

Skills	K	<b>S1</b>	LK	S2	UK	S2
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Health and Fitness	Describe how the body feels before, during and after exercise.  Carry and place equipment safely.	Recognise and describe how the body feels during and after different physical activities.  Explain what they need to stay healthy.	Recognise and describe the effects of exercise on the body.  Know the importance of strength and flexibility for physical activity.  Explain why it is important to warm-up and cool- down.	Describe how the body reacts at different times and how this affects performance.  Explain why exercise is good for your health.  Know some reasons for warming up and cooling down.	Know and understand the reasons for warming up and cooling down.  Explain some safety principles when preparing for and during exercise.	Understand the importance of warming up and cooling down.  Carry out warm-ups and cool-downs safely and effectively.  Understand why exercise is good for health, fitness and wellbeing.  Know ways they can become
GAMES Striking and hitting a ball	Use hitting skills in a game.  Practise basic striking, sending and receiving.	Strike or hit a ball with increasing control.  Learn skills for playing striking and fielding games.  Position the body to strike a ball.	Demonstrate successful hitting and striking skills.  Develop a range of skills in striking (and fielding where appropriate).  Practise the correct batting technique and use it in a game.  Strike the ball for distance.	Use a bat, racquet or stick (hockey) to hit a ball or shuttlecock with accuracy and control.  Accurately serve underarm.  Build a rally with a partner.  Use at least two different shots in a game situation.  Use hand-eye coordination to strike a moving and a stationary ball.	Use different techniques to hit a ball.  Identify and apply techniques for hitting a tennis ball.  Explore when different shots are best used.  Develop a backhand technique and use it in a game.  Practise techniques for all strokes.  Play a tennis game using an overhead serve.	healthier.  Hit a bowled ball over longer distances.  Use good hand-eye coordination to be able to direct a ball when striking or hitting.  Understand how to serve in order to start a game.



Throwing and catching a ball	Throw underarm and overarm.  Catch and bounce a ball.  Use rolling skills in a game.  Practise accurate throwing and consistent catching.	Throw different types of equipment in different ways, for accuracy and distance.  Throw, catch and bounce a ball with a partner.  Use throwing and catching skills in a game.  Throw a ball for distance.  Use hand-eye coordination to control a ball.  Vary types of throw used.	Throw and catch with greater control and accuracy.  Practise the correct technique for catching a ball and use it in a game.  Perform a range of catching and gathering skills with control.  Catch with increasing control and accuracy.  Throw a ball in different ways (e.g. high, low, fast or slow).  Develop a safe and effective overarm bowl.	Develop different ways of throwing and catching.	Consolidate different ways of throwing and catching, and know when each is appropriate in a game.	Throw and catch accurately and successfully under pressure in a game.
Travelling with a ball	Travel with a ball in different ways.	Bounce and kick a ball whilst moving.	Move with the ball in a variety of ways with some	Move with the ball using a range of techniques showing control and	Use a variety of ways to dribble in a game with	Show confidence in using ball skills in various ways in a game situation, and
	Travel with a ball in different directions (side to side, forwards and backwards) with control and fluency.	Use kicking skills in a game. Use dribbling skills in a game	control.  Use two different ways of moving with a ball in a game.	fluency.	success. Use ball skills in various ways, and begin to link together.	link these together effectively.
Passing a ball	Pass the ball to another player in a game.  Use kicking skills in a game.	Know how to pass the ball in different ways.	Pass the ball in two different ways in a game situation with some success.	Pass the ball with increasing speed, accuracy and success in a game situation.	Pass a ball with speed and accuracy using appropriate techniques in a game situation.	Choose and make the best pass in a game situation and link a range of skills together with fluency, e.g. passing and receiving the ball on the move.
Possession			Know how to keep and win back possession of the ball in a team game.	Occasionally contribute towards helping their team to keep and win back possession of the ball in a team game.	Keep and win back possession of the ball effectively in a team game.	Keep and win back possession of the ball effectively and in a variety of ways in a team game.



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Using Space	Use different ways of travelling in different directions or pathways.  Run at different speeds.  Begin to use space in a game.	Use different ways of travelling at different speeds and following different pathways, directions or courses.  Change speed and direction whilst running.  Begin to choose and use the best space in a game.	Find a useful space and get into it to support teammates.	Make the best use of space to pass and receive the ball.	Demonstrate an increasing awareness of space.	Demonstrate a good awareness of space.
Attacking and defending	Begin to use the terms attacking and defending.  Use simple defensive skills such as marking a player or defending a space.  Use simple attacking skills such as dodging to get past a defender.	Begin to use and understand the terms attacking and defending.  Use at least one technique to attack or defend to play a game successfully.	Use simple attacking and defending skills in a game. Use fielding skills to stop a ball from travelling past them.	Use a range of attacking and defending skills and techniques in a game.  Use fielding skills as an individual to prevent a player from scoring.	Choose the best tactics for attacking and defending.  Shoot in a game.  Use fielding skills as a team to prevent the opposition from scoring.	Think ahead and create a plan of attack or defence.  Apply knowledge of skills for attacking and defending.  Work as a team to develop fielding strategies to prevent the opposition from scoring.
Tactics and rules	Follow simple rules to play games, including team games. Use simple attacking skills such as dodging to get past a defender. Use simple defensive skills such as marking a player or defending a space.	Understand the importance of rules in games. Use at least one technique to attack or defend to play a game successfully.	Apply and follow rules fairly. Understand and begin to apply the basic principles of invasion games. Know how to play a striking and fielding game fairly.	Vary the tactics they use in a game.  Adapt rules to alter games.	Know when to pass and when to dribble in a game.  Devise and adapt rules to create their own game.	Follow and create complicated rules to play a game successfully. Communicate plans to others during a game. Lead others during a game.



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Dance skills	Copy and repeat actions. Put a sequence of actions together to create a motif. Vary the speed of their actions. Use simple choreographic devices such as unison, canon and mirroring. Begin to improvise independently to create a simple dance.	Copy, remember and repeat actions.  Create a short motif inspired by a stimulus.  Change the speed and level of their actions.  Use simple choreographic devices such as unison, canon and mirroring.  Use different transitions within a dance motif.  Move in time to music.  Improve the timing of their actions.	Begin to improvise with a partner to create a simple dance.  Create motifs from different stimuli.  Begin to compare and adapt movements and motifs to create a larger sequence.  Use simple dance vocabulary to compare and improve work.  Perform with some awareness of rhythm and expression.	Identify and repeat the movement patterns and actions of a chosen dance style.  Compose a dance that reflects the chosen dance style.  Confidently improvise with a partner or on their own.  Compose longer dance sequences in a small group.  Demonstrate precision and some control in response to stimuli.  Begin to vary dynamics and develop actions and motifs in response to stimuli.  Demonstrate rhythm and spatial awareness.  Change parts of a dance as a result of self- evaluation.  Use simple dance vocabulary when comparing and improving work.	Identify and repeat the movement patterns and actions of a chosen dance style.  Compose individual, partner and group dances that reflect the chosen dance style.  Show a change of pace and timing in their movements.  Develop an awareness of their use of space.  Demonstrate imagination and creativity in the movements they devise in response to stimuli.  Use transitions to link motifs smoothly together.  Improvise with confidence, still demonstrating fluency across the sequence.  Ensure their actions fit the rhythm of the music.  Modify parts of a sequence as a result of self and peer evaluation.  Use more complex dance	Ide mo act styl Co part that dar using that the correct mo flue water mo Shi

vocabulary to compare and improve work.

Identify and repeat the movement patterns and actions of a chosen dance style.

Compose individual, partner and group dances hat reflect the chosen dance style.

Jse dramatic expression in dance movements and motifs.

Perform with confidence, using a range of movement patterns.

Demonstrate strong and controlled movements throughout a dance sequence.

Combine flexibility, techniques and movements to create a fluent sequence.

Move appropriately and with the required style in relation to the stimulus, e.g. using various levels, ways of travelling and notifs.

Show a change of pace and timing in their movements.



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		_				Move rhythmically and accurately in dance sequences.
						Improvise with confidence, still demonstrating fluency across their sequence.
						Dance with fluency and control, linking all movements and ensuring that transitions flow.
						Demonstrate consistent precision when performing dance sequences.
						Modify some elements of a sequence as a result of self and peer evaluation.
						Use complex dance vocabulary to compare and improve work.
Aquiring and	Create and perform a movement sequence.	Copy, explore and remember actions and	Choose ideas to compose a movement sequence	Create a sequence of actions that fit a theme.	Select ideas to compose specific sequences of	Create their own complex sequences involving the
developing skills in Gymnastics (general)	Copy actions and movement sequences with a beginning, middle and	movements to create their own sequence.  Link actions to make a	independently and with others.  Link combinations of	Use an increasing range of actions, directions and levels in their sequences.	movements, shapes and balances.  Adapt their sequences to	full range of actions and movements: travelling, balancing, holding shapes,
(gonoral)	end.	sequence.	actions with increasing confidence, including	Move with clarity, fluency	fit new criteria or suggestions.	jumping, leaping, swinging, vaulting and
	Link two actions to make a sequence.	Travel in a variety of ways, including rolling.	changes of direction, speed or level.	and expression.  Show changes of	Perform jumps, shapes	stretching.  Demonstrate precise and
	Recognise and copy contrasting actions (small/tall, narrow/wide).	Hold a still shape whilst balancing on different points of the body.	Develop the quality of their actions, shapes and balances.	direction, speed and level during a performance.	and balances fluently and with control.  Confidently develop the	controlled placement of body parts in their actions, shapes and balances.
	Travel in different ways, changing direction and speed.	Jump in a variety of ways and land with increasing control and balance.	Move with coordination, control and care.	Travel in different ways, including using flight.  Improve the placement	placement of their body parts in balances, recognising the position of	Confidently use equipment to vault and incorporate this into sequences.
	Hold still shapes and simple balances.	Climb onto and jump off the equipment safely.	Use turns whilst travelling in a variety of ways.	and alignment of body parts in balances.	their centre of gravity and where it should be in relation to the base of the	Apply skills and techniques consistently,
	Carry out simple	Move with increasing	Use a range of jumps in their sequences.	Use equipment to vault in a variety of ways.	balance.  Confidently use equipment	showing precision and control.
	stretches.	control and care.	·	Carry out balances,	Confidently use equipment	



	Carry out a range of simple jumps, landing safely.  Move around, under, over, and through different objects and equipment.  Begin to move with control and care.		Begin to use equipment to vault.  Create interesting body shapes while holding balances with control and confidence.  Begin to show flexibility in movements	recognising the position of their centre of gravity and how this affects the balance.  Begin to develop good technique when travelling, balancing and using equipment.  Develop strength, technique and flexibility throughout performances.	to vault in a variety of ways.  Apply skills and techniques consistently.  Develop strength, technique and flexibility throughout performances.  Combine equipment with movement to create sequences.	Develop strength, technique and flexibility throughout performances.
Rolls	Log roll (controlled)  Curled side roll (egg roll) (controlled)  Teddy bear roll (controlled)	Log roll (controlled) Curled side roll (egg roll) (controlled) Teddy bear roll (controlled) Rocking for forward roll Crouched forward roll	Crouched forward roll Forward roll from standing Tucked backward roll	Forward roll from standing Straddle forward roll Tucked backward roll Backward roll to straddle	Forward roll from standing Straddle forward roll Pike forward roll Tucked backward roll Backward roll to straddle	Forward roll from standing Straddle forward roll Pike forward roll Dive forward roll Tucked backward roll Backward roll to straddle Backward roll to standing pike Pike backward roll
Jumps	Straight jump Tuck jump Jumping jack Half turn jump Cat spring	Straight jump Tuck jump Jumping jack Half turn jump Cat spring Cat spring to straddle	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Straight jump half-turn Cat leap	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Straight jump half-turn Straight jump full-turn Cat leap Cat leap half-turn	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Stag jump Straight jump half-tum Straight jump full-turn Cat leap	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Stag jump Straight jump half-tum Straight jump full-turn Cat leap



					Cat leap half-turn Split leap	Cat leap half-turn Cat leap full-turn Split leap Stag leap
Vault – using springboard and vault or gymnastics table	Straight jump off springboard	Hurdle step onto springboard  Straight jump off springboard  Tuck jump off springboard	Hurdle step onto springboard Squat on vault Star jump off Tuck jump off Straddle jump off Pike jump off	Hurdle step onto springboard Squat on vault Straddle on vault Star jump off Tuck jump off Straddle jump off Pike jump off	Hurdle step onto springboard Squat on vault Straddle on vault Star jump off Tuck jump off Straddle jump off Pike jump off Squat through vault	Hurdle step onto springboard Squat on vault Straddle on vault Star jump off Tuck jump off Straddle jump off Pike jump off Squat through vault Straddle over vault
Handstands and carwheels	Bunny hop Front support wheelbarrow with partner	Bunnyny hop Front support wheelbarrow with partner Scissor kick	Handstand Lunge into handstand Cartwheel	Lunge into handstand Lunge into cartwheel	Lunge into handstand Lunge into cartwheel Lunge into round-off	Lunge into cartwheel Lunge into round-off Hurdle step Hurdle step into cartwhee Hurdle step into round-of
Travelling and linking actions	Tiptoe, step, jump and hop Hopscotch Skipping Galloping	Tiptoe, step, jump and hop Hopscotch Skipping Galloping Straight jump half-turn	Tiptoe, step, jump and hop Hopscotch Skipping Chassis steps Straight jump half turn Cat leap	Tiptoe, step, jump and hop Hopscotch Skipping Chassis steps Straight jump half turn Straight jump full turn Cat leap Cat leap half turn Pivot	Tiptoe, step, jump and hop Hopscotch Skipping Chassis steps Straight jump half turn Straight jump full turn Cat leap Cat leap half turn Pivot	Tiptoe, step, jump and ho Hopscotch Skipping Chassis steps Straight jump half turn Straight jump full turn Cat leap Cat leap half turn Cat leap full turn Pivot



Shapes and balances	Standing balances	Standing balances	Large and small body part balances, including	1, 2, 3 and 4- point balances	1, 2, 3 and 4- point balances	1, 2, 3 and 4- point balances
balances	Kneeling balances	Kneeling balances	standing and kneeling	Balances on apparatus	Balances on apparatus	Balances on apparatus
	Pike, tuck, star, straight, straddle shapes	Large body part balances	balances	Balances with and against	Part body weight partner	Develop technique, contro
	The same of the sa	Balances on apparatus	Balances on apparatus	a partner	balances	and complexity of part-
		Balances with a partner	Matching and contrasting partner balances	Pike, tuck, star, straight, straddle shapes	Pike, tuck, star, straight, straddle shapes	weight partner balances Group formations
		Pike, tuck, star, straight, straddle shapes	Pike, tuck, star, straight,	Front and back support	Front and back support	Pike, tuck, star, straight,
		Front and back support	straddle shapes	Tront and back capport	Tront and back cappoin	straddle shapes
			Front and back support			Front and back support
Athletics	Vary their pace and speed when running.	Run at different paces, describing the different	Identify and demonstrate how different techniques	Confidently demonstrate an improved technique for	Accelerate from a variety of starting positions and	Recap, practise and refine an effective sprinting
Running	Run with a basic	paces.	can affect their performance.	sprinting.	select their preferred position.	technique, including reaction time.
technique over different distances.	•	Use a variety of different stride lengths.	Focus on their arm and leg action to improve their sprinting technique.  Begin to combine running with jumping over hurdles.	Carry out an effective sprint finish.  Perform a relay, focusing	Identify their reaction	Build up speed quickly fo
	balance.  Jog in a straight line.  Begin to suitable for distal	Travel at different speeds.			times when performing a sprint start.	a sprint finish.
		Begin to select the most suitable pace and speed for distance.		on the baton changeover technique.	Continue to practise and	Run over hurdles with fluency, focusing on the
				Speed up and slow down smoothly.	down refine their technique for sprinting, focusing on an effective sprint start.  Select the most suitable	lead leg technique and a consistent stride pattern.
	Change direction when jogging.	Complete an obstacle				Accelerate to pass other
	Sprint in a straight line.	course.	over hurdles.			competitors.
	Change direction when sprinting.	Vary the speed and direction in which they are travelling.	ion in which they are importance of adjusting the importance of adjusting to maintain a question of the importance of adjusting to maintain a question of the importance of adjusting to maintain a question of the importance of adjusting the importance of	their fitness level in order to maintain a sustained	Work as a team to competitively perform a	
	Maintain control as they	Run with basic techniques	running pace to suit the distance being run.		run.	relay.
	change direction when jogging or sprinting.	following a curved line.			Identify and demonstrate stamina, explaining its	Confidently and independently select the
	, 55 5 1 5	Be able to maintain and control a run over different distances.			importance for runners.	most appropriate pace fo different distances and different parts of the run.
						Demonstrate endurance and stamina over longer distances in order to maintain a sustained run
Jumping	Perform different types of jumps: for example, two	Perform and compare different types of jumps:	Use one and two feet to take off and to land with.	Learn how to combine a hop, step and jump to	Improve techniques for jumping for distance.	Develop the technique for the standing vertical jum
	feet to two feet, two feet to one foot, one foot to same	for example, two feet to two feet, two feet to one	Develop an effective take-	perform the standing triple	Perform an effective	Maintain control at each



<u> </u>		foot, one foot to some foot	off for the standing long	iumo	standing long items	the different stages of the
Throwing	foot or one foot to opposite foot.  Perform a short jumping sequence.  Jump as high as possible.  Jump as far as possible.  Land safely and with control.  Work with a partner to develop the control of their jumps.  Throw underarm and overarm.  Throw a ball towards a target with increasing accuracy.  Improve the distance they can throw by using more power.	foot, one foot to same foot or one foot to opposite foot.  Combine different jumps together with some fluency and control.  Jump for distance from a standing position with accuracy and control.  Investigate the best jumps to cover different distances.  Choose the most appropriate jumps to cover different distances.  Know that the leg muscles are used when performing a jumping action.  Throw different types of equipment in different ways, for accuracy and distance.  Throw with accuracy at targets of different heights.  Investigate ways to alter their throwing technique to achieve greater distance.	off for the standing long jump.  Develop an effective flight phase for the standing long jump.  Land safely and with control.  Throw with greater control and accuracy.  Show increasing control in their overarm throw.  Perform a push throw.  Continue to develop techniques to throw for increased distance.	jump. Land safely and with control. Begin to measure the distance jumped.  Perform a pull throw. Measure the distance of their throws. Continue to develop techniques to throw for increased distance.	standing long jump.  Perform the standing triple jump with increased confidence.  Develop an effective technique for the standing vertical jump (jumping for height) including take-off and flight.  Land safely and with control.  Measure the distance and height jumped with accuracy.  Investigate different jumping techniques.  Perform a fling throw.  Throw a variety of implements using a range of throwing techniques.  Measure and record the distance of their throws.  Continue to develop techniques to throw for increased distance.	the different stages of the triple jump.  Land safely and with control.  Develop and improve their techniques for jumping for height and distance and support others in improving their performance.  Perform and apply different types of jumps in other contexts.  Set up and lead jumping activities including measuring the jumps with confidence and accuracy.  Perform a heave throw.  Measure and record the distance of their throws.  Continue to develop techniques to throw for increased distance and support others in improving their personal best.  Develop and refine techniques to throw for accuracy.
Compete/ perform	Perform using a range of actions and body parts with some coordination.  Begin to perform learnt skills with some control.  Engage in competitive activities and team games.	Perform sequences of their own composition with coordination.  Perform learnt skills with increasing control.  Compete against self and others.	Develop the quality of the actions in their performances.  Perform learnt skills and techniques with control and confidence.  Compete against self and others in a controlled	Perform and apply skills and techniques with control and accuracy.  Take part in a range of competitive games and activities.  Perform and create sequences with fluency	Consistently perform and apply skills and techniques with accuracy and control.  Take part in competitive games with a strong understanding of tactics and composition.	Perform and apply a variety of skills and techniques confidently, consistently and with precision.  Take part in competitive games with a strong understanding of tactics



			manner.	and expression.	Perform own longer, more complex sequences in time to music.	and composition.  Link actions to create a complex sequence using a full range of movement.  Perform the sequence in time to music.
Evaluate	Watch and describe performances.  Begin to say how they could improve.	Watch and describe performances, and use what they see to improve their own performance.  Talk about the differences between their work and that of others.	Watch, describe and evaluate the effectiveness of a performance.  Describe how their performance has improved over time.	Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements.  Modify their use of skills or techniques to achieve a better result.	Choose and use criteria to evaluate own and others' performance.  Explain why they have used particular skills or techniques, and the effect they have had on their performance.	Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.

#### Outdoor Adventurous Activities (KS2 only)

Skills	Year 3	Year 4	Year 5	Year 6
Trails	Orientate themselves with increasing confidence and accuracy around a short trail.	Orientate themselves with accuracy around a short trail.  Create a short trail for others with physical challenge.  Start to recognise features of an orienteering course.	Start to orientate themselves with increasing confidence and accuracy around an orienteering course.  Design an orienteering course that can be followed and offers some challenge to others.  Begin to use navigation equipment to orientate around a trail.	Orientate themselves with confidence and accuracy around an orienteering course when under pressure.  Design an orienteering course that is clear to follow and offers challenge to others.  Use navigation equipment (maps, compasses) to improve the trail.
Problem- solving	Identify and use effective communication to begin to work as a team.  Identify symbols used on a key.	Communicate clearly with other people in a team, and with other teams.  Have experience of a range of roles within a team and begin to identify the key skills required to succeed at each.  Associate the meaning of a key in context of the environment.	Use clear communication to effectively complete a particular role in a team.  Complete orienteering activities both as part of a team and independently.  Identify a key on a map and begin to use the information in activities.	Use clear communication to effectively complete a particular role in a team.  Complete orienteering activities both as part of a team and independently.  Use a range of map styles and make an informed decision on the most effective.



Preparation and organisation	Begin to choose equipment that is appropriate for an activity.	Try a range of equipment for creating and completing an activity.  Make an informed decision on the best equipment to use for an activity.  Plan and organise a trail that others can follow	Choose the best equipment for an outdoor activity.  Create an outdoor activity that challenges others.  Create a simple plan for an activity for others to follow.	Choose the best equipment for an outdoor activity.  Prepare an orienteering course for others to follow.  Identify the quickest route to accurately navigate an orienteering course.
			Identify the quickest route to accurately navigate an orienteering course.	Manage an orienteering event for others to compete in.
Communication	Communicate with others.  Work as part of a team.	Communicate with others clearly.  Work as part of a team.	Communicate clearly and effectively with others.  Work effectively as part of a team.	Communicate clearly and effectively with others when under pressure.  Work effectively as part of a team, demonstrating leadership skills when necessary.
Compete and Perform	Begin to complete activities in a set period of time.  Begin to offer an evaluation of personal performances and activities.	Complete an orienteering course more than once and begin to identify ways of improving completion time.  Offer an evaluation of both personal performances and activities.  Start to improve trails to increase the challenge of the course.	Complete in orienteering course on multiple occasions, in a quicker time due to improved technique.  Offer a detailed and effective evaluation of both personal performances and activities.  Improve a trail to increase the challenge of the course.	Complete in orienteering course on multiple occasions, in a quicker time due to improved technique.  Offer a detailed and effective evaluation of both personal performances and activities with an aim of increasing challenge and improving performance.  Listen to feedback and improve an orienteering course from it.
Evaluate	Watch, describe and evaluate the effectiveness of a performance.  Describe how their performance has improved over time.	Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements.  Modify their use of skills or techniques to achieve a better result.	Choose and use criteria to evaluate own and others' performance.  Explain why they have used particular skills or techniques, and the effect they have had on their performance.	Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.