop fundamental movements which support confidence and competence
- -Access opportunities to develop agility, balance and coordination, both individually and with others.
- -Understand the different ways we can move around (animals, speed, height)

#### Knowledge:

- Know how to move in a variety of ways varying speed, height and movement style (e.g. different animals).
- Know how to change direction effectively and efficiently.
- Know how to use different equipment to develop agility (e.g. ladders, reactions balls, hurdles, tag belts and speed bounce).
- Know how to effectively balance showing a state of equilibrium.
- Know what equipment to use that can develop balance (e.g. wobble boards, balance beams, benches and bean bags).
- Know how to co-ordinate through the effective interaction of their movements.
- Know what equipment to use to develop co-ordination skills (e.g. ladders, javelins, bats and balls, cones and spots and scarves).

Net Games- INDOOR AND OUTDOOR

Skills

Catch, technique, stable base, hands as dishes, eyes watching the ball, cricket bats, hockey sticks, bean bags, quoits, balls, throw, underarm, overarm, chest, shoulder arm, wrist, finger, dribble, footballs basketballs, hockey balls, chest pass, bounce pass, push pass, rugby pass, inside foot pass, shoot, strike, laces, slap shot, shot, basket, control, moving ball, stopping, passing, passed, team mate

Speed, height, movement, direction, effectively, efficiently, agility, ladders, reaction balls, hurdles, tag belts, speed bounce, balance, coordinate, javelins, bats and balls, bean bags, cones, spots, scarves

Racket, handle, ready position, shoulder- width, balls of your feet, strike, forehand, arm's length, swing,

- -Get changed for PE independently
- -Find and use space safely and appropriately
- -Travel around a given space in a variety of ways e.g. walking, skipping, hopping, jumping, running
- -Change speed and direction whilst avoiding obstacles
- -Recognise the bodily changes that occur during exercise

Can describe the effect exercise has on the body.

Can explain the importance of exercise and a healthy lifestyle.

	-Know how to hold a racket and show basic racket control	strike, backhand	
	-Hit a small or large ball with a bat or racket		
	Knowledge:		
	<ul> <li>Know how to correctly hold a racket (partner holds the racket by</li> </ul>		
	the net side and they then grab the <b>handle</b> like a handshake).		
	<ul> <li>Know what a ready position looks like (feet shoulder-width apart,</li> </ul>		
	knees slightly bent, on the <b>balls of your feet</b> ).		
	<ul> <li>Know how to strike a ball with their forehand (racket out to the</li> </ul>		
	side, ball roughly an arm's length away and swing through to		
	strike the ball).		
	<ul> <li>Know how to strike the ball with their backhand (racket coming</li> </ul>		
	across the body and <b>swing</b> through to <b>strike</b> the <b>ball</b> ).		
	Invasion and Team Games- OUTDOOR	Rules, games, support, team mates	
	Skills	The state of the s	
	- Understand and follow basic game rules		
	-Work with others as part of a team		
	Knowledge		
	Know how to follow rules within varying games.		
	Know how to support team mates.		
	Know how to apply previously learnt skills to game-based		
	scenarios.		
	Outdoor Adventurous- OUTDOOR	Team, communicate	
	Skills		
	-Work as part of a team		
	-Clearly communicate with peers		
	-Use some basic map reading skills to locate markers		
	, ,		
	Knowledge		
	Know how to work collaboratively within a team.		
	Know how to communicate with team mates to meet an objective.		
	Know how to use a map of the school to find different locations.		
	Athletics- INDOOR AND OUTDOOR	Technique, running, standing long jump,	
	Skills	vertical jump, balance	
	-Develop basic athletic skills (running, jumping, throwing and balancing)	versecus jump, susureee	
	-Look to achieve personal goals		
	Knowledge		
	<ul> <li>Know how to use the correct technique for running (e.g. hips to</li> </ul>		
	lips with their arms).		
	<ul> <li>Know how to use the correct technique for standing long jump</li> </ul>		
	(legs bent, arms <b>swing</b> forwards in time to propel), <b>5 stride</b> (5 long		
	steps) and <b>vertical jump</b> (legs bent, arms <b>swing</b> upwards in time to		
	propel).		
	<ul> <li>Know how to use the correct throwing technique for javelin</li> </ul>		
	( <b>javelin balanced</b> in hand, opposite <b>throwing</b> leg forwards, none		
	throwing hand aiming towards corner of the ceiling) and chest		
	<b>push</b> (fingers pointing in and touching the chest, <b>aim</b> towards the		
	corner of the ceiling and <b>push away</b> from the body).		
	<ul> <li>Know how to show good balance technique (arms stretched out,</li> </ul>		
	head still, find a <b>focus</b> point).		
Vogs 2	NC Pupils should be taught:		-Get changed for PE independently
Year 2			-Find and use space safely and appropriately
			-Travel around a given space in a variety of
	<ul> <li>participate in team games, developing simple tactics for</li> </ul>	Catal tasksissa stall too too t	ways e.g. walking, skipping, hopping, jumping,
		Catch, technique, stable base, hands as	

### attacking and defending

#### Striking, Fielding/ Sending and Receiving- OUTDOOR

#### Skills

Knowledge

- Know how to catch using the correct technique (stable base, hands as dishes and eyes watching the ball not partner).
- Know the correct technique for holding equipment (e.g. cricket bats, hockey sticks, bean bags, quoits and balls).
- Know how to throw using the correct technique for both underarm (stable base arm moving like a pendulum) and overarm (stable base, using whole upper body including chest, shoulder, arm, wrist and finger).
- Know how to correctly dribble with a range of balls (e.g. footballs, basketballs and hockey balls).
- Know how to do a chest pass, a bounce pass, a push pass (hockey), a rugby pass and an inside foot pass.
- Know how to shoot and strike (by using laces or a slap shot hockey) or take a shot at basket.
- Know how to gain control of a moving ball (by catching/stopping).
- Know that passing happens in most sports so that the ball can be passed to a team mate.

#### Multiskills- INDOOR

#### Skills

# -Develop fundamental movements which support confidence and competence

- -Access opportunities to develop agility, balance and coordination, both individually and with others.
- -Understand the different ways we can move around (animals, speed, height)

### Knowledge

- Know how to move in a variety of ways varying speed, height and movement style (e.g. different animals).
- · Know how to change direction effectively and efficiently.
- Know how to use different equipment to develop agility (ladders, reactions balls, hurdles, tag belts, speed bounce).
- Know how to effectively balance showing a state of equilibrium.
- Know what equipment to use that can develop balance (wobble boards, balance beams, benches, bean bags).
- Know how to co-ordinate through the effective interaction of their movements.
- Know what equipment to use to develop co-ordination skills (ladders, javelins, bats and balls, cones and spots, scarves).

#### Net Games- INDOOR AND OUTDOOR

#### Skills

- -Know how to hold a racket and show basic racket control
- -Hit a small or large ball with a bat or racket

#### Knowledge

Know how to correctly hold a **racket** (partner holds the **racket** by the **net** side, they then grab the **handle** like a handshake).

dishes, eyes watching the ball, cricket bats, hockey sticks, bean bags, quoits, balls, throw, underarm, overarm, chest, shoulder arm, wrist, finger, dribble, footballs basketballs, hockey balls, chest pass, bounce pass, push pass, rugby pass, inside foot pass, shoot, strike, laces, slap shot, shot, basket, control, moving ball, stopping, passing, passed, team mate

Speed, height, movement, direction, effectively, efficiently, agility, ladders, reaction balls, hurdles, tag belts, speed bounce, balance, coordinate, javelins, bats and balls, bean bags, cones, spots, scarves

Racket, handle, ready position, shoulder- width, balls of your feet, strike, forehand, arm's length, swing, strike, backhand

#### running

- -Change speed and direction whilst avoiding obstacles
- -Recognise the bodily changes that occur during exercise

Can describe the effect exercise has on the body.

Can explain the importance of exercise and a healthy lifestyle.

	Now what a ready position looks like (feet shoulder width apart, knees slightly bent, on the balls of your feet).  Know how to strike a ball with their forehand (racket out to the side, ball roughly an arm's length away, swing through to strike the ball).  Know how to strike the ball with their backhand (racket coming across the body, swing through to strike the ball).  Invasion and Team Games- OUTDOOR  Skills  Understand and follow basic game rules  Work with others as part of a team  Knowledge  Know how to follow rules within varying games.  Know how to support team mates.  Know how to apply previously learnt skills to game based scenarios.	Rules, games, support, team mates	
	Outdoor Adventurous- OUTDOOR Skills -Work as part of a teamClearly communicate with peersUse some basic map reading skills to locate markers Knowledge • Know how to work collaboratively within a team.	Team, communicate	
	<ul> <li>Know how to communicate with team mates to meet an objective.</li> <li>Know how to use a map of the school to find different locations.</li> <li>Athletics- INDOOR AND OUTDOOR</li> <li>Skills</li> <li>Develop basic athletic skills (running, jumping, throwing and balancing)</li> <li>Look to achieve personal goals</li> <li>Knowledge</li> <li>Know how to use the correct technique for running (hips to lips</li> </ul>	Technique, running, standing long jump, vertical jump, balance	
	<ul> <li>with their arms).</li> <li>Know how to use the correct technique for standing long jump (legs bent, arms swing forwards in time to propel), 5 stride (5 long steps) and vertical jump (legs bent, arms swing upwards in time to propel).</li> <li>Know how to use the correct throwing technique for javelin (javelin balanced in hand, opposite throwing leg forwards, none throwing hand aiming towards corner of the ceiling) and chest push (fingers pointing in and touching the chest, aim towards the corner of the ceiling and push away from the body).</li> <li>Know how to show good balance technique (arms stretched out, head still, find a focus point).</li> </ul>		
Year 3	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		-Find and use space safely and appropriately -Travel around a given space in a variety of ways e.g. walking, skipping, hopping, jumping, running with increasing control -Change speed and direction whilst avoiding obstacles with increasing control -Provide reasons for why we warm up Can describe the effect exercise has on the body. Can explain the importance of exercise and a

suitable for attacking and defending

- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- 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.

#### Striking, Fielding/ Sending and Receiving- OUTDOOR

#### Shille

-Show increasing body control and more consistency when throwing, catching, rolling, bouncing and dribbling.

Show increasing control and accuracy when using a range of equipment (bean bags, quoits and balls)

#### Knowledge

- Know how to catch using the correct technique (stable base, hands as dishes and eyes watching the ball not partner) and begin to show increased consistency when catching.
- Know the correct technique for holding equipment (e.g. cricket bats, hockey sticks, bean bags, quoits and balls).
- Know how to throw using the correct technique for both underarm (stable base arm moving like a pendulum) and overarm (stable base, using whole upper body including chest, shoulder, arm, wrist and finger) and begin to show increased accuracy when throwing to a team mate.
- Know how to correctly dribble with a range of balls (e.g. footballs, basketballs and hockey balls), showing increased control with the ball closer to their feet or equipment.
- Know how to do a chest pass, a bounce pass, a push pass (hockey), a rugby pass and an inside foot pass showing increased accuracy and consistency in technique.
- Know how to shoot and strike (by using laces or a slap shot hockey) or take a shot at basket showing increased accuracy in shots on target.
- Know how to gain control of a moving ball (by catching/stopping)
   by starting to show an ability to cushion the ball.

#### Multiskills- INDOOR

#### Skills

- -Continue to develop fundamental movements showing more confidence and competence
- -Continue to develop agility, balance and coordination, both individually and with others.
- -Know what equipment can help to develop agility, balance and coordination  $% \left( 1\right) =\left( 1\right) \left( 1\right)$
- -Understand the different ways we can move around (animals, speed, height)

### Knowledge

- Know how to move in a variety of ways varying speed, height and movement style (e.g. different animals) showing increased body control.
- Know how to change direction effectively and efficiently, whilst

healthy lifestyle. Understands the need to warm up and cool down.

Catch, accuracy, shots on target, Catch, technique, stable base, hands as dishes, eyes watching the ball, cricket bats, hockey sticks, bean bags, quoits, balls, throw, underarm, overarm, chest, shoulder arm, wrist, finger, dribble, footballs basketballs, hockey balls, chest pass, bounce pass, push pass, rugby pass, inside foot pass, shoot, strike, laces, slap shot, shot, basket, control, moving ball, stopping, passing, passed, team mate. cushion the ball

Body control, spatially aware, skill, focus, stability, balance, spatially aware, speed, height, movement, direction, effectively, efficiently, agility, ladders, reaction balls, hurdles, tag belts, speed bounce, balance, coordinate, javelins, bats and balls, bean bags, cones, spots, scarves

- being spatially aware of people and equipment around them.
- Know how to use different equipment to develop agility (ladders, reactions balls, hurdles, tag belts, speed bounce) showing increased skill when using them.
- Know how to effectively balance showing a state of equilibrium, clearly showing focus and increased stability.
- Know what equipment to use that can develop balance (e.g. wobble boards, balance beams, benches and bean bags) showing an ability to balance for longer periods of time.
- Know how to co-ordinate through the effective interaction of their movements, also developing an ability to look at team mates/ opponents and not the equipment they are using.
- Know what equipment to use to develop co-ordination skills (e.g. ladders, javelins, bats and balls, cones and spots and scarves), keeping their head up and being spatially aware.

#### Net Games- INDOOR AND OUTDOOR

#### Skills

- -Know how to hold a racket and show basic racket control
- -Hit a small or large ball with a bat or racket
- -Can create a small rally with a partner

### Knowledge

- Know how to correctly hold a racket (partner holds the racket by the net side, they then grab the handle like a handshake).
- Know what a ready position looks like (feet shoulder width apart, knees slightly bent, on the balls of your feet).
- Know how to strike a ball with their forehand (racket out to the side, ball roughly an arm's length away, swing through to strike the ball) showing an increase in ball striking.
- Know how to strike the ball with their back hand (racket coming across the body, swing through to strike the ball) showing an increase in ball striking.
- Know how to perform a volley shot (stable base, racket overhead, eyes on the ball, swing over the body making contact with the ball).
- Know how to serve the ball (toss the ball in the air, stable base, eyes on the ball, racket comes back over the shoulder, swing through making contact with the ball).

### Invasion and Team Games- OUTDOOR

#### Skills

- Understand and follow basic game rules
- -Work with others as part of a team

#### Knowledge

- Know how to follow rules within varying games.
- Know how to offer support and advice to team mates in a constructive manner.
- Know how to apply previously learnt **skills** to **game based** scenarios applying **tactical** knowledge to help them **achieve**.

#### Outdoor Adventurous- OUTDOOR

#### Skills

- -Work collaboratively as part of a team.
- -Clearly communicate with peers
- -Use map reading skills to locate markers

Striking, volley shot, swing, serve, toss, racket, handle, ready position, shoulder- width, balls of your feet, strike, forehand, arm's length, swing, strike, backhand

Games, rules, support, team mates, skills, game-based, tactical, achieve

Team mates, communicate, tactically

Pace, dynamic start, power, technique, running, standing long jump, vertical jump, balance propel, distances,

	Wa  -		T
	Knowledge  Know how to work collaboratively within a team supporting their team mates through constructive advice.  Know how to communicate with team mates to meet an objective, offering advice and being able to compromise.  Know how to use a map of the school to find different locations, whilst beginning to work tactically to find quicker ways to solve problems.  Athletics- INDOOR AND OUTDOOR Skills  Develop basic athletic skills (running, jumping, throwing and balancing)  Seeks advice on how to make personal improvements  Look to achieve personal goals  Knowledge  Know how to use the correct technique for running (hips to lips with their arms), begins to show the ability to start with a dynamic start (using power to build pace).  Know how to use the correct technique for standing long jump (legs bent, arms swing forwards in time to propel), 5 stride (5 long steps) and vertical jump (legs bent, arms swing upwards in time to propel) improving the distances and heights that they can jump.  Know how to use the correct throwing technique for javelin (javelin balanced in hand, opposite throwing leg forwards, none throwing hand aiming towards corner of the ceiling) and chest push (fingers pointing in and touching the chest, aim towards the corner of the ceiling and push away from the body) improving the distances that they can throw.  Know how to show good balance technique (arms stretched out, head still, find a focus point) improving the times in which they are able to balance.  Know how to set personal targets and looks at how to improve in	standing long jump, javelin, heights, times, personal targets, improve, event	
Year 4	each event.  Pupils should be taught to:		-Find and use space safely and appropriately
	<ul> <li>use running, jumping, throwing and catching in isolation and in combination</li> <li>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</li> <li>develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]</li> <li>take part in outdoor and adventurous activity challenges both individually and within a team</li> <li>compare their performances with previous ones and demonstrate improvement to achieve their personal best.</li> <li>Striking, Fielding/ Sending and Receiving- OUTDOOR</li> <li>Skills</li> </ul>	Catch, accuracy, shots on target, Catch, technique, stable base, hands as dishes, eyes watching the ball, cricket bats, hockey sticks, bean bags, quoits,	-Travel around a given space in a variety of ways e.g. walking, skipping, hopping, jumping, running with increasing control -Change speed and direction whilst avoiding obstacles with increasing control -Provide reasons for why we warm up Can describe the effect exercise has on the body. Can explain the importance of exercise and a healthy lifestyle. Understands the need to warm up and cool down.

-Show increasing body control and more consistency when throwing, catching, rolling, bouncing and dribbling

Show increasing control and accuracy when using a range of equipment (bean bags, quoits and balls)

Knowledge

- Know how to catch using the correct technique (stable base, hands as dishes and eyes watching the ball not partner) and begin to show increased consistency when catching.
- Know the correct technique for holding equipment (e.g. cricket bats, hockey sticks, bean bags, quoits and balls).
- Know how to throw using the correct technique for both underarm (stable base arm moving like a pendulum) and overarm (stable base, using whole upper body including chest, shoulder, arm, wrist and finger) and begin to show increased accuracy when throwing to a team mate.
- Know how to correctly dribble with a range of balls (e.g. footballs, basketballs and hockey balls), showing increased control with the ball closer to their feet or equipment.
- Know how to do a chest pass, a bounce pass, a push pass (hockey), a rugby pass and an inside foot pass showing increased accuracy and consistency in technique.
- Know how to shoot and strike (by using laces or a slap shot-hockey) or take a shot at basket showing increased accuracy in shots on target.
- Know how to gain control of a moving ball (by catching/stopping)
   by starting to show an ability to cushion the ball.

Multiskills- INDOOR

### Skills

- -Continue to develop fundamental movements showing more confidence and competence
- -Continue to develop agility, balance and coordination, both individually and with others.
- -Know what equipment can help to develop agility, balance and coordination
- -Understand the different ways we can move around (animals, speed, height)

Knowledge

- Know how to move in a variety of ways varying speed, height and movement style (e.g. different animals) showing increased body control.
- Know how to change direction effectively and efficiently, whilst being spatially aware of people and equipment around them.
- Know how to use different equipment to develop agility (ladders, reactions balls, hurdles, tag belts, speed bounce) showing increased skill when using them.
- Know how to effectively balance showing a state of equilibrium, clearly showing focus and increased stability.
- Know what equipment to use that can develop balance (wobble boards, balance beams, benches, bean bags) showing an ability to balance for longer periods of time.
- Know how to co-ordinate through the effective interaction of their movements, also developing an ability to look at team mates/

balls, throw, underarm, overarm, chest, shoulder arm, wrist, finger, dribble, footballs basketballs, hockey balls, chest pass, bounce pass, push pass, rugby pass, inside foot pass, shoot, strike, laces, slap shot, shot, basket, control, moving ball, stopping, passing, passed, team mate, cushion the ball

Equilibrium, body control, spatially aware, skill, focus, stability, balance, spatially aware, speed, height, movement, direction, effectively, efficiently, agility, ladders, reaction balls, hurdles, tag belts, speed bounce, balance, coordinate, javelins, bats and balls, bean bags, cones, spots, scarves

Striking, volley shot, swing, serve, toss, racket, handle, ready position, shoulder- width, balls of your feet, strike, forehand, arm's length, swing, strike. backhand

opponents and not the equipment they are using.

 Know what equipment to use to develop co-ordination skills (ladders, javelins, bats and balls, cones and spots, scarves), keeping their head up and looking around them.

#### Net Games- INDOOR AND OUTDOOR

#### Skills

- -Know how to hold a racket and show basic racket control
- -Hit a small or large ball with a bat or racket
- -Can create a small rally with a partner

#### Knowledge

- Know how to correctly hold a racket (partner holds the racket by the net side, they then grab the handle like a handshake).
- Know what a ready position looks like (feet shoulder width apart, knees slightly bent, on the balls of your feet).
- Know how to strike a ball with their forehand (racket out to the side, ball roughly an arm's length away, swing through to strike the ball) showing an increase in ball striking.
- Know how to strike the ball with their back hand (racket coming across the body, swing through to strike the ball) showing an increase in ball striking.
- Know how to perform a volley shot (stable base, racket overhead, eyes on the ball, swing over the body making contact with the ball).
- Know how to serve the ball (toss the ball in the air, stable base, eyes on the ball, racket comes back over the shoulder, swing through making contact with the ball).

Invasion and Team Games- OUTDOOR

#### Shille

- Understand and follow basic game rules
- -Work with others as part of a team

#### Knowledge

- Know how to follow rules within varying games.
- Know how to offer support and advice to team mates in a constructive manner.
- Know how to apply previously learnt skills to game based scenarios
  applying tactical knowledge to help them achieve.

Outdoor Adventurous- OUTDOOR

#### Sbills

- -Work collaboratively as part of a team
- -Clearly communicate with peers
- -Use map reading skills to locate markers

### Knowledge

- Know how to work collaboratively within a team supporting their team mates through constructive advice.
- Know how to communicate with team mates to meet an objective, offering advice and being able to compromise.
- Know how to use a map of the school to find different locations, whilst beginning to work tactically to find quicker ways to solve problems.

Athletics- INDOOR AND OUTDOOR

#### Skills

-Develop basic athletic skills (running, jumping, throwing and balancing)

Games, rules, support, team mates, skills, game-based, tactical, achieve

Team mates, communicate, tactically

Pace, dynamic start, power, technique, running, standing long jump, vertical jump, balance propel, distances, standing long jump, javelin, heights, times, personal targets, improve, event

	-Seeks advice on how to make personal improvements		
	-Look to achieve personal goals		
	Knowledge		
	<ul> <li>Know how to use the correct technique for running (hips to lips</li> </ul>		
	with their arms), begins to show the ability to start with a		
	dynamic start (using power to build pace).		
	<ul> <li>Know how to use the correct technique for standing long jump</li> </ul>		
	(legs bent, arms <b>swing</b> forwards in time to propel), <b>5 stride</b> (5 long		
	steps) and vertical jump (legs bent, arms <b>swing</b> upwards in time to		
	propel) improving the <b>distances</b> and <b>height</b> s that they can <b>jump</b> .		
	<ul> <li>Know how to use the correct throwing technique for javelin</li> </ul>		
	( <b>javelin balance</b> d in hand, opposite <b>throwing</b> leg forwards, none		
	throwing hand aiming towards corner of the ceiling) and chest		
	push (fingers pointing in and touching the chest, aim towards the		
	corner of the ceiling and push away from the body) improving the		
	distances that they can throw.		
	<ul> <li>Know how to show good balance technique (arms stretched out,</li> </ul>		
	head still, find a focus point) improving the times in which they		
	are able to <b>balance</b> .		
	<ul> <li>Know how to set personal targets and looks at how to improve in</li> </ul>		
	each event.		
Year 5	Ourtle should be second to		-Find and use space safely and appropriately
, 20.	Pupils should be taught to:		-Travel around a given space in a variety of
			ways e.g. walking, skipping, hopping, jumping,
	<ul> <li>use running, jumping, throwing and catching in isolation and</li> </ul>		running with significant control
	in combination		-Change speed and direction whilst avoiding obstacles with significant control
			-Provide scientific reasons for why we warm
	<ul> <li>play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey,</li> </ul>		up and how this links scientifically to the
	netball, rounders and tennis], and apply basic principles		respiratory and circulatory system
	11 3		Can describe the effect exercise has on the
	suitable for attacking and defending		body.
	<ul> <li>develop flexibility, strength, technique, control and balance</li> </ul>		Can explain the importance of exercise and a
	[for example, through athletics and gymnastics]		healthy lifestyle.
	<ul> <li>take part in outdoor and adventurous activity challenges both</li> </ul>		Understands the need to warm up and cool
	individually and within a team		down.
	<ul> <li>compare their performances with previous ones and</li> </ul>		
	demonstrate improvement to achieve their personal best.	Short barrier, long barrier, bowl	
		overarm, accuracy, shots on target,	
	Striking, Fielding/ Sending and Receiving- OUTDOOR	catch, technique, stable base, hands as	
	Skills	dishes, eyes watching the ball, cricket	
	-Show good body control and a consistent technique when throwing,	bats, hockey sticks, bean bags, quoits,	
	catching, rolling, bouncing and dribbling	balls, throw, underarm, overarm, chest,	
	Show increasing control and accuracy when using a range of equipment	shoulder arm, wrist, finger, dribble,	
	(bean bags, quoits and balls)	footballs basketballs, hockey balls, chest	
	Knowledge	pass, bounce pass, push pass, rugby	
	Know how to catch using the correct technique (stable base, hands)	pass, inside foot pass, shoot, strike,	
	as dishes and eyes watching the <b>ball</b> not partner) and begin to	laces, slap shot, shot, basket, control,	
	show increased consistency when catching.	moving ball, stopping, passing, passed,	
	<ul> <li>Know the correct technique for holding equipment (e.g. cricket</li> </ul>		
	bats, hockey sticks, bean bags, quoits and balls).	team mate, cushion the ball	
	<ul> <li>Know how to throw using the correct technique for both underarm</li> </ul>		

- (stable base arm moving like a pendulum) and overarm (stable base, using whole upper body including chest, shoulder, arm, wrist and finger) and show good accuracy when throwing to a team mate or at an object.
- Know how to correctly dribble with a range of balls (e.g. footballs, basketballs and hockey balls), showing increased control with the ball closer to their feet or equipment.
- Know how to do a **chest pass**, a **bounce pass**, a **push pass**(**hockey**), a **rugby pass** and an **inside foot pass** showing increased **accuracy** and consistency in **technique**.
- Know how to shoot and strike (by using laces or a slap shot-hockey) or take a shot at basket showing increased accuracy in shots on target.
- Know how to gain control of a moving ball (by catching/short and long barrier) by showing an ability to cushion the ball.
- Know how to bowl a ball over arm (3 step technique- step with same leg as the ball that is holding the hand- then into a star position on the next step- then on the third step the arm comes over releasing the ball).

#### Multiskills- INDOOR

#### Skills

- -Continue to develop fundamental movements showing more confidence and competence
- -Continue to develop agility, balance and coordination, both individually and with others.
- -Know what equipment can help to develop agility, balance and coordination.
- -Understand the different ways we can move around (animals, speed, height)

### Knowledge

- Know how to move in a variety of ways varying speed, height and movement style (e.g. different animals) showing confident and competent body control.
- Know how to change direction effectively and efficiently, whilst being spatially aware of people and equipment around them.
- Know how to use different equipment to develop agility (ladders, reactions balls, hurdles, tag belts, speed bounce) showing confidence and competence.
- Know how to effectively balance showing a state of equilibrium, clearly showing focus and good stability.
- Know what equipment to use that can develop balance (wobble boards, balance beams, benches, bean bags) showing an ability to balance for longer periods of time.
- Know how to co-ordinate through the effective interaction of their movements, also showing a confident and competent ability to look at team mates/ opponents and not the equipment they are using.
- Know what equipment to use to develop co-ordination skills (ladders, javelins, bats and balls, cones and spots, scarves), ensuring that movements are fluid and precise.

#### Net Games- INDOOR AND OUTDOOR

#### Skills

-Know how to hold a racket and show basic racket control

Confidence, competence, equilibrium, body control, spatially aware, skill, focus, stability, balance, spatially aware, speed, height, movement, direction, effectively, efficiently, agility, ladders, reaction balls, hurdles, tag belts, speed bounce, balance, coordinate, javelins, bats and balls, bean bags, cones, spots, scarves

Confidence, competence, body position, tactical, striking, volley shot, swing, serve, toss, racket, handle, ready position, shoulder- width, balls of your feet, strike, forehand, arm's length, swing, strike, backhand

- -Hit a small or large ball with a bat or racket
- -Can create a small rally with a partner

### Knowledge

- Know how to correctly hold a **racket** (partner holds the **racket** by the net side, they then grab the **handle** like a handshake).
- Know what a ready position looks like (feet shoulder width apart, knees slightly bent, on the balls of your feet).
- Know how to strike a ball with their forehand (racket out to the side, ball roughly an arm's length away, swing through to strike the ball) showing confidence and competence.
- Know how to strike the ball with their back hand (racket coming across the body, swing through to strike the ball) showing confidence and competence.
- Know how to perform a volley shot (stable base, racket overhead, eyes on the ball, swing over the body making contact with the ball) showing confidence and competence.
- Know how to serve the ball (toss the ball in the air, stable base, eyes on the ball, racket comes back over the shoulder, swing through making contact with the ball) ensuring the ball clears the net
- Know how to move their body position to help when striking the ball.
- Know how to apply tactical thinking when deciding where to hit
  the ball.

#### Invasion and Team Games- OUTDOOR

#### Skills

- Understand and follow basic game rules
- -Work with others as part of a team
- -Think tactically about ways to improve attacking and defending
- -Use own ideas on how to create, develop and evaluate games Knowledge
  - Know how to follow rules within varying games.
  - Know how to offer support and advice to team mates in a constructive manner.
  - Know how to apply previously learnt skills to game based scenarios
    applying tactical knowledge to help them achieve.
  - Know how to think of, develop, change and evaluate rules for their own game.
  - Know how to create tactical plans to help in game-based scenarios that require defending or attacking.

#### Outdoor Adventurous- OUTDOOR

#### Skills

- -Work collaboratively as part of a team
- -Clearly communicate with peers
- -Use map reading skills to locate markers Knowledge
  - Know how to work collaboratively within a team supporting their team mates through constructive advice.
  - Know how to communicate with team mates to meet an objective, offering advice and being able to compromise.
  - Know how to use grid references on a map to find different locations, whilst beginning to work tactically to find quicker ways

**Defending, attacking**, games, rules, support, team mates, skills, gamebased, tactical, achieve

Team mates, communicate, tactically

Personal bests, triple jump, pace, dynamic start, power, technique, running, standing long jump, vertical jump, balance propel, distances, standing long jump, javelin, heights, times, personal targets, improve, event

	<ul> <li>Know how to create their own map and coordinates to find locations and solve problems.</li> <li>Athletics-INDOOR AND OUTDOOR</li> <li>Skills  -Develop basic athletic skills (running, jumping, throwing and balancing)  -Seeks advice on how to make personal improvements  -Look to achieve personal goals  -Can offer constructive advice to their peers in aid of improvements  Knowledge  • Know how to use the correct technique for running (hips to lips with their arms), begins to show the ability to start with a dynamic start (using power to build pace).</li> <li>• Know how to use the correct technique for standing long jump (legs bent, arms swing forwards in time to propel), triple jump (hop-step-jump) and vertical jump (legs bent, arms swing upwards in time to propel) improving the distances and heights that they can jump.</li> <li>• Know how to use the correct throwing technique for javelin (javelin balanced in hand, opposite throwing leg forwards, none throwing hand aiming towards corner of the ceiling) and chest push (fingers pointing in and touching the chest, aim towards the corner of the ceiling and push away from the body) improving the distances that they can throw.</li> <li>• Know how to show good balance technique (arms stretched out, head still, find a focus point) improving the times in which they are able to balance.</li> <li>• Know how to set personal targets and looks at how to improve in each event.</li> <li>• Know how to offer advice to their peers to help them improve</li> </ul>		
Year 6	small areas that can help them beat <b>personal bests</b> .		-Find and use space safely and appropriately
/Zui U	<ul> <li>Pupils should be taught to:</li> <li>use running, jumping, throwing and catching in isolation and in combination</li> <li>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</li> <li>develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]</li> <li>take part in outdoor and adventurous activity challenges both individually and within a team</li> </ul>		-Travel around a given space in a variety of ways e.g. walking, skipping, hopping, jumping, running with significant control -Change speed and direction whilst avoiding obstacles with significant control -Provide scientific reasons for why we warm up and how this links scientifically to the respiratory and circulatory system Can describe the effect exercise has on the body. Can explain the importance of exercise and a healthy lifestyle. Understands the need to warm up and cool down.
	<ul> <li>compare their performances with previous ones and demonstrate improvement to achieve their personal best.</li> </ul>		
	Striking, Fielding/ Sending and Receiving- OUTDOOR Skills -Show good body control and a consistent technique when throwing,	Short barrier, long barrier, bowl overarm, accuracy, shots on target, catch, technique, stable base, hands as dishes, eyes watching the ball, cricket	

catching, rolling, bouncing and dribbling

Show increasing control and accuracy when using a range of equipment (bean bags, quoits and balls)

Knowledge

- Know how to catch using the correct technique (stable base, hands as dishes and eyes watching the ball not partner) and begin to show increased consistency when catching.
- Know the correct technique for holding equipment (e.g. cricket bats, hockey sticks, bean bags, quoits and balls).
- Know how to throw using the correct technique for both underarm (stable base arm moving like a pendulum) and overarm (stable base, using whole upper body including chest, shoulder, arm, wrist and finger) and show good accuracy when throwing to a team mate or at an object.
- Know how to correctly dribble with a range of balls (e.g. footballs, basketballs and hockey balls), showing increased control with the ball closer to their feet or equipment.
- Know how to do a chest pass, a bounce pass, a push pass
  (hockey), a rugby pass and an inside foot pass showing increased
  accuracy and consistency in technique.
- Know how to shoot and strike (by using laces or a slap shot hockey) or take a shot at basket showing increased accuracy in shots on target.
- Know how to gain control of a moving ball (by catching/short and long barrier) by showing an ability to cushion the ball.
- Know how to bowl a ball over arm (3 step technique- step with same leg as the ball that is holding the hand- then into a star position on the next step- then on the third step the arm comes over releasing the ball).

Multiskills- INDOOR

#### Skills

- -Continue to develop fundamental movements showing more confidence and competence
- -Continue to develop agility, balance and coordination, both individually and with others
- -Know what equipment can help to develop agility, balance and
- -Understand the different ways we can move around (animals, speed, height)

Knowledge

- Know how to move in a variety of ways varying speed, height and movement style (e.g. different animals) showing confident and competent body control.
- Know how to change direction effectively and efficiently, whilst being spatially aware of people and equipment around them.
- Know how to use different equipment to develop agility (ladders, reactions balls, hurdles, tag belts, speed bounce) showing confidence and competence.
- Know how to effectively balance showing a state of equilibrium, clearly showing focus and good stability.
- Know what equipment to use that can develop balance (wobble boards, balance beams, benches, bean bags) showing an ability to balance for longer periods of time.

bats, hockey sticks, bean bags, quoits, balls, throw, underarm, overarm, chest, shoulder arm, wrist, finger, dribble, footballs basketballs, hockey balls, chest pass, bounce pass, push pass, rugby pass, inside foot pass, shoot, strike, laces, slap shot, shot, basket, control, moving ball, stopping, passing, passed, team mate. cushion the ball

Confidence, competence, equilibrium, body control, spatially aware, skill, focus, stability, balance, spatially aware, speed, height, movement, direction, effectively, efficiently, agility, ladders, reaction balls, hurdles, tag belts, speed bounce, balance, coordinate, javelins, bats and balls, bean bags, cones, spots, scarves

- Know how to co-ordinate through the effective interaction of their movements, also showing a confident and competent ability to look at team mates/ opponents and not the equipment they are using.
- Know what equipment to use to develop co-ordination skills (ladders, javelins, bats and balls, cones and spots, scarves), ensuring that movements are fluid and precise.

Net Games- INDOOR AND OUTDOOR

#### Skills

- -Know how to hold a racket and show basic racket control
- -Hit a small or large ball with a bat or racket
- -Can create a small rally with a partner
- Knowledge
  - Know how to correctly hold a racket (partner holds the racket by the net side, they then grab the handle like a handshake).
  - Know what a ready position looks like (feet shoulder width apart, knees slightly bent, on the balls of your feet).
  - Know how to strike a ball with their forehand (racket out to the side, ball roughly an arm's length away, swing through to strike the ball) showing confidence and competence.
  - Know how to strike the ball with their back hand (racket coming across the body, swing through to strike the ball) showing confidence and competence.
  - Know how to perform a volley shot (stable base, racket overhead, eyes on the ball, swing over the body making contact with the ball) showing confidence and competence.
  - Know how to serve the ball (toss the ball in the air, stable base, eyes on the ball, racket comes back over the shoulder, swing through making contact with the ball) ensuring the ball clears the
  - Know how to move their body position to help when striking the hall
  - Know how to apply **tactical** thinking when deciding where to hit the **ball**.

Invasion and Team Games- OUTDOOR

#### Skills

- Understand and follow basic game rules
- -Work with others as part of a team
- -Think tactically about ways to improve attacking and defending
- -Use own ideas on how to create, develop and evaluate games  $\mbox{{\sc Knowledge}}$ 
  - Know how to follow rules within varying games.
  - Know how to offer support and advice to team mates in a constructive manner.
  - Know how to apply previously learnt skills to game based scenarios applying tactical knowledge to help them achieve.
  - Know how to think of, develop, change and evaluate rules for their own game.
  - Know how to create tactical plans to help in games based scenarios that require defending or attacking.

Outdoor Adventurous- OUTDOOR

#### Skills

- -Work collaboratively as part of a team
- -Clearly communicate with peers

Confidence, competence, body positon, tactical, striking, volley shot, swing, serve, toss, racket, handle, ready position, shoulder-width, balls of your feet, strike, forehand, arm's length, swing, strike, backhand

Defending, attacking, games, rules, support, team mates, skills, game-based, tactical, achieve

Team mates, communicate, tactically

-Use map reading skills to locate markers Knowledge

- Know how to work collaboratively within a team supporting their team mates through constructive advice.
- Know how to communicate with team mates to meet an objective, offering advice and being able to compromise.
- Know how to use grid references on a map to find different locations, whilst beginning to work tactically to find quicker ways to solve problems.
- Know how to create their own map and coordinates to find locations and solve problems.

#### Athletics- INDOOR AND OUTDOOR

#### Skills

- -Develop basic athletic skills (running, jumping, throwing and balancing)
- -Seeks advice on how to make personal improvements
- -Look to achieve personal goals
- -Can offer constructive advice to their peers in aid of improvements Knowledge
  - Know how to use the correct technique for running (hips to lips with their arms), begins to show the ability to start with a dynamic start (using power to build pace).
  - Know how to use the correct technique for standing long jump (legs bent, arms swing forwards in time to propel), triple jump (hop-step-jump) and vertical jump (legs bent, arms swing upwards in time to propel) improving the distances and heights that they can jump.
  - Know how to use the correct throwing technique for javelin (javelin balanced in hand, opposite throwing leg forwards, none throwing hand aiming towards corner of the ceiling) and chest push (fingers pointing in and touching the chest, aim towards the corner of the ceiling and push away from the body) improving the distances that they can throw.
  - Know how to show good balance technique (arms stretched out, head still, find a focus point) improving the times in which they are able to balance.
  - Know how to set personal targets and looks at how to improve in each event.
  - Know how to offer advice to their peers to help them improve small areas that can help them beat personal bests.

Personal bests, triple jump, pace, dynamic start, power, technique, running, standing long jump, vertical jump, balance propel, distances, standing long jump, javelin, heights, times, personal targets, improve, event



Curriculum Progression Map

PE - Swimming

Year group FI F2	Key skills and 'sticky' knowledge	Key vocabulary	Links to curriculum drivers Cross curricular links VOCABULARY DIVERSITY ASPIRATION HEALTH AND WELL BEING (Including aspirational figures to be studied)
Year I			
Year 2			
Year 3	NC aims to ensure that all pupils:  - Use a range of strokes effectively - Perform safe self-rescue in different water based situations - Swim competently, confidently and proficiently over a distance of 25m Knowledge  • Know how to enter and exit the water safely.  • Know how to follow the swimming safety rules (e.g. no running etc.) and understand the emergency procedure for exiting the water.  • Know how to swim competently, confidently and proficiently using front crawl, back stroke and breast stroke over 25 metres (including deep and shallow water).  • Know how to tread water to keep afloat.  • Know how to turn onto back if struggling.  • Know how to get out of the swimming pool wearing clothing.  • Know how to stay safe in various outdoor swimming environments (such as sea, lakes and canals).	Safely, swimming, safety, running, front crawl, back stroke, breast stroke, afloat	Well being Can describe the effect exercise has on the body. Can explain the importance of exercise and a healthy lifestyle. Understands the need to warm up and cool down. Life skill -Get changed for swimming independently
Year 4	NC aims to ensure that all pupils:  - Use a range of strokes effectively - Perform safe self-rescue in different water based situations - Swim competently, confidently and proficiently over a distance of 25m Knowledge  • Know how to enter and exit the water safely.  • Know how to follow the swimming safety rules (e.g. no running etc.) and understand the emergency procedure for exiting the water.  • Know how to swim competently, confidently and proficiently using front crawl, back stroke and breast stroke over 25 metres (including deep and shallow water).	Safely, swimming, safety, running, front crawl, back stroke, breast stroke, afloat	Well being Can describe the effect exercise has on the body. Can explain the importance of exercise and a healthy lifestyle. Understands the need to warm up and cool down. Life skill

Year 5	<ul> <li>Know how to tread water to keep afloat.</li> <li>Know how to turn onto back if struggling.</li> <li>Know how to get out of the swimming pool wearing clothing.</li> <li>Know how to stay safe in various outdoor swimming environments (such as sea, lakes and canals).</li> <li>NC aims to ensure that all pupils: <ul> <li>Use a range of strokes effectively</li> <li>Perform safe self-rescue in different water based situations</li> <li>Swim competently, confidently and proficiently over a distance of 25m Knowledge</li> <li>Know how to enter and exit the water safely.</li> <li>Know how to follow the swimming safety rules (e.g. no running etc.) and understand the emergency procedure for exiting the water.</li> <li>Know how to swim competently, confidently and proficiently using front crawl, back stroke and breast stroke over 25 metres (including deep and shallow water).</li> <li>Know how to tread water to keep afloat.</li> <li>Know how to get out of the swimming pool wearing clothing.</li> <li>Know how to stay safe in various outdoor swimming environments (such as</li> </ul> </li> </ul>	Rescue dive stoke sculling front crawl back stroke breaststroke butterfly/dolphin Safely, swimming, safety, running, front crawl, back stroke, breast stroke, afloat	Well being Can describe the effect exercise has on the body. Can explain the importance of exercise and a healthy lifestyle. Understands the need to warm up and cool down. Life skill
Year 6	sea, lakes and canals).  NC aims to ensure that all pupils:  - Use a range of strokes effectively - Perform safe self-rescue in different water based situations - Swim competently, confidently and proficiently over a distance of 25m Assessment point:  Knowledge  • Know how to enter and exit the water safely. • Know how to follow the swimming safety rules (e.g. no running etc.) and understand the emergency procedure for exiting the water. • Know how to swim competently, confidently and proficiently using front crawl, back stroke and breast stroke over 25 metres (including deep and shallow water).  • Know how to tread water to keep afloat. • Know how to get out of the swimming pool wearing clothing. • Know how to stay safe in various outdoor swimming environments (such as sea, lakes and canals).	Rescue dive stoke sculling front crawl back stroke breaststroke butterfly/dolphin distance dive roll stroke metres Safely, swimming, safety, running, front crawl, back stroke, breast stroke, afloat	Well being Can describe the effect exercise has on the body. Can explain the importance of exercise and a healthy lifestyle. Understands the need to warm up and cool down. Life skill



### PE - Evaluation

Year group	Key skills and 'sticky' knowledge	Key vocabulary	Links to curriculum drivers Cross curricular links VOCABULARY DIVERSITY ASPIRATION HEALTH AND WELL BEING (Including aspirational figures to be studied)
FI			
F2			
Year I	Can comment on own and others performance Can give comments on how to improve performance. Use appropriate vocabulary when giving feedback.		
Year 2	Can comment on own and others performance Can give comments on how to improve performance. Use appropriate vocabulary when giving feedback.		
Year 3	Watches and describes performances accurately.  Beginning to think about how they can improve their own work.  Work with a partner or small group to improve their skills.  Make suggestions on how to improve their work, commenting on similarities and differences.		
Year 4	Watches and describes performances accurately.  Beginning to think about how they can improve their own work.  Work with a partner or small group to improve their skills.  Make suggestions on how to improve their work, commenting on similarities and differences.		
Year 5	Watches and describes performances accurately.  Learn from others how they can improve their skills.  Comment on tactics and techniques to help improve performances.  Make suggestions on how to improve their work, commenting on similarities and differences.		
Year 6	Watches and describes performances accurately.  Learn from others how they can improve their skills.  Comment on tactics and techniques to help improve performances.  Make suggestions on how to improve their work, commenting on similarities and differences.		



# Curriculum Progression Milestones

## PE - General PE

Year group	Key skills and 'sticky' knowledge	Key vocabulary	Links to curriculum drivers Cross curricular links VOCABULARY DIVERSITY ASPIRATION HEALTH AND WELL BEING
FI	- Take off and put on shoes, socks and coats- find a space to work in - Stay within boundaries - Observe the effects of physical activity on their bodies - Travel around in a variety of ways, safely negotiating spaces - running, slithering, rolling, shuffling, crawling, walking, jumping, skipping, hopping, sliding		(Including aspirational figures to be studied)
F2	- Get dressed and undressed for PE independently - Find a space and use it appropriately - Stay within boundaries - Travel safely and with confidence in a variety of ways - Adjust speed and direction to avoid obstacles - Know the importance of keeping healthy and ways this can be achieved - Observe the effects of physical activity on their bodies		
Year I	-Get changed for PE independently -Find and use space safely and appropriately -Travel around a given space in a variety of ways e.g. walking, skipping, hopping, jumping, running -Change speed and direction whilst avoiding obstacles -Recognise the bodily changes that occur during exercise  • Know how to get changed independently and silently (asking for support when necessary).  • Know how to enter the hall/ studio safely and find a space (avoiding any equipment).  • Know how to safely move around the hall, avoiding others and equipment.  • Know how to listen to adult instruction in order to change the way they move.  • Know how to stop immediately when the whistle is blown.  • Know how to safely dismount equipment once the whistle is blown.  • Know how to move safely in different ways (e.g. walk, skip, hop, jump, crawl, gallop, sidestep, slither, walk backwards and run safely).	Changed, safely, space equipment, change, move, stop, whistle, safely dismount, walk, skip, hop, jump, crawl, gallop, sidestep, slither, walk backwards, run safely, control speeds, walking, jogging, running, faster, slower, warm up, cool down	

	Know how to safely stop in order to change direction		
	(e.g. <b>full stop, zig zag</b> or <b>curved</b> ).		
	<ul> <li>Know how to control speeds when walking, jogging</li> </ul>		
	and <b>running</b> (e.g. <b>faster, slower</b> ).		
	<ul> <li>Know what the purpose of a warm up/ cool down is</li> </ul>		
	and why they are important.		
Year 2	-Get changed for PE independently	Changed, safely, space equipment,	
/ Z W	-Find and use space safely and appropriately	change, move, stop, whistle, safely	
	-Travel around a given space in a variety of ways e.g. walking,	dismount, walk, skip, hop, jump, crawl,	
	skipping, hopping, jumping, running	gallop, sidestep, slither, walk backwards,	
	-Change speed and direction whilst avoiding obstacles	run safely, control speeds, walking,	
	-Recognise the bodily changes that occur during exercise	jogging, running, faster, slower, warm	
	<ul> <li>Know how to get changed independently and silently</li> </ul>	up, cool down	
	(asking for support when necessary).		
	<ul> <li>Know how to enter the hall/ studio and safely find</li> </ul>		
	a space (avoiding any equipment).		
	Know how to safely move around the hall, avoiding		
	others and <b>equipment</b> .		
	Know how to listen to adult instruction in order to		
	change the way they move.		
	Know how to stop immediately when the <b>whistle</b> is		
	blown.		
	<ul> <li>Know how to safely dismount equipment once the whistle is blown.</li> </ul>		
	Know how to move safely in different ways (e.g.		
	walk, skip, hop, jump, crawl, gallop, sidestep, slither,		
	walk backwards and run safely).		
	Know how to safely stop in order to change direction		
	(e.g. <b>full stop, zig zag</b> or <b>curved</b> ).		
	<ul> <li>Know how to control speeds when walking, jogging</li> </ul>		
	and <b>running</b> (e.g. <b>faster, slower</b> and <b>quicker</b> ).		
	<ul> <li>Know what the purpose of a warm up/ cool down is</li> </ul>		
	and why they are important.		
Year 3	-Find and use space safely and appropriately	Changed, safely, space equipment,	
	-Travel around a given space in a variety of ways e.g. walking,	change, move, stop, whistle, safely	
	skipping, hopping, jumping, running with increasing control	dismount, walk, skip, hop, jump, crawl,	
	-Change speed and direction whilst avoiding obstacles with	gallop, sidestep, slither, walk backwards,	
	increasing control	run safely, control speeds, walking,	
	-Provide reasons for why we warm up	jogging, running, faster, slower, warm	
	<ul> <li>Know how to get changed independently and</li> </ul>	up, cool down	
	silently.		
	<ul> <li>Know how to enter the hall/ studio and safely find</li> </ul>		

Year 4	<ul> <li>a space (avoiding any equipment).</li> <li>Know how to safely move around the hall, avoiding others and equipment.</li> <li>Know how to listen to adult instruction in order to change the way they move.</li> <li>Know how to stop immediately when the whistle is blown.</li> <li>Know how to safely dismount equipment once the whistle is blown.</li> <li>Know how to walk between equipment stations and know that being first is not important.</li> <li>Know how to move safely in different ways (e.g. walk, skip, hop, jump, crawl, gallop, sidestep, slither, walk backwards and run safely).</li> <li>Know how to safely stop in order to change direction (e.g. full stop, zig zag or curved).</li> <li>Know how to vary speeds when walking, jogging and running (e.g. faster, slower) with increasing control, including around obstacles.</li> <li>Know the purpose of a warm up/ cool down and the positive effect they have on the body.</li> <li>Find and use space safely and appropriately</li> <li>Travel around a given space in a variety of ways e.g. walking, skipping, hopping, jumping, running with increasing control</li> </ul>	Changed, safely, space equipment, change, move, stop, whistle, safely dismount, walk, skip, hop, jump, crawl,	
Year 4	running (e.g. faster, slower) with increasing control, including around obstacles.  • Know the purpose of a warm up/ cool down and the positive effect they have on the body.  -Find and use space safely and appropriately  -Travel around a given space in a variety of ways e.g. walking, skipping, hopping, jumping, running with increasing control  -Change speed and direction whilst avoiding obstacles with increasing control  -Provide reasons for why we warm up  • Know how to get changed independently and silently.  • Know how to enter the hall/ studio and safely find a space (avoiding any equipment).  • Know how to safely move around the hall, avoiding others and equipment.  • Know how to listen to adult instruction in order to change the way they move.  • Know how to stop immediately when the whistle is blown.  • Know how to safely dismount equipment once the whistle is blown.	change, move, stop, whistle, safely	
	<ul> <li>Know how to walk between equipment stations and know that being first is not important.</li> <li>Know how to move safely in different ways (e.g.</li> </ul>		

	walk, skip, hop, jump, crawl, gallop, sidestep, slither,		
	walk backwards and run safely).		
	<ul> <li>Know how to safely stop in order to change direction</li> </ul>		
	(e.g. full stop, zig zag or curved).		
	<ul> <li>Know how to vary speeds when walking, jogging and</li> </ul>		
	running (e.g. faster, slower and quicker) with		
	increasing control, including around obstacles.		
	<ul> <li>Know the purpose of a warm up/ cool down and the</li> </ul>		
	positive effect they have on the body.		
Year 5	-Find and use space safely and appropriately -Travel around a given space in a variety of ways e.g. walking, skipping, hopping, jumping, running with significant control -Change speed and direction whilst avoiding obstacles with significant control -Provide scientific reasons for why we warm up and how this links scientifically to the respiratory and circulatory system  • Know how to get changed independently and silently.  • Know how to enter the hall/ studio and safely find a space (avoiding any equipment).  • Know how to safely move around the hall, avoiding others and equipment.  • Know how to listen to adult instruction in order to change the way they move.  • Know how to stop immediately when the whistle is blown.  • Know how to safely dismount equipment once the whistle is blown.  • Know how to walk between equipment stations and know that being first is not important.  • Know how to move safely in different ways (e.g. walk, skip, hop, jump, crawl, gallop, sidestep, slither, walk backwards and run safely).  • Know how to safely stop in order to change direction (e.g. full stop, zig zag or curved).	Controlled, manoeuvres, hanged, safely, space equipment, change, move, stop, whistle, safely dismount, walk, skip, hop, jump, crawl, gallop, sidestep, slither, walk backwards, run safely, control speeds, walking, jogging, running, faster, slower, warm up, cool down	
	Know how to vary speeds when walking, jogging and		
	running, performing sharp, controlled turns and		
	mangeuvres.		
	Know the scientific benefits of warming up/ cooling		
	down and the detrimental effects of not doing so.		
V	-Find and use space safely and appropriately	Controlled, manoeuvres, hanged, safely,	
Year 6	-Travel around a given space in a variety of ways e.g. walking,	space equipment, change, move, stop,	
	The second of th	[ ] ,	

skipping, hopping, jumping, running with significant control	whistle, safely dismount, walk, skip,	
-Change speed and direction whilst avoiding obstacles with	hop, jump, crawl, gallop, sidestep,	
significant control	slither, walk backwards, run safely,	
-Provide scientific reasons for why we warm up and how this	control speeds, walking, jogging,	
links scientifically to the respiratory and circulatory system	running, faster, slower, warm up, cool	
<ul> <li>Know how to get changed independently and</li> </ul>	down	
silently.		
<ul> <li>Know how to enter the hall/ studio and safely find</li> </ul>		
a space (avoiding any equipment).		
<ul> <li>Know how to safely move around the hall, avoiding</li> </ul>		
others and equipment.		
<ul> <li>Know how to listen to adult instruction in order to</li> </ul>		
change the way they move.		
<ul> <li>Know how to stop immediately when the whistle is</li> </ul>		
blown.		
<ul> <li>Know how to safely dismount equipment once the</li> </ul>		
whistle is blown.		
<ul> <li>Know how to walk between equipment stations and</li> </ul>		
know that being first is not important.		
<ul> <li>Know how to move safely in different ways (e.g.</li> </ul>		
walk, skip, hop, jump, crawl, gallop, sidestep, slither,		
walk backwards and run safely).		
<ul> <li>Know how to safely stop in order to change direction</li> </ul>		
(e.g. full stop, zig zag or curved).		
<ul> <li>Know how to vary speeds when walking, jogging and</li> </ul>		
running, performing sharp, controlled turns and		
manoeuvres.		
<ul> <li>Know the scientific benefits of warming up/ cooling</li> </ul>		
down and the detrimental effects of not doing so.		



# Curriculum Progression Map - Milestones

# Physical Development - Fine Motor Skills

Year	Key skills and 'sticky' knowledge	Key vocabulary	Links to curriculum
group			drivers

				Cross curricular links  VOCABULARY DIVERSITY ASPIRATION HEALTH AND  WELL BEING  (Including aspirational figures to be studied)
FI	After I term in FI	<ul> <li>Writing</li> <li>I can control the marks on the page.</li> <li>I can distinguish between the different marks I make.</li> <li>I can do vertical, horizontal and circular movements in the air with my arms and on paper.</li> <li>I can randomly scribble on the page, sometimes with both hands.</li> <li>I can begin to balance when sitting.</li> <li>I can make connections between my actions and the marks being made.</li> </ul>	Grip Hold Marks Pinch Thumb Finger	(including displaceonal jugales to be stated.)
		<ul> <li>Hand Grip</li> <li>I can hold mark making equipment using the palmer grip.</li> <li>I can use a fisted grasp or fist grip.</li> <li>I can use a palmer grasp and four-finger grip.</li> <li>Dough</li> <li>I can squash and pinch dough.</li> </ul>		
		<ul> <li>I can squeeze a peg.</li> <li>Threading</li> <li>I can thread large beads onto a pipe cleaner.</li> <li>Tools</li> <li>I can use larger jugs and spades with some accuracy.</li> </ul>		
		<ul> <li>I can use larger jugs and spaces with some accuracy.</li> <li>Constructing</li> <li>I can push two simple construction pieces together, such as, stickle bricks.</li> <li>I can stack 3 blocks to balance.</li> </ul>		
	After 2 terms in FI	<ul> <li>Writing</li> <li>I can make connections between my movement and the marks I make.</li> <li>I can control equipment like a jug and show increasing control over tools like pencils and crayons.</li> <li>I can use a range of tools to make marks and show an interest in my own marks and others marks.</li> <li>I can do singular movements in different directions in the air with my arms and on paper.</li> </ul>		

	The mark we start the start of the start of	
	I can pick up tiny objects using a fine pincer grasp.	
	I can use a five finger grasp and pincer grip.	
	Dough	
	<ul> <li>I can squeeze, poke (using every finger), punch (hulk</li> </ul>	
	smash), roll into a sausage.	
	Threading	
	<ul> <li>I can thread smaller beads onto a pipe cleaner.</li> </ul>	
	Tools	
	<ul> <li>I can pour from a jug with accuracy into a container or</li> </ul>	
	use a spade to fill a bucket.	
	Constructing	
	<ul> <li>I can make simple models using construction toys.</li> </ul>	
	I can stack up to 6 blocks to balance.	
	<ul> <li>I can balance blocks to build a bridge.</li> </ul>	
Ву	Writing	
the	I can draw lines and circles in the air, on the floor or	
end	on large sheets of paper, balancing well and using	
σf FI	whole arm and body.	
,	I can sit to a table to write	
	Formation	
	I can draw a + (add), / (diagonal line) and a square.	
	<ul> <li>I can copy shapes, letter and pictures.</li> </ul>	
	Hand Grasp	
	I can hold a pencil between thumb and two fingers, no	
	longer using whole-hand grasp.	
	I can hold a pencil near the point between first two	
	fingers and thumb and use it with good control.	
	I can use tools for mark making with control.	
	I can grip using five fingers or preferably two fingers	
	and thumb for control.	
	Dough	
	I can ball dough, roll it out and spiral it (snail) and	
	squeeze dough in between the back of my fingers	
	(buckeroo) and shake the dough.	
	Threading	
	I can thread larger beads on to string.	
	I can push string in and out of a threading card.	
	Tools	
	<ul> <li>I can use pincers, tweezers and threading equipment</li> </ul>	
	with increasing control and confidence.	
	<ul> <li>I can use one-handed tools and equipment, e.g. make</li> </ul>	

		· · · · · · · · · · · · · · · · · · ·	
		snips in paper with child scissors.	
		<ul> <li>I can pour from a jug into a larger measuring cylinder</li> </ul>	
		without spilling.	
		Constructing	
		I can balance blocks to build a bridge.	
		<ul> <li>I can push and pull apart larger construction pieces,</li> </ul>	
	4.0	such as, Duplo.	
F2	After	Writing	Grip
	Lerm	<ul> <li>I can draw lines and circles in the air, on the floor or</li> </ul>	Write
	in F2	on large sheets of paper, balancing well and using	Form
		whole arm and body.	Control
		<ul> <li>I can use tools for mark making with control.</li> </ul>	Carefully
		<ul> <li>I can sit to a table to write.</li> </ul>	Place
			Pinch
		Formation	Thumb
		<ul> <li>I can draw a + (add), / (diagonal line) and a square.</li> </ul>	Finger
		<ul> <li>I can correctly write c/i/l/o/t/I/O.</li> </ul>	Targe.
		<ul> <li>I can copy shapes, letter and pictures.</li> </ul>	
		1 Carlo copy straipes, account and processes.	
		Hand Grasp	
		I can use a pincer grasp.	
		<ul> <li>I can grip using five fingers or preferably two fingers</li> </ul>	
		and thumb for control.	
		and intuitib for controt.	
		Dough	
		I can show increasing control over an object in pushing	
		and patting.	
		Threading	
		<ul> <li>I can thread larger beads on to string.</li> </ul>	
		<ul> <li>I can push string in and out of a threading card.</li> </ul>	
		Tools	
		<ul> <li>I can use pincers, tweezers and threading equipment</li> </ul>	
		with increasing control and confidence.	
		<ul> <li>I can cut continuously along a straight line.</li> </ul>	
		I can pour from a jug into a larger measuring cylinder	
		without spilling.	
		<ul> <li>I can eat my dinner with a knife and fork.</li> </ul>	
		Constructing	
		<ul> <li>I can show increasing control over an object in pushing,</li> </ul>	
		patting.	
		<ul> <li>I can balance blocks to build a bridge.</li> </ul>	
		<ul> <li>I can push and pull apart larger construction pieces,</li> </ul>	

	such as, Duplo.
	<ul> <li>I can twist to put something on or off, such as, a lid.</li> </ul>
After	Writing
2	I can sit on a chair with a straight back and my feet on
terms in F2	the floor.
in rz	Formation
	I can draw \ (diagonal line), x and a triangle.
	<ul> <li>I can form recognisable letters, some of them correctly.</li> <li>I can correctly write e/f/h/j/m/n/r/u/v/w/x/y/6/7.</li> </ul>
	• I can correctly write e/f/h/j/m/n/r/u/v/w/x/y/6//.
	Hand Grasp
	I can show a preference for a dominant hand.
	I can use a tripod grasp.
	<del></del>
	Dough
	<ul> <li>I can control finer tools when playing with dough.</li> </ul>
	• I can sculpt dough.
	· -
	Threading
	<ul> <li>I can push smaller beads on to a string.</li> </ul>
	I can weave string in and out on a threading card.
	Tools
	<ul> <li>I can cut and turn the paper to cut out a circle or</li> </ul>
	along a zig zag.
	I can spread with a knife.
	<ul> <li>I can use jugs/spades/scoops/spoons with more accuracy</li> </ul>
	into smaller containers without spilling.
	Constructing
	I can use blocks to build structures with balance and
	symmetry.  I can construct with larger bricks (such as Duplo) to
	build models and add in details.
Ву	I can show good control and co-ordination in small
the	movements.
end	ntoventerous.
σf F2	Writing
	I can write a sentence that can be read by myself and
	others.
	<ul> <li>I can begin to sit my writing on a line and position</li> </ul>
	letters correctly on a line.
	Formation
	<ul> <li>I can correctly write a/b/d/g/k/p/q/s/z/2/3/4/5/8/9.</li> </ul>
	I can begin to control the size of letters, showing the
	taller letters and shorter letters.

	Hand Grasp	
	Dough  I can sculpt with dough and add on some smaller details.  Threading  I can thread with wool.  Tools  I can cut out a shape using scissors.  I can handle equipment and tools effectively, including pencils for writing.  I can use a knife to cut up some of my dinner.  I can use jugs/spades/scoops/spoons with accuracy to get to a mark on a measuring cylinder/beaker/jug.	
	Constructing  I can use blocks to build structures with balance, symmetry and with smaller detailed features.  I can construct with smaller bricks (such as Lego) to build models and add in details.	
Year I	passa modulas and dad in desaits.	
Year 2		
Year 3		
Year 4		
Year 5		
Year 6		

# Curriculum Progression Map - Milestones Physical Development - Health and Self-Care

Year	Key skills and 'sticky' knowledge	Key vocabulary	Links to curriculum
group		_	drivers
			Cross curricular links
			VOCABULARY DIVERSITY ASPIRATION HEALTH AND WELL BEING

				(Including aspirational figures to be studied)
FI	After	<ul> <li>I have my own likes and dislikes in food and drink.</li> </ul>	Healthy	Health and Wellbeing -Knowledge of
• •	l term	<ul> <li>I am willing to try new food textures and tastes.</li> </ul>	Fruit	how to keep healthy
	in FI	<ul> <li>I can hold a cup with both hands and drink without</li> </ul>	Vegetables	Aspiration – Visits from dentist,
		much spilling.	Milk	optician, fire officers, police officers
		<ul> <li>I can clearly communicate my need for the toilet.</li> </ul>	Water	
		<ul> <li>I can show a desire to help with dressing/undressing</li> </ul>	Wash	
		and hygiene routines.	Dry	
	After	<ul> <li>I am beginning to be independent in self-care, but still</li> </ul>	Soap	
	2	often need adult support.	Clean	
	terms	<ul> <li>I can feed myself competently with a spoon.</li> </ul>	Germs	
	in FI	<ul> <li>I can drink well without spilling.</li> </ul>	Hungry	
	By	<ul> <li>I can tell adults when I am hungry or tired or when I</li> </ul>	Tired	
	the	want to rest or play.	Exercise	
	end	<ul> <li>I understand that equipment and tools have to be used</li> </ul>	Help	
	of FI	safely.		
		<ul> <li>I can usually manage washing and drying hands.</li> </ul>		
F2	After	<ul> <li>I can tell adults when I'm hungry or tired or when I</li> </ul>	Healthy	Health and Wellbeing -Knowledge of
	l term	want to rest or play.	Unhealthy	how to keep healthy
	in F2	<ul> <li>I understand that equipment and tools have to be used</li> </ul>	Fruit	Aspiration - Visits from dentist,
		safely.	Vegetables	optician, fire officers, police officers
		<ul> <li>I can usually manage washing and drying hands.</li> </ul>	Meat	
		<ul> <li>I am dry and clean during the day.</li> </ul>	Milk	
	After	<ul> <li>I can choose to eat a healthy range of foodstuffs and</li> </ul>	Water	
	2	understand the need for variety in food.	Thirsty	
	terms	<ul> <li>I can show some understanding about good practices</li> </ul>	Germs	
	in F2	with regard to exercise, eating, sleeping and hygiene.	Clean	
		<ul> <li>I can show understanding of the need for safety when</li> </ul>	Exercise	
		tackling new challenges and consider and manage some	Fit	
		risks.	Heart	
		<ul> <li>I can dress and undress independently.</li> </ul>	Beat	
	By	<ul> <li>I I know the importance for good health of physical</li> </ul>	Blood	
	the	exercise, and a healthy diet, and talk about ways to	Pump	
	end -C-52	keep healthy and safe.	Suncream	
	of F2	<ul> <li>I can list some healthy and unhealthy foods.</li> </ul>	Safely	
		<ul> <li>I can talk about some people who can help us.</li> </ul>	Careful	
		<ul> <li>I can talk about some ways to keep safe.</li> </ul>		
		<ul> <li>I manage my own basic hygiene and personal needs</li> </ul>		
		successfully, including dressing and going to the toilet		
		independently.		
Ye	ar I			
Yeo	ır 2			
Yeo	ır 3			

Year 4		
Year 5		
Year 6		