			EYFS				
Physical development statements	 Through forest school sessions, carefully planned activities and in the continuous areas of provisions, children at the expected level of development for gross-moto skills will: Negotiate space and obstacles safely, with consideration for themselves and others; Demonstrate strength, balance and coordination when playing; Move energetically, such as running, jumping, dancing, hopping, skipping and climbing. 						
			YEAR 1				
Focus	Invasion games	Dance	Gymnastics	Net and wall	Athletics	Striking and fielding	
National Curriculum links	Master basic movements including running, jumping, throwing and catching. Participate in team games, developing simple tactics for attacking and defending.	Perform dances using simple movements. Develop co-ordination.	Develop balance, agility and co-ordination.	Develop agility and coordination Participate in team games.	Master basic movements including running, jumping, throwing and catching. Develop balance and agility	Develop agility and coordination Participate in team games.	
Knowledge and Understanding	Throw a ball accurately to a partner in the form of a chest pass. Catch a ball or object. Travel in a variety of ways and use this to effectively attack and defend. Dribble and kick a ball to a partner. Know rules of a game.	Remember a count of eight. Move bodies in response to music. Use space effectively when performing. Describe others performances and suggest appropriate feedback	Use space effectively in a variety of ways. Demonstrate the shapes: pencil, star, tuck when jumping, landing them safely. Use equipment safely. Remember a sequence and perform to others.	Hold a tennis racket correctly and safely. Throw a tennis ball over a net to the court area. Hit the ball over a bench to an intended space. Demonstrate the 'ready position'.	Run over different distances at different speeds. Jump at different heights and distances, landing safely. Perform an overarm and underarm throw and power for increased distance. Demonstrate learned skills in a competition and begin suggesting improvements.	Position body to return a ball. Receive a ball in different ways. Throw a ball accurately underarm to a target. Participate in competitive games safely and confidently.	
		T	YEAR 2		T		
Focus	Invasion games	Dance	Gymnastics	Net and wall	Athletics	Striking and fielding	
National Curriculum links	Master basic movements including running, jumping, throwing and catching.	Perform dances using simple movements. Develop co-	Develop balance, agility and co-ordination.	Develop agility and coordination. Participate in team	Master basic movements including running, jumping, throwing and catching.	Develop agility and coordination. Participate in team	
		Ordination.		games.		games.	



				Ι		Ι
	Participate in team				Develop balance and	
	games, developing				agility.	
	simple tactics for					
	attacking and defending.					
Knowledge and Understanding	Demonstrate a chest	Remembers and repeats	Demonstrates simple	Consistently hold the	Select the most suitable	Co-ordinate body to roll
	pass to a partner,	two counts of eight.	shapes (pencil, tuck,	racket safely and	pace and speed for a	or kick a moving ball into
	beginning to pass over	Move in time with music	star, and pike) as a	correctly. Throw a ball	distance set. Run a short	a target space. Perform
	increased distances.	most of the time.	balance and within a	underarm over the net	distance, jumping over	an underarm throw to a
	Demonstrate a bounce	Demonstrates some	jump, landing safely.	to a partner. Hit a ball	most the hurdles	partner with increased
	pass to a partner,	spatial and peer	Travel across given	over different heights.	accurately. Perform a	distance. Catch a ball
	beginning to pass over	awareness. Describe	space in a variety of	Move in towards a ball	sequence of jumps with	with some accuracy and
	increased distances.	others performances.	ways, including rolls.	from the 'ready	some fluency. Decide on	control. Use space
	Catch a ball with basic	Suggest appropriate	Recall how to get on and	position'.	the most effective jump	effectively to support
	technique. Use space	improvements for	off equipment safely and		for a given distance.	peers when fielding.
	effectively when	others' performances.	is beginning to show		Throw a variety of	Compete in games with
	, attacking and dribbling.	·	this. Creates and		objects and suggest	controlled manner.
	Follow simple rules of a		performs a simple		ways of improving	
	game.		sequence with some		distance.	
	8		control and awareness			
			of peers. Describe what			
			they like about others'			
			performances using			
			some gymnastics			
			vocabulary.			
		I	YEAR 3			
Focus	Invasion games	Dance	Gymnastics	Net and wall	Athletics	Striking and fielding
National Curriculum links	Use running, jumping	Perform dances using a	Develop flexibility,	Play competitive games,	Develop flexibility,	Use running, jumping
	throwing and catching in	range of movement	strength, technique,	modified where	strength, technique,	throwing and catching in
	isolation and in	patterns.	control and balance.	appropriate.	control and balance.	isolation and in
	combination.			- F.		combination.
		Compare their	Compare their		Compare their	
	Play competitive games,	performances with	performances with		performances with	Compare their
	modified where	previous ones.	previous ones.		previous ones.	performances with
	appropriate.		p		p	previous ones.
						P. 511000 011001
Knowledge and Understanding	Perform a chest, bounce	Remember at least two	Demonstrate with	Perform a safe bounce	Explain how running	Strike a ball with basic
	and shoulder pass with	counts of eight of a	control pencil, star, tuck,	serve, Demonstrate	technique affects	batting technique. Catch
	some accuracy.	chosen dance style.	and pike and straddle	some accuracy hitting a	performance. Take off	a ball with increased
	Consistently receive a	Create a motif as a small	shapes when balancing	ball over a net. Perform	jumps on one foot and	consistency. Throw an
	ball. Demonstrate	group. Demonstrates a	and jumping. Roll in a	a forehand and	land with two feet.	overarm ball safely.



	control when dribbling within a small space. Demonstrates basic technique to shoot a ball in a net. Mark a player effectively to support team when defending. Follow the rules of a game and play at different positions.	range of dynamics and use of space within a short sequence. Demonstrates some rhythm when performing. Use some dance vocabulary to describe and evaluate performances.	variety of ways when travelling, including, teddy bear, pencil, and egg roll. Vault on to equipment safely with some control. Includes a range of actions, directions and levels within own sequence. Use gymnastics vocabulary to suggest improvements for performances.	backhand shots. Perform a rally with a partner.	Perform a push throw over increased distance with control and accuracy. Apply learned skills in competition with others. Evaluate their performance and describe progress	Support their team fielding with some control and coordination. Work as a team effectively to develop tactics.
-	T	-	YEAR 4			
Focus National Curriculum links	Invasion games Use running, jumping	Dance Perform dances using a	Gymnastics Develop flexibility,	Net and wall Play competitive games,	Athletics Develop flexibility,	Striking and fielding Use running, jumping
	throwing and catching in isolation and in combination. Play competitive games,	range of movement patterns. Compare their performances with	strength, technique, control and balance. Compare their performances with	modified where appropriate.	strength, technique, control and balance. Compare their performances with	throwing and catching in isolation and in combination. Compare their
	modified where appropriate.	previous ones.	previous ones.		previous ones.	performances with previous ones.
Knowledge and Understanding	Perform a chest, bounce and shoulder pass over increased distances. Shoot on target most of the time. Demonstrates control when travelling with a ball. Intercept some passes. Work effectively within a team.	Remember and repeat a dance of a chosen style. Reflect a chosen dance style within own choreographed motif. Include unison, non and repetition within own choreographed piece. Demonstrates confidence, fluency and some expression when performing. Improve routines based on peer and self-reflection.	Hold balances on equipment for desired time with some control. Demonstrate a half and full turn jump, landing safely on two feet. Perform a hurdle step on to a springboard. Compose a sequence of taught skills including a range of height and shape. Demonstrates confidence and fluency when performing sequence to others. YEAR 5	Consistently perform a bounce serve. Return a ball with an overhead shot. Demonstrate a short rally of varied shots. Move around the court with some footwork patterns.	Demonstrates an effective spring finish. Perform a standing triple jump and measure the distance achieved. Perform a pull throw. Apply learned skills with control when competing against peers. Improve performance following reflection and feedback.	Strike a moving ball over increased distances. Catch a ball consistently of increased distances. Perform an overarm bowl within a game. Decide on effective positions for fielding. Use a range of simple tactics for a game.



Focus	Invasion games	Dance	Gymnastics	Net and wall	Athletics	Striking and fielding
National Curriculum links	Use running, jumping throwing and catching in isolation and in combination. Play competitive games, modified where appropriate.	Perform dances using a range of movement patterns. Compare their performances with previous ones.	Develop flexibility, strength, technique, control and balance. Compare their performances with previous ones.	Play competitive games, modified where appropriate.	Develop flexibility, strength, technique, control and balance. Compare their performances with previous ones.	Use running, jumping throwing and catching in isolation and in combination. Compare their performances with previous ones.
Knowledge and Understanding	Chooses the most effective pass during a game. Travel with a ball at different speeds to support in scoring. Lose a defender by using different movements and speeds. Intercept passes with body position. Develop tactics as a team during a game.	Identify the patterns and actions of a chosen style and repeat the dance. Reflect a chosen dance style within own choreographed dance. Include previous choreographing devices taught as well as mirroring within own piece. Perform with some emotion and body language to reflect the mood or story of a dance. Offer improvements to own and other's dance using specific dance vocabulary.	Demonstrates control when transition from one shape or balance to the next. Demonstrate a range of ways to travel, including with flight. Use a springboard to mount the vault, and land safely. Demonstrate an improvement of strength, technique and flexibility throughout performance.	Consistently perform a bounce serve, demonstrating improved positioning. Use speed and height to outsmart opponents. Perform a longer tennis rally with improved reaction and direction. Move around the court with effective footwork.	Knows the importance of stamina and demonstrates this when running. Perform a triple jump with increased control. Perform a fling throw and measure the distance thrown. Demonstrates some understanding of composition when competing. Evaluate the impact of techniques chosen.	Choose the most appropriate body position to strike a ball. Demonstrate control and co-ordination when applying an overarm throw in a game. Catch a ball consistently of increased distances and speeds. Support teammates during a game by choosing the most appropriate space to field. Support teammates in a game by demonstrating a good understanding of tactics, composition, tactics and fair play.
	T	-	YEAR 6			
Focus	Invasion games	Dance	Gymnastics	Net and wall	Athletics	Striking and fielding
National Curriculum links	Use running, jumping throwing and catching in isolation and in combination . Play competitive games, modified where appropriate.	Perform dances using a range of movement patterns. Compare their performances with previous ones	Develop flexibility, strength, technique, control and balance. Compare their performances with previous ones.	Play competitive games, modified where appropriate.	Develop flexibility, strength, technique, control and balance. Compare their performances with previous ones.	Use running, jumping throwing and catching in isolation and in combination. Compare their performances with previous ones.



Knowledge and Understanding	Chooses a variety of	Remember and perform	Identify the patterns and	Choose the most	Perform effectively with	Use space effectively
	passes including straight	a dance of chosen style	actions of a chosen style	effective serve and shots	others in a relay.	when batting and
	and square during a	to a larger audience.	and repeat the dance.	within a game. Identify	Demonstrates control at	fielding. Choose the
	game. Shoot a ball	Demonstrates fluency	Reflect a chosen dance	appropriate times to	each stage of the triple	most effective throw
	accurately under	when improvising and	style within own	change position within a	jump. Suggest	within a game. Catch a
	pressures of a	combining movements.	choreographed dance.	game. Demonstrate a	improvement to others	ball of different speeds,
	competitive game. Use	Reflect a mood and tell a	Include previous	variety of shots with	for achieving an	direction and height
	space effectively to	story through dance	choreographing devices	accuracy during a game.	increased	during a game. Evaluate
	maintain possession of a	with appropriate	taught as well as	Choose and	distance/height jumping.	fielding positions during
	ball. Support team by	emotions and body	mirroring within own	demonstrate a variety of	Perform a heave throw.	a game and adapt to
	intercepting passes and	language. Evaluate work	piece. Perform with	footwork patterns in a	Provide a detailed	improve the outcome.
	marking a player.	using complex dance	some emotion and body	game.	evaluation of	Communicate well with
	communicate effectively	vocabulary. Adapt parts	language to reflect the		performances, offering	peers to control a game.
	with team to control the	of dance following self	mood or story of a		appropriate suggestions	
	game.	or peer evaluation.	dance. Offer		for improvement.	
			improvements to own			
			and other's dance using			
			specific dance			
			vocabulary.			

