St Mary's PE Skills Progression Map								
Early Years Outcome (DfE)	KS1 National Curriculum Aims (DfE)	KS2 National Curriculum Aims (DfE)						
Physical activity is vital in children's all-round development, enabling them to pursue happy, healthy, and active lives. Gross and fine motor experiences develop incrementally throughout early childhood, starting with sensory explorations and the development of a child's strength, co- ordination, and positional awareness through tummy time, crawling and play movement with both objects and adults. By creating games and providing opportunities for play both indoors and outdoors, adults can support children to develop their core strength, stability, balance, spatial awareness, co-ordination, and agility. Gross motor skills provide the foundation for developing healthy bodies and social and emotional well-being. Fine motor control and precision helps with hand-eye co- ordination, which is later linked to early literacy.	 Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations. <u>Pupils should be taught to:</u> master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities participate in team games, developing simple tactics for attacking and defending perform dances using simple movement patterns. 	 Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement. They should enjoy communicating, collaborating, and competing. They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success. <u>Pupils should be taught to:</u> use running, jumping, throwing and catching in isolation and in combination play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders, and tennis], and apply basic principles suitable for attacking and defending develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics] perform dances using a range of movement patterns 						

Repeated and varied opportunities to explore and play with small world activities, puzzles, arts and crafts and the practice of using small tools, with feedback and support from adults, allow children to develop proficiency, control and confidence.	 take part in outdoor and adventurous activity challenges both individually and within a team Compare their performances with previous ones and demonstrate improvement to achieve their personal best.
	Swimming:
	Swimming and water safety All schools must provide swimming instruction either in key stage 1 or key stage 2.
	Pupils should be taught to:
	 swim competently, confidently, and proficiently over a distance of at least 25 metres
	 use a range of strokes effectively [for example, front crawl, backstroke and breaststroke
	 perform safe self-rescue in different water- based situations.

Ball games – Throwing and catching. Invasion ball games.

Early Years – Ball	Year 1 Football	Year 2 Football	Year 3 Tag Rugby	Year 4 Tag Rugby	Year 5 Netball	Year 6 Netball
games.						
School Virtue link:	School Virtue link:	School Virtue link:	School Virtue link:	School Virtue link:	School Virtue link:	School Virtue link:
Confidence.	Responsibility.	Confidence.	Justice.	Self-belief.	Resilience.	Resilience.
Drop and catch with	Drop and catch a	Dribble a ball with	Use a variety of	To be able to pass,	To be able to gain	To be able to play
two hands.	ball after one	two hands on the	throwing techniques	throw and catch	possession by	competitive games
	bounce on the	move.	in game situations.	with control.	working as part of a	to agreed rule.
Move a ball with	move.				team.	
their feet.		Dribble a ball with	To follow rules fairly.	To be able to keep		To be able to
	Move a ball using	some success,		possession of the	To be able to pass in	explain rules to
Throw and roll a	different parts of	stopping it when	Catch a ball passed	ball.	different ways.	others.
variety of objects	the foot.	required.	to them using one			
such as small balls,			and two hands with	To vary tactics and	To be able to choose	To be able to
large balls, bean	Throw and roll a	Throw and roll a ball	some success.	adapt skills	a tactic for defending	communicate a
bags and foam balls	ball towards a	towards a target		depending on what	and attacking.	plan to my team.
to different spaces.	target.	using varying		is happening in the		To be able to use a
Using their hands,	Use a variation of	techniques with	Score a try using	game.	To be able to use	number of
stop an object being	techniques to	some success.	simple techniques.		several techniques to	techniques to
thrown to them such	move the ball into			To problem solve	pass, dribble and	pass, dribble and
as a soft ball or a	a target.	Show balance when	Change directions	during games when	shoot.	shoot with control
bean bag.		kicking a ball	with increased	defending against		and accuracy.
	Kick towards a	towards a target.	speed.	the opposition.	To be able to play	
Kick a ball to a space.	stationary target.				competitive games to	To be able to apply
		Move to track a ball	Understand when to	To understand the	agreed rules	basic principles
	Catch a bean bag.	and stop it using	stop to pass the ball	rules of the game		suitable for
Stop a ball moving		feet with limited	to a person on their	and demonstrate	Use a variety of	attacking and
towards them with	Catch a medium	success.	team with some	them with sound	throwing techniques	defending
their feet.	size ball.		success.	accuracy.	to score with some	
					increased pressure in	Use a variety of
Hit a ball with their	Attempt to track		Use spaces with	Varying foot	the game.	throwing
hands.	balls sent to them.		some success in	movements in the		techniques
			game situations.	game to score a try	Catch and intercept	including fake
				in the game.	the ball using one and	passes to outwit

Understand when to	Run, stop and	Use simple tactics		two hands with some	an opponent
run and stop from	change direction	individually and	Change direction to	success in the game	under increased
following verbal	with some balance	within a team	lose an opponent	situation.	pressure.
instructions.	and control.	situation.	with some success.		
				Use a variety of	Select and apply
Showing spatial		To be aware of space	Use a variety of	techniques to change	the correct
awareness when		and use it to support	throwing techniques	direction to lose an	technique when
moving around with		team-mates and to	with increasing	opponent.	throwing and
others.		cause problems for	success in the		passing the ball.
		the opposition	games played.	Create and use space	
Make simple and				for self and others	Catch and
sensible decisions		To follow rules fairly.	Retrieve the ball and	with some success.	intercept a ball
during activities.			intercept with		using one and two
			increased success.	Understand the need	hands with
				for tactics and	increasing success
			Create and use	identify when to use	in game situations.
			space with some	them in different	
			success in game	situations.	Receive a ball with
			situations.		consideration to
					the next move.
			Use simple tactics to		
			score or score a try		Strike a ball using
			in the game.		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 space for self and others to outwit an opponent.
			Work collaboratively to create tactics within their team and evaluate the effectiveness of these.

	Field and Team games: Tennis, badminton, cricket, golf, rounders.									
Early Years: Golf.	Year 1 Cricket	Year 2 Cricket	Year 3 Cricket and rounders.	Year 4 Cricket and rounders	Year 5 Cricket and rounders	Year 6 Cricket and rounders				
School Virtue link: Resilience.	School Virtue link: Self-belief.	School Virtue link: Resilience.	School Virtue link: Confidence.	School Virtue link: Resilience.	School Virtue link: Honesty.	School Virtue link: Compassion.				
To develop and refine a range of ball skills	Strike a stationary ball using a racket.	Catch an object passed to them,	To be able to throw and catch with control.	To be able to catch with one hand.	To be able to use a range of techniques when fielding.	To be able to play competitive				

including		with or without a		To be able to hit,		games to agreed
throwing,	Run, stop and	bounce.	To be aware of space	bowl, throw and	To be able to hit,	rules.
catching, kicking,	change direction		and use it to support	catch with	throw, bowl, and	
passing, batting,	with some		team-mates and to	increasing accuracy.	catch accurately and	To be able to
and aiming.	balance and	Strike a ball using a	cause problems for		with control.	explain rules to
	control.	racket.	the opposition.	To be able to vary		others.
				my tactics and adapt	To develop	
	Begin to	Run, stop and	To know and use	my skills depending	techniques for	To be able to
	understand rules	change direction	rules fairly.	on what is	ground strokes and	communicate a
	and use simple	with balance and		happening in a	volleys.	plan to my team.
	tactics within the	control.	Throw a variety of	game.		
	game.		objects, changing		To develop a	To be able to use
		Move around a	action for accuracy	To be able to play a	backhand technique	a range of
	To be able to	space to help	and distance.	variety of shots.	and use it in a game.	techniques with
	move and stop	score/achieve				confidence and
	safely.	points.	To be able to hold	To demonstrate and	To be able to serve	skill in a game
			and identify the	use the correct grip	overarm.	situation.
	To be able to	Move around to	correct bat to use	on a racket.		
	throw underarm.	avoid others	correctly and			To know where a
		scoring/achieving	accurately.	To be able to select		shot should be
	To begin to catch	points.		the appropriate		aimed and show
	more		Strike a ball with	equipment to use in		increasing
	consistently.	Using simple tactics	varying techniques.	a game		accuracy.
		linked to the games.				
	To be able to		To be able to throw	To develop greater		To use good
	strike with a	To be able to send	and catch with	accuracy of strokes		hand/eye co-
	racket or bat.	and receive.	control.			ordination when
						playing and
		To be able to decide	To be able to serve			serving.
		the best space to be	underarm.			
		in during a game.				To use different
			To be able to build			shots in a game
			up a rally			situation to

To be able to follow	outwit an
rules.	opponent.
To use hand-eye coordination to control a ball.	
To be able to catch a	
variety of objects.	

	Balance – Gymnastics								
Early Years	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6			
School Virtue	School Virtue	School Virtue link:	School Virtue link:	School Virtue link:	School Virtue link:	School Virtue			
link: Self-belief.	link: Respect.	Confidence.	Compassion.	Respect.	Respect.	link: Compassion.			
To develop	To be able to	To be able to plan	To be able to adapt	To be able to	To be able to make	To develop			
overall body-	make my body	and perform a	sequences to suit	include change of	complex extended	technical			
strength,	curled, tense,	sequence of	different types of	speed and direction	sequences.	sequences in a			
balance, co-	stretched and	coordinated	apparatus and	with control.		specific style.			
ordination, and	relaxed.	movements	criteria.		To combine action,				
agility.		including a balance.		To be able to	balance, and shape.	To be able to			
	To be able to		To be able to explain	include a range of		demonstrate			
Negotiate space	control their body	To be able to use	how strength and	shapes in a	To perform	flexibility,			
and obstacles	when travelling	balance, agility and	suppleness affect	sequence.	consistently to	strength, control,			
safely, with	and balancing in	coordination in a	performance.		different audiences.	and balance in a			
consideration for	different ways.	range of activities		To be able to work		sequence of			
themselves and		-	To be able to	with a partner to	Show increasing	movements.			
others.		Perform balances on	compare gymnastic	create, repeat and	control and balance				
Demonstrate	Perform balances	different body parts	sequences.	improve a sequence	when moving from	Combine and			
strength, balance	making their body	with some control	Complete balances	with at least three	one balance to	perform more			
		and balance.	with increasing	phases.	another.	complex balances			

and coordination	tense, stretched,		stability, control, and			with control,
when playing.	and curled.	Take body weight on	technique.	Use body tension to	Use strength to	technique, and
		different body parts,		perform balances	improve the quality	fluency.
Move	Take body weight	with and without	Demonstrate some	both individually	of an action and the	
energetically,	on hands for	apparatus.	strength and control	and with a partner.	range of actions	Demonstrate
such as running,	short periods of		when taking weight		available.	more complex
jumping,	time.	Show increased	on different body	Demonstrate		actions with a
dancing,		awareness of	parts for longer	increasing strength,	Use flexibility to	good level of
hopping,	Demonstrate	extension and	periods of time.	control and	improve the quality	strength and
skipping, and	poses and	flexibility in actions.		technique when	of the actions they	technique.
climbing.	movements that		Demonstrate	taking own and	perform as well as	
	challenge their	Copy, remember,	increased flexibility	others weight.	the actions they	Confidently
Create shapes	flexibility.	repeat and plan	and extension in		choose to link them.	transition from
showing a basic		linking simple	their actions.	Demonstrate		one action to
level of stillness	Remember,	actions with some		increased flexibility	Create and perform	another showing
using different	repeat, and link	control and	Choose actions that	and extension in	more complex	appropriate
parts of their	simple actions	technique.	flow well into one	more challenging	sequences of actions	control and
bodies.	together.		another both on and	actions.	with a good level of	extension for the
			off apparatus.		quality, control and	complexity of the
Begin to take				Plan and perform	technique with and	action.
weight on				sequences showing	without a partner.	
different body				control and		Plan and perform
parts.				technique with and		with precision,
				without a partner.		control and
Show shapes and						fluency, a
actions that						sequence of
stretch their						actions including
bodies.						a wide range of
						skills.
Copy and link						
simple actions						
together.						

Movement – Dance								
Early Years	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
School Virtue link: Confidence.	School Virtue link: Respect.	School Virtue link: Confidence.	School Virtue link: Self-belief.	School Virtue link: Compassion.	School Virtue link: Respect.	School Virtue link: Compassion.		
To progress towards a more fluent style of moving, with developing	To be able to perform dance moves. To be able to	To be able to change rhythm, speed, level and direction in my dance.	To be able to improvise freely and translate ideas from a stimulus into movement.	To be able to use dance to communicate an idea through a range of movements	To be able to compose their own dances in a creative way.	To be able to develop sequences in a specific style.		
control and grace. Create a short,	create a simple, sequenced dance with 3 or more	To be able dance with some control and coordination.	To be able to share and create phrases	and patterns. Copy, remember	To be able to perform to an accompaniment.	To be able to choose my own music and style.		
sequenced dance to their favourite song or nursery rhyme.	movements. To be able to create a dance linking to their	To be able to perform dances using simple movement patterns.	with a partner and small group. To be able to repeat, remember and	and adapt set choreography. Choreograph considering	To be able to perform a dance which shows clarity, fluency, accuracy, and	To be able to perform dances using simple movement		
Create a simple sequence dance to their favourite story.	favourite story or song. Copy, remember and repeat actions.	Copy, remember and repeat a series of actions. Select from a wider	perform phrases. Copy remember and perform a dance phrase.	structure individually, with a partner and in a group.	consistency. Accurately copy and repeat set choreography in different styles of	patterns. Perform dances confidently and fluently with accuracy and		

Understand		relation to a	Create short dance	Use action and	dance showing a	
when to stop	Choose actions	stimulus.	phrases that	reaction to	good sense of timing.	Work creatively
before	for an idea.		communicates an	represent an idea.		and
progressing to		Use pathways,	idea.		Choreograph phrases	imaginatively
their next		levels, shapes,		Change dynamics to	individually and with	individually, with
movement in the	Use changes of	directions, speeds,	Match dynamic and	express changes in	others considering	а
sequence using	direction, speed	and timing with	expressive qualities	character or	actions, dynamics,	partner and in a
their hands and	and levels with	guidance.	to a range of ideas.	narrative.	space and	group
feet.	guidance.				relationships in	to choreograph
		Use mirroring and	Use counts to keep	Use counts when	response to a	longer
Copy basic body	Show some sense	unison when	in time with a	choreographing	stimulus.	phrases and
actions and	of dynamic and	completing actions	partner and group.	short phrases.		structure
rhythms.	expressive	with a partner.			Confidently perform	dance considering
	qualities.				choosing appropriate	actions, space,
Choose and use		Show a character			dynamics to	relationship and
travelling	Begin to count to	through actions,			represent an idea.	dynamics in
actions, creating	the music.	dynamics, and				relation to
shapes, and		expression.			Use counts accurately	a theme.
balances.					when choreographing	
		Use counts with			to perform in time	Improvise and
Travel in		help to stay in time			with others and the	combine
different		with the music.			music.	dynamics
pathways using						demonstrating an
the space around						awareness of the
them.						impact on
						performance.
Begin to use						
dynamics and						Use counts when
expression with						choreographing
guidance.						and performing
						to improve the
						quality of work.

To develop			
counting skills			
linked to music.			

	Athletics					
Early Years	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
School Virtue link: Confidence.	School Virtue link: Responsibility.	School Virtue link: Confidence.	School Virtue link: Respect.	School Virtue link: Self-belief.	School Virtue link: Resilience.	School Virtue link: Confidence.
To be able to refine the fundamental movement skills: rolling, crawling, walking, jumping, running, hopping, skipping, climbing.	To be able to move by running and jumping with control and care. To be able to explore throwing and catching using a range of techniques.	To master basic throwing and catching. To master basic running and jumping.	To show control, accuracy, and coordination within running and jumping movements at different speeds. To be able to take part in a relay, remembering when to run and how to	To be able to run over a long distance and sprint a short distance. To be able to throw in different ways and hit a target. To be able to jump in different ways	To be able to control my body when taking off and landing. To be able to throw with accuracy	o be able to combine a range of running, jumping, throwing, and catching techniques with control.

	Outdoor and Adventure activities					
Early Years	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
School Virtue link: Respect	School Virtue link: Respect	School Virtue link: Self-belief	School Virtue link: Justice	School Virtue link: Justice	School Virtue link: Confidence	School Virtue link: Self-belief
Follow simple	Follow	Follow instructions	To be able to follow	To be able to work	To confidently	To be able to plan
instructions.	instructions.	accurately.	a map in a familiar context.	in a team and individually to use a	orientate myself and others to solve	route and a series of clues for
Share their ideas with others.	Begin to work with a partner and a small	Work cooperatively with as partner and a small group, taking	To be able to use clues to follow a	map and solve problems with greater confidence	problems in unfamiliar environments.	someone else. To be able to
Explore activities making own	group.	turns and listening to each other.	route safely.	and can identify risks whilst advising	To be able to follow a	take part in outdoor and
decisions in	Understand the	Try different ideas	Follow instructions	others.	map into an unknown location.	adventurous
response to a task.	rules of the game and suggest ideas to solve simple	to solve their tasks.	from a peer and give simple instructions.	Accurately follow instructions given by	To be able to use	activity challenges both individually and in
Make decisions about where to	tasks.	Follow and create a simple		a peer and give clear and usable	clues and a compass to navigate a route.	a team.
move in space.	Copy a simple diagram/map.	diagram/map.	Work collaboratively with a partner and a	instructions to a peer.	Use clear	Communicate with others
Follow a path.	Identify own and	Understand when a challenge is solved	small group, listening to and accepting	Confidently	communication when working in a group	clearly and effectively when
Begin to identify personal success.	others success.	successfully and begin to suggest	others' ideas.	communicate ideas and listen to others	and taking on different roles.	under pressure.
		simple ways to improve.	Plan and attempt to apply strategies to solve problems.	before deciding on the best approach	Begin to lead others, providing clear instructions.	Confident to lead others and show consideration of including all within a group.

	Orientate and follow	To be able to follow	Plan and apply	
	a diagram/map.	a route within a	strategies with others	Use critical
	a alagrany nap.	time limit.	to more complex	thinking skills to
	Reflect on when and		challenges.	form ideas and
	why challenges are	Plan and apply	chanenges.	strategies
	solved successfully	strategies to solve	Orientate a map	selecting and
	and use others'	-	•	-
		problems.	confidently using it to	applying the best
	success to help them		navigate around a	method to solve a
	to improve.	Identify key symbols	course.	problem.
		on a map and use a		
		key to help navigate	Explain why a	Confidently and
		around a grid.	particular strategy	efficiently
			worked and alter	orientate a map,
		Watch, describe and	methods to improve.	identifying key
		evaluate the		features to
		effectiveness of		navigate around a
		their team strategy,		course.
		giving ideas for		
		improvements.		Accurately reflect
				on when
				challenges are
				solved
				successfully and
				suggest well
				thought out
				improvements.

Fine motor Skills (Continuous across the academic year)						
Early Years	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6

Run and stop	Attempt to run at	Begin to use some	Show balance,	To be able to work	Run at the	To be able to plan
with some	different speeds	movements such as	coordination and	in a team and	appropriate speed	route and a series
control.	showing	running and jumping	technique when	individually to use a	over longer distances	of clues for
Explore skipping	awareness to	with some control.	running at different	map and solve	or for longer periods	someone else.
as a travelling	others around		speeds, stopping	problems with	of time.	
action.	them and	To be able to throw	with control.	greater confidence		To be able to
	techniques used.	and meet a target.		and can identify	Show control at take-	take part in
Jump and hop				risks whilst advising	offs and landing in	outdoor and
with bent knees.	Jump, leap, and	Show some control	Link running,	others.	more complex	adventurous
	hop, choosing	when balancing and	hopping, and		jumping activities.	activity
Throwing larger	which movement	moving at different	jumping actions	To be able to follow		challenges both
balls bean bags	is best to travel	speeds.	using different take	a route within a	Perform a range of	individually and in
into a space.	the furthest.		offs and landing.	time limit.	more complex jumps	a team.
		Hopping and			showing some	
Balance whilst	Throw towards a	jumping at different	Jump for distance	Demonstrate how	technique.	Demonstrate a
stationary and	target.	speeds to show	and height with an	and when to speed		controlled
on the move		control.	awareness of	up and slow down	Show accuracy and	running
	Show some		techniques and	when running.	power when	technique using
Change direction	control and	Changing technique	methods.		throwing for distance.	the appropriate
at a slower pace.	balance when	with accuracy to		Link hopping and		speed over longer
	travelling at	throw for distance.	Throw a variety of	jumping actions	Demonstrate good	distances or for
Explore moving	different speeds.		objects, changing	with some control.	balance and control	longer periods of
different body		Show control when	action for accuracy		when performing	time.
parts together.	Begin to show	balancing or	and distance.	Jump for distance	other fundamental	
	balance and co-	travelling at a		and height showing	skills.	Link running,
	ordination when	different speed.	Demonstrate	balance and control.		jumping and
	changing		balance when		Demonstrate	hopping actions
	direction.	Perform actions	performing other	Throw with some	improved body	with greater
		with increased	fundamental skills.	accuracy and power	posture and speed	control and co-
	Use co-ordination	control when co-		towards a target	when changing	ordination.
	with and without	ordination their	Show balance when	area.	direction.	
	equipment.	body with or	changing direction in			Perform jumps
		without equipment.				for height and

•	combination with	Demonstrate good	Can co-ordinate a	distance using
	other skills.	balance when	range of body parts at	good technique.
		performing other	increased speed.	
	Can co-ordinate their	fundamental skills.		Show accuracy
	bodies with			and good
	increased	Show balance when		technique when
	consistency in a	changing direction		throwing for
	variety of activities.	at speed in		distance.
	,	combination with		
		other skills.		Show fluency and
				control when
		Begin to co-ordinate		travelling,
		their body at speed		landing, stopping
		in response to a		and changing
		task.		direction.
		LdSK.		direction.
				Change direction
				with a fluent
				action and can
				transition
				smoothly
				between varying
				speeds.
				Can co-ordinate a
				range of body
				parts with a
				' fluent action at a
				speed
				appropriate to
				the challenge.
				the chancinge.

Swimming					
Beginning	Developing	<u>Intermediate</u>			
Submerge and regain feet in the water.	Confidently and consistently retrieve an object from the floor with the same breath.	Confidently combine skills to retrieve an object from greater depth.			
Breathe in sync with an isolated kicking action from poolside.	Begin to co-ordinate breath in time with basic strokes showing some consistency in timing.	Confidently co-ordinate a smooth and			
Use arms and legs together to move effectively across a short distance in the water.	Demonstrate a fair level of technique, consistently co-	consistent breathing technique with a range of strokes.			
Glide on front and back over short distances.	ordinating the correct body parts in a range of strokes.	Confidently demonstrate good technique in a			
Float on front and back for short periods of time.	Combine gliding and floating on front and back over an increased distance.	wider range of strokes over increased distances.			
Confidently roll from front to regain a standing position back and then.	Float on front and back using different shapes with increased control.	Combine gliding and transitioning into an appropriate stroke with good control.			
	Comfortably demonstrate sculling headfirst, feet first and treading water.	Confidently link a variety of floating actions together demonstrating good technique and control.			
		Select and apply the appropriate survival technique to the situation.			

Social, Emotional and Self-Reflection						
EYFS	Years 1 and 2	Years 3 and 4	Years 5 and 6			
Social	Social	Social	Social			
To be able to take turns and learn how to share with others.	Encouraging their peers during the lessons and games.	Encourage and motivate each other to achieve their personal best.	Share ideas with others and work together to effectively approach a task to the best of their ability.			
To build on their own and others' ideas and suggestions.	Talk to a partner and share ideas. Take turn to listen to each other.	Work with others to achieve a shared goal.	Lead others in a group activity.			
To listen to others.	Work effectively with a partner and a small group to play games and so9lve challenges.	Work with others to self-manage games.	Show consideration for others. Include others in a group.			
			Communicate clearly and effectively during group sessions.			
Emotional	Emotional	Emotional	Emotional			
Try again if they fail. Practice skills independently.	Show determination to continue tasks and work on activities over a longer period during the sessions.	Persevere when finding a challenge difficult.	Understand what full effort looks like and feels like and show consistent determination to			
			achieve it.			

Confidence to try new tasks and apply new skills.	Determined to complete tasks and move onto challenges.	Understand what their best looks like and consistent efforts to achieve the best of	Use different strategies in tasks to find what works best for them.
	Explore skills independently first before	their abilities.	Persevere to achieve their personal
	asking for help to secure skills.	Begin to use rules showing honesty and fairness.	best.
	Confident to share ideas, contribute in class and model skills in front of others.	Show an awareness to how others feel	Compete within the rules of the game.
		during the sessions.	Show honesty, fairness and respect
			when taking part in all sessions.
			Confidence to try new tasks
			outside their comfort zone.
Self-reflection	Self-reflection	Self-reflection	Self-reflection Reflect and evaluate their own
	Make logical decisions when presented	To make fast decisions when selecting	
Self-reflect on their own personal	with a simple challenge.	and applying skills based on their	performances both as an individual
achievements.		strengths and knowledge	and as a group.
	Begin to select and apply skills to use in		
Choose their own movements,	a variety of differing situations.	Respond effectively to tasks using what	Recognise and articulate their
understanding what they enjoy and		they have learnt across the sessions.	thought processes when playing
can do well such as jumping, skipping,	Provide feedback using the correct		games or completing tasks. Ensure
running.	vocabulary used within the lessons.	Provide feedback using vocabulary learnt	good level of sound reasoning is
		from the lessons.	linked to the sessions.
To respond with simple feedback wit			
what they have enjoyed, what they			Identifying their own personal
liked about their own actions, what			strengths and areas to develop
they liked about someone else's actions in the sessions.			with reasoning and examples.
			Suggest ways to improve as an
			individual and for peer feedback.