

		Federation of Spixworth Schools	
Curriculum	 Children at the expected level of development will: Negotiate space and obstacles safely, with consideration for themselves and others Demonstrate strength, balance and coordination when playing; Move energetically, such as running, jumping, dancing, hopping, skipping and climbing. 	 PE Skills Progression Pupils should be taught to: 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 be taught to: 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
Coverage	A Reception Sports Person can:	A Year 1 Sports Person can:	A Year 2 Sports Person can:
Games	Control fundamental movement skills (stopping/starting on command, walking/running safely) Performa basic actions using changes of speed and direction	Know that being active is good for them Be confident in spaces used to play games Watch, copy and describe what others are doing Move with control. Hit a ball with a bat Throw in different ways Use hitting, kicking and/or rolling in a game Follow rules	Describe how their body is feeling after different activities Improve the way they coordinate and control their bodies and the range of equipment used Start to play team games Start improving accuracy of throwing and catching Use a range of skills to throw, strike and stop with control and accuracy Follow rules
Dance	Move creatively using the whole body (dancing, posing, balancing) Copy and perform basic movements	Copy dance moves Make up a short dance using simple movements Change rhythm, speed, level and direction	Change rhythm, speed, level and direction Dance with control and co-ordination Make a sequence by linking movements together Link some movement to show mood or feeling To be able to watch peers performances
Gymnastics	Develop basic strength and flexibility Copy and perform basic movements	Explore shape, space and agility in different gymnastic actions Watch, copy and describe what they and others have done Perform movement 'sentences' using a range of body actions e.g. turns, jumps, balance and levels	Remember, repeat and link combinations of gymnastic actions, shape and balances with control and precision To be able to watch peers performances Choose, use and vary simple ideas in the movement 'sentence' that they have created and perform to an audience. Improve their work



		Copy or create and link simple movement together forming a beginning, middle and end	using information they have gained by watching and listening	
Athletics	Develop fundamental movement skills (running,	Use their bodies and a variety of equipment with	Start to explore techniques for improving control	
	jumping, throwing)	greater control and coordination	and speed/distance of running and jumping	
		Begin to control running and jumping		
Outdoor and	Develop confidence and resilience	Follow simple routes and trails with support,	Follow simple routes and trails more	
Adventurous	Work with others	orientating themselves successfully	independently, orientating themselves	
Activities		Solve simple challenges and problems	successfully	
		successfully	Solve more complex challenges and problems	
			successfully	
Health skills	Describe the difference in how their body feels	Recognise the heart as a muscle that gets	Recognise the 'good health balance' of nutrition	
	when playing different games	stronger through physical activity	and physical activity	
		Know the importance of the warm up/cool down	Begin to know the names of some other muscles	



		Federation of Spixwort	h Schools	
		History Skills Progre	ession	
	KS2			
Curriculum	Pupils should be taught to:			
	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] 			
		ange of movement patterns		
	 take part in outdoor and adventurous activity challenges both individually and within a team 			
	compare their performance with previous ones and demonstrate improvement to achieve their personal best			
	Swim competently, confidently and proficiently over a distance of at least 25 metres.			
	_	fectively (for example front crawl, backstroke and breaststroke)		
	Perform safe self-rescue in different water-based situations.			
<u>Coverage</u>		A Year 4 Sports Person can:	A Veer C Sports Deveen con	A Voor C Sports Dorson con
Coverage	A Year 3 Sports Person can:	A real 4 sports Person can.	A Year 5 Sports Person can:	A Year 6 Sports Person can:
Games	Throw and catch with control	An awareness of space and is able to	Can travel with a ball showing changes	Explain complicated rules and
	when under limited pressure.	use it to support teammates and	of speed and direction using either	play games showing tactical
	Travel whilst bouncing a ball	cause problems for the opposition.	hand or foot.	awareness.
	showing control.	Is able to move to find a space when	Can use a range of techniques when	Make a team plan and
	Can use a range of skills to help	they are not in possession during a	passing e.g. high, low, bounced, fast	communicate it to others.
	keep possession and control of	game.	and slow.	I can lead others in a game
	the ball.	Is able to catch a ball with one hand.	Use a number of techniques to pass,	situation.
	Can perform basic skills needed for games with control and	Strike a ball with intent and throw it more accurately when bowling	dribble and shoot. Gain possession by working as a team.	Can dribble effectively around obstacles.
	consistency.	and/or fielding.	Can hit the ball from both sides of the	Choose when to pass or dribble,
	Can choose and use batting or	Can use a range of skills with	body e.g. forehand and backhand.	so that they keep possession and
	throwing skills to make the	increasing control.	Can hit the ball with purpose, varying	make
	game harder for their	Can keep and use rules they are	height, speed and direction.	progress towards the goal.
	opponents.	given.		Play shots on both sides of the
	Can identify that exercise is	Can effectively play a competitive		body and above their heads in
	good for our bodies	net/wall game.		



	Can choose good places to stand when receiving, and give reasons for their choices.			practices and when the opportunity arises in a game, Use different ways of bowling.
Dance	Improvise freely, translating ideas from a stimulus into movement. Share and create phrases with a partner and in small groups. Repeat, remember and perform these phrases in a dance. Can identify that exercise is good for our bodies and why we warm up Can evaluate their own work and quality of performance	Use dance to communicate an idea. Take the lead when working with a partner or group. Make sure dance moves are clear and fluent. Work on movements and refine them. Compose own dances in a creative and imaginative way. Control their movements	Perform to an accompaniment, expressively and sensitively. Control their movements Dance shows clarity, fluency, accuracy and consistency.	Develop imaginative dances in a specific style. Choose own music, style and dance. Can evaluate their own dance and adapt it to make it better, and those of others. Create a structure to their dance.
Gymnastics	Can improve the quality of their actions, body shapes and balances. Can select appropriate actions and consolidate simple ideas. Can know the importance of strength. Can evaluate their work and quality of their performance. Can recognise how their work can be improved Can identify that exercise is good for our bodies why we warm up	Can develop a range of actions, body shapes and include in a performance. Can create gymnastic sequences that meet a theme or set of objectives. Can describe how their body reacts to different situations. Can make simple judgments on their own and others work. Can suggest ways performances can be improved.	Can perform actions in a fluent and consistent performance. Can create sequences and adapt. Can know and understand the basic the principles of warming up and why it is important Can include change of speed. Can include change of direction. Can include a range of shapes.	Can combine own work with that of others. Can link sequences to specific timings. Can evaluate their own work and the work of others. Can suggest ways of improvements.
Athletics	Can run at different speeds, changing speed and direction. Can make up and repeat a short sequence of linked jumps.	Can sprint over a short distance. Can throw in different ways. Can hit a target. Can jump in different ways. Can combine running and jumping.	Use running, jumping, throwing and catching in isolation and in combination. Show developing control for throwing, running, jumping and balance	Develop technical understanding of athletic activity. Develop control for throwing, running, jumping, and balance.



	Can take part in a relay activity,	recognise when their heart rate,		
	remembering when to run and	temperature and breathing rate have		
	what to do	changed		
	Can identify the signs of our			
	bodies changing to exercise			
Outdoor and	Develop confidence in	Follow a map in a more demanding	Develop and refine orienteering and	Develop confidence in attempting
Adventurous	performing in different places	familiar context.	problem-solving skills when working in	activities in familiar and
Activities	and spaces.	Can move from one location to	groups and on their own.	unfamiliar environments.
	Can follow a map in a familiar	another following a map.	Decide what approach to use to meet	Take part in outdoor and
	context.	Can use clues to follow a route.	challenges set.	adventurous activity challenges
	Move from one location to	Can follow a route accurately, safely		both individually and
	another following a map.	and within a time limit.		within a team
	Use clues to follow a route.			
	Follow a route safely.			
Swimming	Swims competently, confidently	Swims competently, confidently and	Swims competently, confidently and	Swims competently, confidently
	and proficiently over a distance	proficiently over a distance of at least	proficiently over a distance of at least	and proficiently over a distance of
	of at least 25 metres	25 metres	25 metres	at least 25 metres
	Uses a range of strokes	Uses a range of strokes effectively	Uses a range of strokes effectively e.g.	Uses a range of strokes effectively
	effectively e.g. front crawl,	e.g. front crawl, backstroke and	front crawl, backstroke and	e.g. front crawl, backstroke and
	backstroke and breaststroke.	breaststroke.	breaststroke.	breaststroke.
	Performs safe self-rescue in	Performs safe self-rescue in different	Performs safe self-rescue in different	Performs safe self-rescue in
	different water-based situations	water-based situations	water-based situations	different water-based situations
Health skills	Can describe the effect exercise	Can describe the effect exercise has	Can describe the effect exercise has on	Can describe the effect exercise
	has on the body	on the body	the body	has on the body
	Can explain the importance of	Can explain the importance of	Can explain the importance of exercise	Can explain the importance of
	exercise and a healthy lifestyle.	exercise and a healthy lifestyle.	and a healthy lifestyle. Understands	exercise and a healthy lifestyle.
	Understands the need to warm	Understands the need to warm up	the need to warm up and cool down	Understands the need to warm
	up and cool down	and cool down		up and cool down