

Fundamental Movement Skills

Through fundamentals, fitness and athletics, children master

Physical Education at Newbridge Primary School

Games

basic movements including running, jumping and throwing. Children develop balance, agility and co-ordination, and begin to apply these in a range of activities. In time, they also use running, jumping and throwing in isolation and in combination. Develop flexibility, strength, technique, control and balance.		negin and wall, striking and fie use learning to a game contex similar to recognised spo	Through ball skills, sending and receiving, invasion, target, net and wall, striking and fielding games children begin to apply learning to a game context with games becoming increasingly similar to recognised sports. Adapted small-sided games are used to maximise progress.		movements and develop balance, agility and co-ordination.		Social, Emotional and Thinking Skills set the tone for how children show good personal skills that can support personal development and softer social skills.	
Curriculum Thread EYFS			S1	LKS2		UKS2		
	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Fundamental Movement Skills	Run and stop with some control. Explore skipping as a travelling action. Jump and hop with bent knees. Throw larger balls and beanbags into space. Balance whilst stationary and on the move. Change direction at a slow pace Explore moving different body parts together.	Attempt to run at different speeds showing an awareness of technique. Begin to link running and jumping movements with some control. Jump, leap and hop and choosing which allows them to jump the furthest. Throw towards a target. Show some control and balance when travelling at different speeds Begin to show balance and coordination when changing direction. Use co-ordination with and without equipment.	Show balance and coordination when running at different speeds. Link running and jumping movements with some control and balance. Show hopping and jumping movements with some balance and control. Change technique to throw for distance. Show control and balance when travelling at different speeds. Demonstrates balance and coordination when changing direction. Perform actions with increased control when co-ordinating their body with and without equipment.	Show balance, coordination and technique when running at different speeds, stopping with control. Link running, hopping and jumping actions using different take offs and landing. Jump for distance and height with an awareness of technique. Throw a variety of objects, changing action for accuracy and distance. Demonstrate balance when performing other fundamental skills. Show balance when changing direction in combination with other skills. Can co-ordinate their bodies with increased consistency in a variety of activities.	Demonstrate how and when to speed up and slow down when running. Link hopping and jumping actions with some control. Jump for distance and height showing balance and control. Throw with some accuracy and power towards a target area. Demonstrate good balance when performing other fundamental skills. Show balance when changing direction at speed in combination with other skills. Begin to co-ordinate their body at speed in response to a task.	Run at the appropriate speed over longer distances or for longer periods of time. Show control at take-off and landing in more complex jumping activities. Perform a range of more complex jumps showing some technique. Show accuracy and power when throwing for distance. Demonstrate good balance and control when performing other fundamental skills. Demonstrate improved body posture and speed when changing direction. Can co-ordinate a range of body parts at increased speed.	Demonstrate a controlled running technique using the appropriate speed over longer distances or for longer periods of time. Link running, jumping and hopping actions with greater control and co-ordination. Perform jumps for height and distance using good technique. Show accuracy and good technique when throwing for distance. Show fluency and control when travelling, landing, stopping and changing direction. Change direction with a fluent action and can transition smoothly between varying speeds. Co-ordinate a range of body parts with a fluent action at a speed appropriate to the challenge.	
Coverage and knowledge	Real PE: Personal, Social, Cognitive, Creative and Physical (Ongoing) Athletics (Term 6)	Real PE: Personal, Social, Cognitive, Creative and Physical (Ongoing) Athletics (Term 6)	Athletics (Term 6)	Fundamental Skills (Term 1) Ball Skills (Term 2) Fitness (Term 3) Athletics (Term 5)	Fundamental Skills (Term 2) Ball Skills (Term 1) Fitness (Term 3) Athletics (Term 5)	Fitness (Term 2) Athletics (Term 5)	Fitness (Term 5) Athletics (Term 5)	
Vocabulary	Balance Direction Hop Jump Land Rules Slide Space Stop Travel	Dodge Jog Skip Swing Ready Position Overarm Underarm Control	Sprint Weight Take off Hurdle Speed Steady	Co-ordination Rhythm Agility Control Technique Strength	Momentum Accelerate Decelerate Static Dynamic React Stability Decelerate	Drive Consistent Persevere Stable Measure Motivate Power	Analyse Engage Calves Rhythm Abdominals Quadriceps	

Body Management

SET Skills

Games	Drop and catch with two hands. Move a ball with feet. Throw and roll a variety of beanbags and larger balls to space. Kick larger balls to space. Stop a beanbag or large ball sent to them using hands. Attempt to stop a large ball sent to them using feet. Hit a ball with hands. Run and stop when instructed. Move around showing limited awareness of others. Make simple decisions in response to a situation.	Drop and catch a ball after one bounce on the move. Move a ball using different parts of the foot Throw and roll towards a target with some varying techniques. Kick towards a stationary target. Catch a beanbag and a medium-sized ball. Attempt to track balls and other equipment sent to them. Strike a stationary ball using a racket. Run, stop and change direction with some balance and control. Recognise space in relation to others. Begin to use simple tactics with guidance.	Dribble a ball with two hands on the move. Dribble a ball with some success, stopping it when required. Throw and roll towards a target using varying techniques with some success. Show balance when kicking towards a target. Catch an object passed to them, with and without a bounce. Move to track a ball and stop it using feet with limited success. Strike a ball using a racket. Run, stop and change direction with balance and control. Move to space to help score goals or limit others scoring. Use simple tactics.	Dribble the ball with one hand with some control in game situations. Dribble a ball with feet with some control in game situations. Use a variety of throwing techniques in game situations. Kick towards a partner in game situations. Catch a ball passed to them using one and two hands with some success. Receive a ball sent to them using different parts of the foot. Strike a ball with varying techniques. Change direction with increasing speed in game situations. Use space with some success in game situations. Use simple tactics individually and within a team.	Link dribbling the ball with other actions with increasing control. Change direction when dribbling with feet with some control in game situations. Use a variety of throwing techniques with increasing success in game situations. Kick with increasing success in game situations. Catch a ball passed to them using one and two hands with increasing success. Receive a ball using different parts of the foot under pressure. Strike a ball using varying techniques with increasing accuracy. Change direction to lose an opponent with some success. Create and use space with some success in game situations. Use simple tactics to help their team score or gain possession.	Use dribbling to change the direction of play with some control under pressure. Dribble with feet with some control under increasing pressure. Use a variety of throwing techniques with some control under increasing pressure. Use a variety of kicking techniques with some control under increasing pressure. Catch and intercept a ball using one and two hands with some success in game situations. Receive a ball using different parts of the foot under pressure with increasing control. Strike a ball using a wider range of skills. Apply these with some success under pressure. Use a variety of techniques to change direction to lose an opponent. Create and use space for self	Use dribbling to change the direction of play with control under pressure. Use a variety of dribbling techniques to maintain possession under pressure. Use a variety of throwing techniques including fake passes to outwit an opponent. Select and apply the appropriate kicking technique with control. Catch and intercept a ball using one and two hands with increasing success in game situations. Receive a ball with consideration to the next move. Strike a ball using a wider range of skills to outwit an opponent. Apply these with increasing control under pressure. Confidently change direction to successfully outwit an opponent. Effectively create and use
Games	•	with some balance and control. Recognise space in relation to others. Begin to use simple tactics	Run, stop and change direction with balance and control. Move to space to help score goals or limit others scoring.	Strike a ball with varying techniques. Change direction with increasing speed in game situations. Use space with some success in game situations. Use simple tactics individually	pressure. Strike a ball using varying techniques with increasing accuracy. Change direction to lose an opponent with some success. Create and use space with some success in game situations. Use simple tactics to help their	Receive a ball using different parts of the foot under pressure with increasing control. Strike a ball using a wider range of skills. Apply these with some success under pressure. Use a variety of techniques to change direction to lose an	Receive a ball with consideration to the next move. Strike a ball using a wider range of skills to outwit an opponent. Apply these with increasing control under pressure. Confidently change direction to successfully outwit an
Coverage and knowledge	Real PE: Personal, Social, Cognitive, Creative and Physical (Ongoing)	Ball Skills (Term 2)	Ball Skills (Term 4) Team and Invasion Games (Term 5)	Tennis (Term 1) Handball (Term 3) Netball (Term 4) Cricket (Term 6) Rounders (Term 6)	Tennis (Term 1) Tag Rugby (Term 4) Basketball (Term 4) Handball (Term 5) Cricket (Term 6)	Tag Rugby (Term 1) Netball (Term 1) Badminton (Term 3) Hockey (Term 4) Basketball (Term 5) Cricket (Term 6) Dodgeball (Term 6)	these. Tag Rugby (Term 1) Badminton (Term 1) Handball (Term 2) Hockey (Term 3) Lacrosse (Term 4) Cricket (Term 6) Rounders (Term 6)
Vocabulary	Dribbling Catch Hit Bounce Ball Kick Roll Score Throw Target	Ready position Soft Swing Track Underarm Control	Collect Release Receive Prepare Touch	Power Opponent Possession Technique Block Personal best Accurate	Decision Cushion Pressure React Momentum	Angle Close down Situation Ball carrier Sportmanship Stance Barrier Dominant Maintain Rebound	Consecutive Dictate Ball side Turnover Transition Consistently Contest Assess Service Footwork
Body Management	Create shapes showing a basic level of stillness using different parts of their bodies. Begin to take weight on different body parts.	Perform balances making their body tense, stretched and curled. Take body weight on hands for short periods of time.	Perform balances on different body parts with some control and balance.	Complete balances with increasing stability, control and technique. Demonstrate some strength and control when taking	Use body tension to perform balances both individually and with a partner. Demonstrate increasing strength, control and	Show increasing control and balance when moving from one balance to another.	Combine and perform more complex balances with control, technique and fluency.

	Channahana and astronother	Dome an atmost a record of	Taka bada wasalaka a 1966 wasa		took wisers to be a toll to a con-	He strongth to be a control of	Domonotroto variation in the
	Show shapes and actions that	Demonstrate poses and	Take body weight on different	weight on different body parts	technique when taking own	Use strength to improve the	Demonstrate more complex
	stretch their bodies.	movements that challenge	body parts, with and without	for longer periods of time.	and others weight.	quality of an action and the	actions with a good level of
	Copy and link simple actions	their flexibility.	apparatus.	Demonstrate increased	Demonstrate increased	range of actions available.	strength and technique.
	together.	Remember, repeat and link	Show increased awareness of	flexibility and extension in	flexibility and extension in	Use flexibility to improve the	Confidently transition from
		simple actions together.	extension and flexibility in	their actions.	more challenging actions.	quality of the actions they	one action to another showing
	Copy basic body actions and		actions.	Choose actions that flow well	Plan and perform sequences	perform as well as the actions	appropriate control and
	rhythms.	Copy, remember and repeat	Copy, remember, repeat and	into one another both on and	showing control and technique	they choose to link them.	extension for the complexity
	Choose and use travelling	actions.	plan linking simple actions	off apparatus.	with and without a partner.	Create and perform more	of the action.
	actions, shapes and balances.	Choose actions for an idea.	with some control and			complex sequences of actions	Plan and perform with
	Travel in different pathways	Use changes of direction,	technique.	Copy remember and perform a	Copy, remember and adapt set	with a good level of quality,	precision, control and fluency,
	using the space around them.	speed and levels with	-	dance phrase.	choreography.	control and technique with	a sequence of actions
	Begin to use dynamics and	guidance.	Copy, remember and repeat a	Create short dance phrases	Choreograph considering	and without a partner.	including a wide range of skills.
	expression with guidance.	Show some sense of dynamic	series of actions.	that communicate an idea.	structure individually, with a	·	
	Begin to count to music.	and expressive qualities.	Select from a wider range of	Use canon, unison and	partner and in a group.	Accurately copy and repeat set	Perform dances confidently
	.0	Begin to use counts.	actions in relation to a	formation to represent an	Use action and reaction to	choreography in different	and fluently with accuracy and
		2-58 15 455 55 45.	stimulus.	idea.	represent an idea.	styles of dance showing a good	good timing.
			Use pathways, levels, shapes,	Match dynamic and expressive	Change dynamics to express	sense of timing.	Work creatively and
			directions, speeds and timing	qualities to a range of ideas.	changes in character or	Choreograph phrases	imaginatively individually, with
			with guidance.	Use counts to keep in time	narrative.	individually and with others	a partner and in a group to
			Use mirroring and unison	with a partner and group.	Use counts when	considering actions, dynamics,	choreograph longer phrases
			when completing actions with	with a partiler and group.	choreographing short phrases.	space and relationships in	and structure dance
			a partner.		choreographing short phrases.	response to a stimulus.	considering actions, space,
						l -	
			Show a character through			Confidently perform choosing	relationship and dynamics in
			actions, dynamics and			appropriate dynamics to	relation to a theme.
			expression.			represent an idea.	Improvise and combine
			Use counts with help to stay in			Use counts accurately when	dynamics demonstrating an
			time with the music.			choreographing to perform in	awareness of the impact on
						time with others and the	performance.
						music.	Use counts when
							choreographing and
							performing to improve the
	Builds Burnel Codd	Builds Burnel Codd	D (T 1)	D (T 2)	D /T 2)	D (T 2)	quality of work.
Coverage and	Real PE: Personal, Social,	Real PE: Personal, Social,	Dance (Term 1)	Dance (Term 2)	Dance (Term 2)	Dance (Term 2)	Dance (Term 2)
Coverage and	Cognitive, Creative and	Cognitive, Creative and	Gymnastics (Term 2)	Gymnastics (Term 3)	Gymnastics (Term 3)	Gymnastics (Term 3)	Gymnastics (Term 3)
knowledge	Physical (Ongoing)	Physical (Ongoing)	Dance (Term 3)				Yoga (Term 4)
	D-II	Dance (Ongoing)	Dance (Term 4)	Dadi tanaian	Deide	Fitonia	Faren
	Roll	Action	Link	Body tension	Bridge	Extension	Engage
	Land	Control	Pathway	Extend	Inverted	Stable	Aesthetics
	Balance	Direction	Pike	Landing position	Perform	Canon	Contrasting
	Hold	Level	Sequence	Point	Shoulder stand	Mirroring	Counter tension
l ,, , ,	Still	Speed	Straddle	Contrast	Fluidly	Symmetrical	Component
Vocabulary	Bend		Tuck	Flow	Momentum	Cartwheel	Progression
	Jump			Take-off	Rotation	Observe	Counter balance
	Straight				Wrist grip	Quality	Execution
					Stability	Synchronisation	Handstand
					Choreograph	Asymmetrical	Refine
						Transition	Vault
	Take turns.	Encourage others to keep trying.		Encourage and motivate others	· · · · · · · · · · · · · · · · · · ·	Share ideas with others and wor	k together to decide on the best
	Learn to share equipment with	Talk to a partner about their ideas and take turns to listen to each other. Work with a partner and small group to play games and solve challenges.		Work with others to achieve a shared goal. Work with others to self-manage games. Persevere when finding a challenge difficult. Understand what their best looks like and they work hard to		approach to a task.	
	others.					Lead others and show consideration of including all within a group. Communicate with others clearly and effectively.	
	Share their ideas with others.						
CET Chille	Try again if they do not						
SET Skills	succeed.	Show determination to continue	working over a longer period of	achieve it.		Understand what maximum effort looks and feels like and show	
	Practise skills independently.	time.		Begin to use rules showing awareness of fairness and honesty.		determination to achieve it.	
	Confident to try new tasks and	Determined to complete the cha	llenges and tasks set.	Show an awareness of how other people feel.		Use different strategies to persevere to achieve personal best.	
	challenges.	Explore skills independently before asking for help.		Pupils make quicker decisions when selecting and applying skills		Compete within the rules showing fair play and honesty when	
				to a situation. E.g. who to pass to	o and where to move.	playing independently.	
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	Begin to identify personal	Confident to share ideas, contribute to class discussion and		Select and apply from a wider range of skills and actions in		Confident to attempt tasks and challenges outside of their	
	success.	perform in front of others.		response to a task.		comfort zone.	
	Choose own movements and	Make decisions when presented with a simple challenge. E.g. move to an open space towards goal. Begin to select and apply skills to use in a variety of differing situations. E.g. choose to use a balance on their bottom on a wider piece of apparatus. Provide feedback beginning to use key words from the lesson.		Provide feedback using key terminology.		Reflect and evaluate their perfo	rmances both as a group and as
	actions in response to simple					an individual and suggest areas for improvement.	
	tasks e.g. choosing to travel by					Recognise and explain their thought process when playing	
	skipping.					games or completing tasks. E.g I moved here because my	
	Begin to provide simple					teammate was over there.	
	feedback saying what they					Identify their own and others' strengths and areas for	
	liked or thought was good					development providing sensitive feedback and can suggest ways	
	about someone else's					to improve.	
	performance.					Select and apply appropriate skills for the situation when under	
						pressure.	
Coverage and knowledge	Ongoing	Ongoing	Ongoing	Ongoing	Ongoing	Ongoing	Ongoing