



GAMES	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Accurate Replication (Skills)	*To demonstrate how to keep control of a ball (sending and receiving) using different parts of the body(both sides)	*To develop and master sending and receiving skills (accuracy and control) using dominant side of body	*To develop and master sending and receiving skills (accuracy and control) using both sides of the body	*To develop fluency and control when using a variety of throws, passes, dribbles, turns to maintain possession when under pressure	*To develop range of passing & shooting and understand importance of weight transference	*To refine previous skills and develop complex skills i.e. Indian dribble, step-overs	*To consolidate skills associated with maintaining possession
Accurate Replication (Games for Understanding)	*To explore and develop moving with a ball in a variety of directions	*To explore what is means to attack when moving with a ball paying particular attention to the speed of movement.	*To explore, develop and apply footwork to gain an advantage and to move the ball past an opponent	To demonstrate quick & dynamic movement to lose a defender. To use footwork and movement to create space.	*To explore ways to get past an opponent in small sided games i.e. change direction & speed etc.	*To understand how to transition from attack to defence & vice versa *To play games showing tactical awareness & understanding of rules	*To explore the role of the referee and coach. Pupils will demonstrate key attributes when in these roles.
Analysis of Performance	*To understand basics of how to keep possession of the ball	*To start to understand how to improve performance when engaging in small team challenges.	*To prevent an attacker from scoring and apply defending tactics * To understand what makes a good team	*To understand how to maintain possession in 3 v1's (Observe and Comment on others performances)	*To understand the concepts needed to maintain possession in a variety of conditioned and small-sided games	*To watch and evaluate the success of the games they play in identifying strengths and areas to improve in	*To use video analysis to watch own group performance to make suggestions for improvement.
Exploration	*To explore using different equipment safely and working with others	*To explore tackling and intercepting to gain possession of a ball. *To explore passing, dribbling and striking/shooting techniques.	To explore and combine dribbling, passing and receiving, keeping possession and scoring a point	*To explore attacking principles such as depth, evasive movement, angles of support, triple threat & choice of pass in isolated drills *To recognise when to pass, dribble or shoot	*To identify and explore ways to move a ball towards the opponents' goal in small sided games	*To explore & understand positions within a team to effectively defend and attack. (Understand their roles in possession and out of possession)	*To use tactics when faced with different scenarios i.e. You play for Liverpool & are 2-0 with 5 mins to go.
Cross Curricular Links	*PSHE- Listening and understanding rules *Maths –Counting *English-Identifying	*PSHE- Honesty *Maths –Counting *English-Describing	*PSHE – Teamwork *Maths – Ratios *English – Explain 'why?'	*PSHE-Perseverance *Maths – Angles *English –Commenting and interpreting/Understand rules (Identify, Describe)	*PSHE-Challenge (Self- belief) *Maths – Tables & Bar Charts *English -Predicting	*PSHE-Resilience *Maths –Percentages *English-Evaluating *ICT-Video Analysis	*PSHE-Leadership *Maths –Statistics *English-Critique *ICT-Video Analysis = Statistics





Physical, Social, Mental Benefits	*Increase in basic movements (agility, coordination, stability, balance) and object control	*Increase in basic movements (agility, coordination, stability, balance) and object control with more fluency	*Increase in more complex movements (Coordination with equipment) *Social Skills (Supporting your teammate)	*Growth Mind Set: Importance of the word 'YET' *ABC now performed under small amount of pressure i.e. 1v 1, 2v 1, 3v1's	*Willingness to learn new skills and improve understanding. *Decision-making in small sided games (confidence)	*Positive role models when given roles in a team i.e. captain *Communication: the importance of body language	*Confidence and positive mental attitude when in leadership roles. *Respect everyone *Determination
Striking & Fielding Net/Wall	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Accurate Replication (Skills)	*To use a range of varied equipment	*To make use of coordination, accuracy and weight transfer.	*To throw a ball for distance *To develop catching skills (low and high ball i.e.')	*To demonstrate underarm throwing with precision & control *To develop the correct technique of a forehand and backhand	*To develop batting technique and start to place the ball SSG (cond.) *To develop precision and control when using the forehand, backhand, volley, underarm serve.	*To demonstrate precision and control in bowling & batting *To develop overhead serve *To develop the drop shot	*To continually refine and develop key skills when in bat or in the field. *To develop a backhand shot (R),Sweep (C)
Accurate Replication (Games for Understanding)	*To know why we play by the rules	*Apply throwing with accuracy in a team *To learn how to use different equipment to send a ball i.e. tri- golf putter, tennis racket etc.	*To place the ball (throw, strike, kick) in an area that will gain them points in isolated drills or small sided games	*To learn how to throw overarm and to start to apply different throwing techniques in a small sided game based on situation they are in. i.e. close/further away from target	*To apply basic fielding techniques depending on the distance and placement of the ball being hit *To identify how hard to hit the ball (vary targets)	*To play games showing tactical awareness & understanding of rules *To demonstrate precision & control when fielding under pressure in small sided games	*To lead a tri-golf tournament for younger years exploring effective leadership
Analysis of Performance	*To understand how we keep score	*To start to understand how to improve performance when engaging in small team challenges.	*To prevent an attacker from scoring and apply defending tactics	*To apply tactics in small sided games identifying where to hit the ball and why (targets = space) *To understand how to win a point	*To perform and evaluate own and others performance i.e. how to be perform an accurate throw	*To watch and evaluate the success of the games they play in identifying strengths & ATI *To apply basic tactics in mini games i.e. fielding positions	*To demonstrate control and good shot selection when playing a variety of adapted games; i.e. King of the ring.
Exploration	*To develop listening skills and take turns	*To combine a number of coordination drills, using upper and lower body movements. i.e. explore different movements and equipment through circuits	*To develop striking a ball with a racket, bat or golf club *To position the body to strike a ball (exploration)	*To demonstrate a short barrier when fielding *To develop the volley *To explore the importance of footwork	*To explore the role of the backstop, post player, wicket keeper *To explore bowling and the rule around what would constitute a 'no ball' or 'wide ball in cricket'	*To explore and apply basic rules i.e. batter misses ball=run *To explore different batting techniques to avoid fielders in small sided games.	*To explore the role of the referee and coach. Pupils will demonstrate key attributes when in these roles





Cross Curricular Links	*PSHE- Listening and understanding rules *Maths –Counting *English-Identifying	*PSHE- Honesty *Maths –Counting in 1s, 2s and 10s *English-Describing	*PSHE – Perseverance *Maths – Ratios *English – Explain 'why?'	*PSHE-Teamwork *Maths – Angles *English –Commenting and interpreting/Understand rules (Identify, Describe)	*PSHE-Resilience *Maths – Tables & Bar Charts *English -Predicting	*PSHE-Leadership *Maths –Percentages *English-Evaluating *ICT-Video Analysis	*PSHE-Self- Belief/Leadership *Maths –Statistics *English-Critique *ICT-Video Analysis
Physical, Social, Mental Benfefits	*Increase in basic movements (particular focus on coordination)	*To introduce honesty into own game	*Increase in more complex movements (Coordination with equipment) *Social Skills (Supporting your teammate)	*Growth Mind Set: Importance of the word 'YET' *ABC now performed under small amount of pressure i.e. 1v 1, 2v 1, 3v1's	*Willingness to learn new skills and improve understanding. *Decision-making in small sided games (confidence)	*Positive role models when given roles in a team i.e. captain *Communication: the importance of body language	*Confidence and positive mental attitude when in leadership roles. *Respect everyone
HRF (Athletics, Cross Country)	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Accurate Replication (Skills)	*To understand how to jump, hop & skip *To be able to change speed and direction	*To use varying speeds when running and when using obstacles *To practice short distance running	*To hurdle an obstacle with control *To understand agility & run with confidence *To run for distance	*Demonstrate good leg & arm actions when running for distance & speed *To demonstrate correct jumping technique	*To understand and replicate the different speeds based on distance *To learn how to jump for distance in the SLI/TJ	*To demonstrate efficient running *To plan race based on data obtained (maintain pace until finish)	*To create a personal training plan *To take on officiating role
Accurate Replication	*To learn to run at different speeds *To develop spatial awareness	*To develop and set my own goals *Apply jumping, running and skipping	*To set myself goals and times to achieve *To learn the best jumping techniques over a short distance vs a long distance	*To demonstrate agility and changes of speed with precision and control *To learn how to pass the baton (down-sweep) *To use a self-assessment check sheet to identify key technical points when running for speed	*To demonstrate safety when taking part in athletic events *To work out when to sprint during a long distance race using timing *To learn how to develop power in throwing	*To learn how to perform the upsweep in relay running plus recap the down-sweep *To understand which technique is most effective when jumping for distance. i.e. peer assessment	*To demonstrate pacing when running for distance using maths *To apply tactical understanding of the relay race
Analysis of Performance	*To take part in sports day *To develop spatial awareness *To develop working with a partner	*To take part in sports day *To start to understand how to throw further through observations	*To take part in sports day *To consolidate jumping and apply to a game	*To take part in sports day *To use timing to help improve their performance * Understand and apply tactics when running for distance	*To take part in SD *To perform and evaluate own and others work *Use the down-sweep in a relay demonstrating timing of when to pass	*To take part in SD *To understand rules of competition and to adapt to improve own results	*To take part in sports day *To use self- assessment and results to identify areas to improve





Exploration	*To explore moving via different pathways i.e. forwards, backwards, sideways, zig-zags	*To explore footwork patterns *To explore arm mobility *To explore skipping	*To link jumping *To throw different objects in a variety of ways.	*To explore different throwing techniques *Explore technique when running (speed-in-depth) *Explore running (distance)	*Explore pacing & demonstrate knowledge of different speeds *Explore different recording equipment	*To demonstrate good technical understanding when performing throws i.e. nerf, javelin, discus or shot	*To compete in a mini-olympics demonstrating understanding of rules and regulations
Cross Curricular Links	*PSHE- Cooperation *Maths –Counting *English-Identifying	*PSHE- Personal Goals *Maths –Counting *English-Describing	*PSHE – Confidence *Maths – Ratios *English – Explain 'why?'	*PSHE-Perseverance *Maths – Rating Scale *English –Commenting and interpreting/Understand rules (Identify, Describe)	*PSHE-Challenge (Self- belief) *Maths – Tables & Bar Charts *English -Predicting	*PSHE-Resilience *Maths –Percentages *English-Evaluating *ICT-Video Analysis	*PSHE-Leadership *Maths –Statistics *English-Critique *ICT-Video Analysis = Statistics
Physical, Social, Mental Benefits	*Increase in basic movements (agility, coordination, stability, balance) MH- Confidence	*Increase in basic movements (agility, coordination, stability, balance) and object control with more fluency	*Increase in more complex movements (Linking movement) *Develop self- confidence	*Willingness to learn new skills and improve understanding.	*Growth Mind Set: Importance of the word 'YET'	*Positive role models linked to resilience and tenacity.	*Confidence and positive mental attitude when in leadership roles. *Respect everyone

HRF	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
(OAA,HRF)							
Accurate	*To understand why	*To Know and understand	*Start to recognise why	*To know and understand how to	*Describe & explain	*Have an In-depth	*To independently
Replication	we warm-up before	that being active is	different types of	improve stamina	components of	understanding of the	lead a warm-up/cool
(Skills)	exercise (basic	good for the body and can be	fitness	*To describe key components	fitness	warm-up/cool-down	*To explain why
	understanding)	fun	may help a sports	linked to observation when	*Describe through	*To understand the	exercise is important.
	*To understand spatial	*To describe the effects of	person to perform well	performing	observation how	importance of planning	*To use 6 grid
	awareness and how	physical activity	*I can copy, remember	*To recognise and describe the	the body reacts	when faced with a	referencing
	their body moves	during different exercises	and repeat yoga flows	short-term effects of exercise	(diff. scenarios)	problem	*To plan and create a
		*To name and identify	*To use clear shapes in	*Follow a route on a basic map	*To complete a	*To use 4 grid referencing	series of problems for
		different parts of the body	my poses		timed course	*To cooperative skills	another team to solve
Accurate	*To be able to use	*To name and identify	*To work with a partner	*To work in a team to develop	*To understand the	*To adapt a training	*To take it in turns to
Replication	teamwork through	different parts of the body	to achieve a goal within	personal skills i.e. communication	function of the	method to improve own	lead a team.
	parachute games	*I can remember and repeat	a time limit.	and confidence	heart & lungs	performance	*Evaluate their
	*To develop listening	actions; linking poses	*To move from 1 pose	*To develop confidence to take	*To develop	*Using a map, place	leadership & style
	& coordination skills	- '	to another thinking	on a leadership role	resilience (problem-	markers (team event)	,
	(Fundamentals)		about my breathing	*To learn from others strengths	solving)		





Analysis of Performance	*To observe the effects and changes that happen to our bodies i.e. heart rate	*To see how well I can complete a challenge and work with a partner *I can say what I liked about someone else's poses or flow	*To challenge myself and set a personal goal *To begin to measure the effects of fitness on my body & keep score	*To analyse and explain the importance of warming up and its impact on flexibility *Develop strategy, identifying the problem & finding a solution	*To identify strengths & AFI in own performance i.e. physical, communication etc.	Evaluate your own understanding of the function of the heart & lungs in a warm-up and cool down	*Complete fitness tests and identify strengths & AFI *Evaluate own training plan
Exploration	*To explore the	*Lift, move and place	*Recognise and	*To explore the importance of	*Exploration of	*Identify & explain a	*Understand the
	benefits of being healthy i.e. better sleep, feeling healthier	equipment/apparatus safely. *To understand the basic importance of warm up and	describe what their body feels like during different activities	strength and suppleness *To explore the meaning of key words such as flexibility, agility,	activities which activities help their speed, strength etc.	good athletic performance *To explore components	importance of base- line data (fitness tests)
	*To explore which type of fitness feels	cool down and link to muscles	/games *To explore the value of	coordination, strength & stamina *To use guided discovery to find	*To explore routes (small scaled map)	of fitness and training methods and relate these	*Analyse what constitutes a good
Cross Curricular Links	good for me *PSHE- Listening and understanding rules	*PSHE- Honesty & Hardworking	feedback *PSHE – Teamwork *Maths –	*PSHE-Embraces Challenge *Maths –	*Explore strategies *PSHE-Challenge (Self-belief)	to a sport/sportsperson *PSHE-Resilience *Maths –Percentages	*PSHE-Leadership *Maths –Grids
	*Maths –Counting *English-Identifying	*Maths –Counting *English-Describing	Ratios/Scoring *English – Explain 'why?'	*English –Commenting and interpreting/Understand rules (Identify, Describe)	*Maths – Tables & Bar Charts *English -Predicting	*English-Evaluating *ICT-Video Analysis	*English-Critique *ICT-Video Analysis = Statistics
Physical, Social, Mental Benefits	*Effort and Positive attitude	*Understands that working hard is important to improve their performance	*Supports others and is inspired by their success	*Growth Mind Set: Importance of the word 'YET' *Embraces challenge	*Supportive *inspirational *Takes Risks to enhance learning	*Focus *Resilience *Teamwork *Perseverance	*Determination *Peer Support *Teamwork *Problem-Solving





Performing Arts (Dance & Gym)	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Accurate Replication (Skills)	*To demonstrate movement with control & coordination around a room *To develop rolling: Log & Egg *To jump in different ways; 2:1 foot etc.	*To jump with shapes off a low platform & demonstrate quality and control. *To incorporate using a hoop *To link travelling moves (i.e. stepping) that change direction & level. (bench) *Link together dance moves with gestures & changing direction in time to music	*Use a combination of leaps: cat leap etc. *Develop stepping forwards & backwards *Teddy bear roll *To begin to use jumping & turning. *To develop a range of dance movements and improve timing. *Good body control	*To demonstrate control in spinning *Perform an egg roll with control *To perform a variety of jumps of small apparatus safely *Perform an individual dance demonstrating rhythm & control	*Demonstrate control when linking movements *Perform forward roll & headstand safely * To demonstrate an awareness of the music's rhythm and phrasing when improvising *Demonstrate safe jumping (flight circuit)	*To have a good understanding of the components of dance: body, action, space etc. *To create and perform an individual dance incorporating the key components of dance * Demonstrate asymmetrical & symmetrical body shapes	*Incorporate previous skills demonstrating quality & control * Headstands *To utilise knowledge of street dance moves demonstrating an awareness of the music's rhythm.
Accurate Replication	*To link basic sequences *Explore movements of diff. speeds	*To develop shoulder roll *To balance with big, small, wide, narrow body etc. *To use motif and emotions	*Travel to, get on, balance, get off and travel away from small apparatus *Choose & use a variety of gymnastic actions to make a sequence	*Create a small sequence which connects a jump, roll & balance	*Extending sequences with a partner in character *To travel to, get on, balance, get off & travel (small & large apparatus)	* To develop further stepping & spinning *Perform skills such as backward roll & handstands * Stepping & spinning	To watch and analyse street dance to develop ideas for group performance i.e. diversity
Analysis of Performance	*Ability to listen & observe, show awareness of space for themselves & others *Clap in time to music	*Choose & use compositional ideas (simple) by creating & performances sequences. (Observe & Comment) *Explore rhythm & partner work	*Develop linking movements & observe peer performance *To compose and perform simple dance phrases showing rhythm and control	*To analyse own and others' performances *With a partner & create patterns of movement linked to a stimulus *Choreograph a sequence show relationships (dance)	*To work with a partner to identify each other's areas of strength and an area they would need to improve (Evaluate)	*Perform & evaluate own & others' performance (USE ICT) *To create group dances that reflects the dance style	*Use knowledge to enhance the quality of partner's routine *Analyse own skills using RAG rating & plan a sequence based on this analysis
Exploration	*Explore moving and making shapes *Explore climbing, crawling and travelling	*To explore movement actions with control, and to link them together with flow. *Repeat & link combinations of shapes & actions	*To explore ways of travelling around on large apparatus. *Explore zig-zag, curved pathways *Control on floor & bench	*To explore partner balances in contact with each other & the floor *Develop a character dance into a motif	*Explore flight using large apparatus safely & small apparatus *Incorporate unison and canon in group sequences	*To work with others to develop counterbalances *Produce shapes in flight *Perform a jazz dance with good rhythm & expression	*Explore different techniques in preparation (vaulting) *To create a dance as a group, using any street dance moves





Cross Curricular	*PSHE- Confidence	*PSHE- Determination	*PSHE – Challenging	*PSHE-Perseverance	*PSHE-Memory	*PSHE- Discipline	*PSHE-Support
Links	*Maths –Combine	*Maths –Counting	*Maths – Timing	*Maths – Angles	*Maths – Angles	*Maths –Percentages	*Maths –Statistics
	*English-Identifying	*English-Describing	*English – Explain	*English - Planning	*English -Predicting	*English-Evaluating	*English-Critique
			'why?'			*ICT-Video Analysis	
Physical, Social,	*Strength and	* Body management and	*Challenges	*Growth Mind Set: Importance of	*Work on memory	*Use video analysis to	*Supporting each
Mental Benefits	Flexibility	Resilience	themselves	the word 'YET'	and sequencing	improve performance	other