

Laying the foundations for Physical Education in the Early Years by:				
Supporting children to:	Providing children with:			
Move with confidence and imagination.	Music to match simple movements to			
Show an awareness of space for others.	A weekly hall session where children can access a range of equipment and develop			
Handle tools and objects with basic control	their gross motor skills and physical development.			
Have good fine motor control and coordination	Give children the opportunities to swing, climb, jump and travel in a variety of			
Negotiate space and obstacles safely, with consideration for themselves and others.	different ways using the equipment available in provision and also the large gym			
Demonstrate strength, balance and coordination when playing.	equipment in the hall.			
Move energetically such as running, jumping, dancing, hopping, skipping and climbing.	Opportunities to develop skills and resources to challenge them when required.			

Strand 1: Games					
Y1	Y2	Y3	Y4	Y5	Y6
 Throw a ball underarm. Roll a ball or a hoop. Hit a ball with a bat. Move and stop and move to catch or collect. Decide where to stand to make a game difficult for the other team 	 Use the terms 'opponent' and 'teammate' when playing games. Use rolling, hitting and kicking skills in games. Decide on the best position to be in during a game. Develop some tactics for the game I am playing. 	 Throw and catch a ball with control and accuracy. Strike a ball and field with control. Have a range of throwing techniques (underarm, overarm) Throw with accuracy to hit a target. Choose the appropriate tactics to cause a problem for the opposition. Follow rules in a game. Keep possession of a ball (feet, hockey stick, hands). 	 Use a variety of techniques to pass. Work with my team or alone to gain possession of the ball. Strike a bowled ball. Show Increased accuracy when throwing for distance. Use forehand and backhand when playing racquet games. Choose the most appropriate tactics in a game. 	 Use a range of shots and strokes to strike a ball. Strike a ball on the volley. Use tactics and follow rules. Plan an approach to attacking and defending. Adapt skills to different situations Know and follow event rules. 	 Choose, combine and perform skills more fluently and effectively in invasion, striking and net games. Develop consistency of actions across a number of events. Choose and apply a range of tactics and strategies for defence and attack. Use these tactics and strategies consistently in similar games.

Strand 2: Dance					
Y1	Y2	Y3	¥4	Y5	Y6
 Perform some dance moves. Put moves together to make a short dance. Show rhythm in a dance. Choose the best movements to show different ideas. Move carefully with control. Use space safely 	 Perform dance actions with control and co-ordination. Link two or more actions together to make a sequence. Remember and repeat dance movements. Choose the best movements to communicate a mood or feeling. 	 Improvise with ideas and movements. Use dance movements communicate an idea. Refine movements into sequences. Dance movements are clear and fluent. Recognize that dance can express a variety of things 	 Show creativity and imagination in composing dances. Perform expressively. Movements are controlled and express emotion or feeling. 	 Refine dances with style and artistic intention. Match dance moves to the mood of the accompanying music. Choose own dance steps or movements and develop them. 	 Demonstrate different ways of balancing as an individual or as a pair. Explore, improvise and combine movement ideas fluently and effectively. Create and structure motifs, phrases, sections and whole dances.

Strand 3: Agility (developed through gymnastics & athletic activities)					
Y1	Y2	Y3	Y4	Y5	Y6
 Show control and coordination when travelling or balancing. Choose which actions to make. Copy and repeat sequences Travel in lots of ways including rolling and balancing using feet Climb equipment safely. Use stretch and curls to make body shapes Evaluate my own and others' work and suggest ways of making improvement 	 Plan sequences of movements. Show contrasts such as small/tall, straight/curved and wide/narrow. Body movements are controlled. Balance on different points of the body Evaluate my own and others' work and suggest ways of making improvement 	 Plan, perform and repeat sequences Sequences include changes in speed and level. Sprint over a short distance. Run over a longer distance, conserving energy. Jump in a number of ways, sometimes using a short run-up Improve strength and suppleness by practicing stretches and shapes. Demonstrate balance and control in body shapes . Evaluate my own and others' work and suggest ways of making improvement 	 Make complex sequences that include changes in direction, level and speed. Choose the best pace for running. Control take-off and landing when jumping. Combine running and jumping with skill Combine actions, shapes and balances in gymnastic performance. Movements are clear, accurate and consistent. Evaluate my own and others' work and suggest ways of making improvement 	 Show accurate control, speed, strength and stamina in athletics. Link and adapt actions together into a well-timed sequence. Body movements include very controlled balances, shapes, levels and actions. Understand that strength and suppleness are both important in gymnastic performances. Practice and perform with control. Evaluate my own and others' work and suggest ways of making improvement 	 Perform different actions including body shapes, balances, and rolls and travelling movements fluently and show good extension and body tension. Develop gymnastic sequences by understanding, choosing and applying a range of compositional principles. Evaluate my own and others' work and suggest ways of making improvement

Y3	Y4	Υ5	Y6
 Follow a sketch map of known places Use plans and diagrams to get from one place to another. Solve problems or challenges outdoors. Work and behave safely outdoors Can discuss with others how to solve problems 	 Use maps and diagrams to orientate themselves Adapt actions to changing situations (e.g. weather). With others, plan careful responses to challenges or problems 	 Is careful but confident in unfamiliar environments. Use senses to assess risks and adapt plans accordingly. Prepare well by considering safety first Plan with others, seeking advice. 	 Use developed and refined orienteering and problem-solving skills when working in groups or alone. Decide upon an approach to use to meet challenges set. Adapt skills and understanding as they move from a familiar into an unfamiliar environment.

Strand 6: Swimming			
Milestone 1 – by the end of Y4	Milestone 2 – by the end of Y6		
• Can join in water activities at the pool, put their head in the water and explores different ways of	Can swim between 25 and 50 metres.		
moving in water.	Can describe different swimming strokes.		
• With help can swim up to 20 metres with floats an uup to 5 metres without floats.	• Use more than one swimming stroke including using front crawl and back stroke styles confidently.		
Can swim up to 20 metres using arms and legs to move.	Breathing is co - ordinated with the stroke I am using.		
Can use one basic stroke to swim, breathing properly.	• Swimming uses arms and legs in a confident and coordinated manner.		
Arms and legs are co – ordinated and a controlled leg kick is demonstrated using floats	Can describe personal survival skills		