

Over St. John's CE Primary School

'Let your light shine before others.' Matthew 5:16

Progression of Skills and Knowledge in P.E

Skill Focus	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Gymnastics	ELG: Negotiate space	Explore and use space	Explore medium level	Perform short	Perform and	Perform a range of	Incorporate stands
	and obstacles safely,	effectively using	shapes with linking,	sequence with: low	evaluate a routine:	routines with rolling;	into cannon and or
	with consideration	agility, balance and	mirroring and	and medium level	matching balances	including jumping	unison
	for themselves and	coordination skills.	balances.	shapes; with	and stands; with	rolls, build into	performances.
	others.			matching and	matching balances	rolling from and into	Perform rotation,
		Balance using	Compare and	mirroring;	on apparatus; with	a pike position.	balances and stands
	Demonstrate	different parts of	contrast low and	contrasting shapes	contrasting balances;		in unison and
	strength, balance	the body, exploring	medium level shapes	with some linking.	with contrasting	Perform both a stag	cannon.
	and coordination	points and patches	with confidence and		balances on and over	jump and a split leap.	
	when playing.	(Beginning to on	rehearse them.	Take weight	apparatus; with	Progress from a	Perform shoulder,
		apparatus).		confidently on hands	linked balances on	cartwheel to perform	headstands,
	Move energetically,		Roll safely using a	(developing core	and over apparatus.	a round-off. Perform	cartwheels and
	such as running,	To take weight on	variety of rolling	strength) and roll		Cat Springs.	handstands safely
	jumping, dancing,	hands and feet.	techniques.	safely, exploring	Perform a shoulder		without support.
	hopping, skipping		·	different rolling	and headstand safely	Perform forwards	
	and climbing.	Learn copy and name	Incorporate two	methods (Front and	without support.	and backward rolls	Perform to roll on,
	_	basic and advanced	shapes into a	backward Rolls).		with a range of	off and over
	Use different ways of	low-level shapes.	sequence.		Perform a forward	entrances and exits.	apparatus within
	travelling across a			Perform a wide range	roll with appropriate	Learning a	routines. Include
	mat and a bench.	Link shapes and rolls	Perform low level	of shapes and	entrances and exits	headstand,	counterbalances and
		to form a short	shapes with some	balances on	including on, off and	transitioning into a	counter tension
	Balance on the floor	sequence.	precision and	apparatus.	over apparatus.	forward roll and	balances.
	and low level		perform shapes in			incorporating as part	
	apparatus using	Explore different	flight.	Perform shapes in	Link movements by	of a routine	Roll in sequences on,
	different body parts.	styles of travelling:		flight, on and off a	performing jumps,		off and over
	Create basic shapes	under, over and	Use apparatus	piece of apparatus,	turns and pivots.	Vault safely with a	apparatus. Include
	such as pencil, tuck	through. Beginning to	(extended) safely	including turn, twist		range of entrances	into partner routines
	and star with body.	travel on apparatus.	with entrances, exits,	and spin.	Complete mirroring	and exits and then	
			balances and	Perform a range of	actions along	into rolling, building	Combine balancing
	Jump and land safely	Jump and land safely,	including medium	jumps and leaps from	different pathways	up to various	and travelling to
	from a small height.	whilst exploring	level shapes.	varying heights and	and levels, including	landings on and over	produce a floor
				on a vault.	basic rolls.	a vault.	routine including

		different jumping techniques. Copy, mirror and create a small routine and matching actions.	Jump and land safely using apparatus, including from a variety of heights, directions and landings. Model linking and mirroring of low-level shapes. Including balancing and travel with a partner using mirroring technique.	Perform mirrored and matching travels and balances with a partner.		Plan a sequence of movements on apparatus both individually and as a group, in time with each other to form a routine.	matching. Incorporate apparatus. Produce mirroring routine with a partner on apparatus.
Travelling, moving and rolling	By end of year the children will be know Different ways to move across a mat (pencil rolling, hopscotch, jumping jacks, bear crawls, snake slide). Different ways to travel across the apparatus (straight/balance walking, bottom slide, bear crawls). A variety of balances using different body parts (one leg, back, front).	By end of year the children will know Units 1,2 and 3 A variety of ways to travel and the names of these (monkey walks, crab crawls, snake slides). Basic rolls and how to combine these with balances to produce a sequence.	By end of year the children will know Units 1,2 and 3 Different rolls (egg, log, sideways tuck, teddy bear) and how to perform them safely.	By end of year the children will know Units 1,2 and 3 How to perform a forward and backwards roll safely with the correct entrance and exit positions.	By end of year the children will know Units 1,2 and 3 Routines can be created in a variety of ways such as linking or matching movements and creating contrasting movements. Movements can be linked by performing jumps, turns and pivots.	By end of year the children will know Units 1,2 and 3 The correct technique for performing forwards and backwards rolls. Advanced movements and the correct techniques for these (cartwheels into round offs).	By end of year the children will know Units 1,2 and 3 A range of rolls (forward and backwards) and the technique for doing this off apparatus or on mat.
Balances and shapes	The correct shapes of star, pencil and tuck balances.	Different high and low shapes. How to balance a small apparatus on different body parts.	Low and medium shapes (pike, straddle, dish, tuck and arch) and how to link and mirror these movements.	Low and medium shapes (to now include star) and how to use these in a sequence.	The safe technique for performing a shoulder and headstand.	Advanced balances and the correct techniques for these (headstand, shoulder stand).	What counter balances are and how to perform these.

		Basic balances (star, pencil, crab, and bridge) floor balances (arch, dish, straddle and pike) and 1–4-point balances.	Balances can be performed in flight and on apparatus. Entrance and exit positions for balances. Dynamic balances (high knees, heel flicks, tiptoes) and the difference between these and static balances.	Balances can be performed in flight and how to land safely from these.			
Jumping	Different jump combinations (one foot, two foot).	How to jump safely and combine different jumps.	How to perform a variety of jumps and landings safely.	The correct vaulting technique.		The correct technique for various jumps and leaps (cat spring, stag jump and split leap).	
Mirroring and sequences		How to mirror and copy a partner's balances and travelling movements.	How to mirror and incorporate this into sequences.	Sequences can be formed from mirroring, copying and creating contrasting shapes.	Different mirroring pathways and how balances, rolls and jumps can be mirrored.	How to create a floor routine.	Routines can be done in unison and contain a cannon. The elements of a floor routine.
Athletics	ELG: Negotiate space and obstacles safely, with consideration for themselves and others. Demonstrate strength, balance and coordination	Run fast from a standing start developing speed and coordination. Jump and throw, developing coordination, agility and rhythm.	Developing awareness of speed when running a short distance, including control and fluency in movements; understanding how their body reacts when running.	Run a relay and change over the baton appropriately – including passing a baton from standing start. Jump for distance including jumping from a standing start.	Communicate as a team to make relay changeovers. Improving running technique including the sprint finish and maintaining sprint pace. Can challenge self to	To run relays, running in a given zone, changing baton over with increased skill. Develop jumping for distance (triple jump); jumping in different ways and	Compete in a variety of athletics type races; adjusting running styles from sprinting to long distance. Use correct techniques for all jumps, challenging
	when playing. Move energetically, such as running, jumping, dancing,	Run and kick for accuracy and speed. Basic throw, catch and skip developing	Jump for distance, developing awareness of space, height and distance.	Developing skills to jump further distances.	jump for distance including measuring performance.	competing competitively. Develop running for speed including	self to jump further distances. Run with greater fluency and speed,

	hopping, skipping and climbing. Travel at varying speeds including sprinting. Throw objects using a chest past or overarm technique. Throw objects towards a target with some accuracy. Jump with some control, landing safely to different distances. Develop jumping for height, clearing a low-level obstacle.	hand eye coordination and ball handling and throwing skills. Basic bowl and step throwing with agility and with skill.	Adjust and make changes to running speed when completing different distances. Throw and aim with accuracy towards a given target. Choose the best way to throw different pieces of equipment dependent on size and weight.	Learn basics of hurdling, keeping head same height throughout jumping. Run for speed, including over longer distances.	Jumping for height including high over obstacles. Sprinting, challenge self and recording performance. Throw for distance challenging self and recording performance. Using overhead heave and fling throw.	sprint from a start finish and sprinting further distance over a given time. Developing hurdling skills, including the role of the lead and trail leg; applying skill to competitive situation. Develop throwing skills using a variety of techniques. Throwing javelin from a standing start.	including hurdling; using the correct stride pattern. Can analyse the changes in speeds when sprinting and hurdling. Use correct techniques for all throws, measuring accurately, challenging to throw further distances.
Running and sprinting	By the end of the year children will know The correct technique for sprinting (Keep head still, looking forward, pump arms and legs together).	By the end of the year children will know The standing start position when sprinting.	By the end of the year children will know The correct speed to run for short distances. How to adjust and make changes to running speed when completing different distances.	By the end of the year children will know How to run a relay and change over the baton appropriately. How to run for speed, including over longer distances.	By the end of the year children will know Communication as a team is key to make relay changeovers. How to measure their personal best in running, jumping and throwing activities and use this as a way of self-challenge.	By the end of the year children will know How to run relays, running in a given zone, changing baton over with increased skill. The correct technique for running for speed including how to start and finish.	By the end of the year children will know How to adjust your running styles for different race styles. How to analyse the changes in speeds when sprinting and hurdling.
Throwing	Effective throwing techniques (one foot in front, swing arm over the head).	The correct technique for a standing throw (Transfer weight from back to front, low to	The correct technique to throw and aim with accuracy towards a given target.	A range of technique for throwing over long distances.	How to throw for distance using the overhead heave and fling throw.	A variety of throwing techniques.	The correct techniques for all throws.

	A variety of ways throwing techniques (vortex, chest and discus). When to use different throwing technique for accuracy (underarm when close and overarm when further away).	high and focus on a fixed point).	The best way to throw different pieces of equipment dependent on size and weight.			How to throw a javelin from a standing start.	
Jumping, skipping and hurdling	Effective jumping techniques (swinging arms, bend knees, squishy landing, looking forward). Correct technique for jumping over hurdles (clear hurdles leading with one leg, drive knee up, keep up speed, run in a straight line).	Know how to skip effectively and with rhythm: quick feet/bend knees and push to jump/ weight on the balls of your feet/eyes focus on an area approximately one metre in front/ use the arms for balance. This will lead to next steps in terms of hurdling and stride length.	How to jump for distance and have an awareness of space, height and distance.	The technique to jump for distance including jumping from a standing start. How to jump further distances. The basics of hurdling (keeping head same height throughout jumping, clearing the hurdle with 1 leg in front of you).	The correct technique for jumping for height including high over obstacles.	The correct hurdling technique including the role of the lead and trail leg. Different ways to jump for distance	The correct techniques for all jumps. The correct stride pattern for hurdling.
Dance	ELG: 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,	Create a class performance. Select and use a variety of movements to form a short dance phrase. Perform a variety of movements to form a group dance phrase. Explore a range of movements.	Create a class performance and observe others work and give feedback using simple dance vocabulary. Select and explore an air pattern, jump and shape to form a short dance phrase. Work as a group to recall choreography,	Organising sections of dances to create one piece, working in sync with other group members. Assess others' work. Work as a group to select learnt positions and movements to create short dance phrases.	Developing dance when creating one piece, performing in unison and sync with other group members in front of the class. Self- assess and assess peers' work, and give feedback using appropriate dance vocabulary.	Learn, rehearse and perform choreographed dance phrases of increasing complexity. Self-assess and assess others' work and give critical feedback using appropriate vocabulary.	Perform choreographed dance narrative, improving movements, developing timing and spacing. Assess self and others with increasing critical feedback and suggested actions for improvement using

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	hopping, skipping		rehearse and refine	Use choreographic	Developing	Create versatile	apt and precise
	and climbing.		ideas.	devices to enhance	synchronisation	movements within a	language.
				dance phrases,	when working in a	dance sequence	
	Perform a simple		Perform a variety of	including	group including to	including a range of	Explore and link a
	dance to a given		movements to form	choreographing a	different rhythms.	directions.	number of
	theme in a small		a group dance	solo.			movements and
	group or pairs.		phrase; exploring		Respond to teacher	Choreograph a	patters.
			turning, rotation,	Select and explore a	instruction to create	sequence of	Use choreographed
	Create movement to		circular shapes/	variety of	a choreographed	movements that use	movements and
	a given count of		dynamic through	movements,	dance routine.	contact between two	patterns to tell a
	music working in		movement.	responding		or more people.	narrative; adapt
	unison with a			imaginatively to a	Developing		movements in a
	partner.		Explore movements	range of stimuli.	choreographic skill	Use a range of dance	more creative style;
			considering size of		incorporating more	techniques to	utilise a floor plan.
	Interpret music to		movements, tempo,	Perform movement	free – creative	develop their	
	inspire movement.		dynamics, floor	actions individually,	thinking.	movements.	Use choreographed
			pattern, air pattern,	with partners, a			movements and
			levels and shape.	group and whole	Developing good co-	Develop movements	patterns to tell a
				class.	ordination within a	to incorporate at	narrative; adapt
					sequence of	least one lift in a	movements in a
				Explore, repeat and	movements.	sequence of	more creative style;
				link a range of		movements.	utilise a floor plan.
				actions with	Movements		
				coordination and	articulate the style of	Identify floor plans	Use gymnastic
				memorise.	dance well.	and use within their	equipment to create
						movements,	improvised
				Respond to a beat,	Use music to	including starting and	movement.
				using music as a	influence movement	finishing area.	movement.
				stimulus to influence	with increasing skill.	ministing area.	Allow different parts
				dance.	with increasing skill.		of the body to lead
				uance.			and influence the
							rest of the
							movement; using a
							range of levels
							tempos, and contact
							work.
N.4	Double and of the	Decade a condicatale a	But the and of the	Double and of the	Bookle and of the	But the and of the	Decade a soul afaire
Movements,	By the end of the	By the end of the	By the end of the	By the end of the	By the end of the	By the end of the	By the end of the
traveling and	year children will	year children will	year children will	year children will	year children will	year children will	year children will
choreography	know	know	know	know	know	know	know

	Some basic dance movements for different themes (fairy tale, farm and minibeasts). Dances can be performed in unison with a partner. Dance moves can respond to music.	How to combine dance movement to create a short phase. What mirroring is and how to mirror a partner. Different travelling steps. Movements and shapes that reflect a season. Dance moves should be performed at a similar tempo to music.	A variety of dance movement that can form a short phrase (rotation, turning, circular shapes). Movements can be altered by changing size, tempo and dynamics.	How to link a range of movements with co-ordination. How to select movements that have already been taught and make these into a short dance phrase.	How to develop a dance as a group in unison and sync. That dances can be formed from different pathways. What synchronisation is and how to implement this. Dance moves can be used to improvise other movements (seed dispersal, a plant growing).	What a freeze frame is and how to incorporate this in a dance. How to build this into a floor routine. Some dance lifts and how to incorporate these into a routine. Some dance movements that involve contact between two people.	Movements can be used to create a narrative. How to utilise a floor plan. Choreograph dance routines for a range of themes (street art, the Olympics, space). A range of tempos, levels and contact points for dance moves.
Terminology and types of dances		Some ways to improve a phase of dance. Dance moves can be based around a theme (seaside).	What a successful dance phrase looks like. Know key dance terminology such as dynamics, levels, shapes, tempo and be able to use this when giving feedback.	How to assess others work. Know what term canon means in dance and to be able to incorporate one into a short phrase. Know key dance terminology for talking about your own routine as well as giving feedback.	How to assess dances effectively. Know what the term synchronisation means. Different forms of dance (Charleston, ballet, Rock n roll, swing).	How to provide critical feedback. Know key dance terminology such as critical feedback and floor routine. What a haka is and its origins.	How to provide precise dance vocabulary when delivering critical feedback. What parkour is and how to incorporate these movements into a dance routine.
Games	In reception, this is covered through: ball skills, skill-based challenges, agility, movement and space and catching and throwing.	Develop spatial awareness whilst moving in different directions. Show control and balance in basic movements.	Maintain balance whilst reacting quickly to commands. Perform underarm and overarm throwing with control. Demonstrate	Cricket Bat correctly. Catch correctly. Accurately bowl under and overarm using appropriate technique.	Rounders Throw at others and a target under pressure. Catch consistently under pressure.	Cricket Developed over and underarm bowling applied to game. Improving accuracy of batting Developing deep field catching –	Rounders Throw and catch a ball at varying heights consistently. Strike a bowled ball consistently into different spaces.

Moving with	Carry and balance	a range of striking	Use different batting	Strike a stationary	catching ball at	Stop a moving ball
confidence when	equipment whilst	and gathering skills,	shots.	ball demonstrating	varying heights.	consistently. Use the
holding an object.	changing speed and	including into a small		correct grip.	Developing the lofted	long barrier
Rolling a variety of	direction.	game. Demonstrate	Field using		drive.	technique.
different sized balls		confidence in ball	appropriate	Develop fielding		Apply apt strategies
with some control	Move in different	handling skills.	techniques.	techniques.		when fielding.
and accuracy; e.g.	directions whilst	Control a moving ball				Compete in a full
rolling to a target or	handling a ball.	in a variety of ways.				rounders game with
through a target and		Show rolling and				understanding of
developing to roll to	Develop control and	gathering skills with				rules.
a partner.	accuracy when rolling	confidence and				
	a ball.	precision. Show	By the end of the	By the end of the	By the end of the	By the end of the
Bouncing and		progression from	year children will	year children will	year children will	year children will
catching a ball whilst	Underarm throw with	rolling into catching	know	know	know	know
stationary and	control and accuracy.	and throwing.	How to bowl	The correct way to	How to perform an	How to catch the ball
developing to doing		Attack and defend in	underarm (hold the	catch a rounders ball	underarm and	from a large height
whilst on the move.	Show control and	a game, making and	ball in their	(hands to be cupped	overarm bowl (one	(cupped, soft hands).
	accuracy when	denying space.	fingertips, take one	together with fingers	arm moving down to	
Sliding and throwing	throwing and aiming.	Throw and catch to	step and bowl the	pointing down	the ground whilst the	How to strike a ball in
an object such as a		pass and receive a	ball underarm trying	towards the ground,	bowling arm moves	a game situation
beanbag, with some	Gain rhythm when	ball in a game.	to make the ball	hand should be by	to a vertical position	(Remain side on and
accuracy. Using an	throwing and striking	Control a moving ball	travel in a straight	waist to create a	above the shoulder,	balanced for all 3
underarm throw and	a ball.	in a variety of ways.	line).	target).	the ball should be	bowls. Look to hit the
able to position body		Perform kicking skills			released when the	ball through cones
correctly towards a	Strike and kick a	with control and	The correct batting	How to strike a ball	arm is completely	and areas where
target.	moving ball with	accuracy.	stance.	(Watching the ball	vertical).	fielders are absent).
	accuracy and control.	Use space whilst	The correct	closely. Bat (racket)		
Striking an object	Engage in team	passing and receiving	technique for hitting	to be up to the side	How to run between	What a long barrier
using different parts	games.	a kicked ball.	a shot (push bat back	with thumb and	stumps (run to the	stop is and the
of the body.		Understand the	and step forward.	finger in a 'V' shape.	crease, call a run and	correct technique for
	Develop spatial	basics of holding a	Swing through	Striking the ball from	slide the bat into the	this (get behind the
Throw an object,	awareness whilst	hockey stick and	straight. Follow	a side on position,	crease).	ball, body side on to
such as a beanbag,	moving in different	dribbling a ball.	through with the	remaining balanced).		the direction the ball
over and underarm.	directions.		bat).	How to stop a	The correct	is travelling. If right-
		Pass a hockey ball to		moving ball and	technique for a	handed, left knee on
Catching an object,	Show control and	a partner and group	How to catch/ throw	collect a ball from	lofted drive batting	floor, (knee against
such as a beanbag	balance in basic	with control.	underarm and	the ground (stop and	shot (Get your front	right heel), hands in
with two hands.	movements.		overarm.	collect the ball from	foot as close to the	front of legs).
There was the state of the stat	Candanda '	Demonstrate	A	a side on position,	pitch of the ball as	The beautiful C
Throw, roll and catch	Send and receive a	attacking skills in	A range of batting	bending knees to	possible. Make sure	The key rules of
a ball with some	bouncing ball whist	hockey such as	shots (forward	create a low base.	you get your head	rounders (batters can
continuity. Bounce		shooting.				only run to first base

and then catch a ball	positioning body		defensive and	Watch the ball all the	over the ball as you	if the ball is missed
with some	correctly.	Demonstrate	straight drive).	way into hands).	play the stroke).	or travels backwards.
continuity.	correctly.	bouncing a	straight arrive).	The correct	play the stroke).	Fielders on any base
continuity.	Understand the	basketball with	A range of fielding	technique for an		must be stood on the
Throw and catch a	concept of dribbling	control.	techniques (overarm	overarm throw		inside of the base,
small ball such as a	and the skills	control.	throwing, long	(aiming and stepping		batters must
tennis ball with some	required.	Develop bouncing	barrier stops and	forward to generate		continue their run if
continuity, using the	requireu.	skills into dribbling	two-handed pick up	power and distance		they leave a base
	Strike and kick a		-	•		-
cup method of 2		activities.	and throw).	in the throw).		(can't turn back).
hands.	moving ball with			How to do an		They must touch 4th
5 11 1 1 1 1 1	accuracy and control.	Move away from a		underarm bowl (aim		base to confirm their
Roll, catch and throw		defender whilst		the ball between		rounder).
circular pieces of	Demonstrate the	continuing to dribble.		knee and shoulder		
equipment such as	dribbling skills			height of the batter.		The rules when
quoits.	required for football.	Show progression		Smooth underarm		bowling (ball must be
		from rolling into		action).Teammates		delivered between
Throw and catch	Demonstrate the	catching and		need to work		knee and shoulder
circular objects and	passing skills required	throwing.		together to score		height, feet inside
balls with some	for football.			runs/rounders		bowling box, smooth
consistency.		Develop tactics when				underarm action,
	Demonstrate the	shooting at and				two consecutive no
Roll a ball with some	shooting skills	protecting targets.				balls equals a half
accuracy towards	required for football.	Attack and defend in				rounder).
given targets.		a game, making and				
	Familiarise and	denying space.				Some tactics when
Kick a ball with some	understand the					fielding (spread out,
degree of accuracy	passing/movements	Throw and catch to				place a person on
towards given	required in rugby.	pass and receive a				each base, and throw
targets.		ball in a game.				accurately to 2 nd and
Bounce a ball with	Develop the skill of					4 th base).
one or two hands	tagging an opponent					
towards a target.	in rugby.		Football	Tennis	Football	Tennis
Ŭ	Engage in team		Control the ball,	Demonstrate the	Control the ball,	Show developing
Hit (strike) a ball with	games.		dribble and turn.	ready position and	keeping it close.	control of the ball.
a racket or bat.			Pass the ball	react to ball	Developing passing	Play forehand and
	Understand what		accurately and	direction, including	skills including	backhand shot with
	attacking and		control the ball when	correct position to	developed use of	increased confidence
	defending is using		receiving a pass	attempt shot.	inside of the foot.	and accuracy.
	simple practices and		including whilst on	Play a simple	Able to perform	Serve accurately
	demonstrate this.		the move.	forehand and	block tackle and	underarm and
				backhand shot.	mark effectively.	overarm. Return
				Dackilaria 3110t.	mark circutively.	serves.
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By the end of the year children will know What bouncing a ball involves. How to roll a variety	By the end of the year children will know The correct technique to catch a range of objects including a bouncing ball.	By the end of the year children will know A range of ball handling skills (bouncing,)	Shoot and play the position of a goalkeeper. Apply learnt skills in a game.	Simulate the throw of a serve. Move and catch the ball correctly applied to the layout of a court. Throw the ball with	Turn and shoot at speed and with accuracy. Application of skills within game.	Take correct positions on a court. Play strategically aiming for points.
of balls.	The correct way to	Know how to accurately roll a ball		accuracy when on a court.		
How to perform an underarm throw. How to strike a ball using a range of body	roll a ball (aim the ball towards the chosen targets. Extend arm towards target and	(opposite foot forwards to rolling arm. Bend knees staying low to the	By the end of the year children will know	By the end of the year children will know	By the end of the year children will know	By the end of the year children will know
parts (hands and feet)	follow through to gain pace on the roll).	ground. Toes pointing towards target).	How to turn when dribbling the ball.	What the ready position is (Both hands need to start	How to dribble effectively (You can use the front, inside	The rules linked to a serve (the ball must move diagonally into
How to catch a bouncing ball.	How to throw an object underarm (opposite foot	The correct technique for	How to control the ball (keep the ball close to your body,	on the racket, feet shoulder width apart, head and eyes	or outside of the foot to dribble. Keep your head up where	the opponent's box). The correct
	pointing towards target. Release point should be in front of	underarm and overarm throws and the differences	take lots of touches to keep it under	looking forwards. Bend your knees	possible to avoid collisions and be aware of where	technique for an overarm serve (start
	body. Follow through with the action to	between these.	control, keep your head up to avoid collisions).	slightly). The hand positions	other players are. Keep the ball close to	sideways behind the serving line. Hold the ball out and near the
	generate power). How to kick a	The correct technique for underarm and	The correct technique for passing	for a forehand and backhand shot.	your body and take lots of touches to keep it under	racket face. Take the racket over the shoulder to a
	stationary and moving ball (use	overarm throws and the differences	and receiving the ball (using the inside of	How to return a ball in a rally (Control the	control).	'scratch' the back position. Put the ball
	inside of the foot to kick the ball. Space between body and	Underarm technique:	your foot due to large surface area).	racket, keep it flat and move it smoothly. Contact	How to prevent an opponent getting the ball whilst you are	gently in the air and tap the ball gently at first).
	the ball. Use one hand, firm grip and be side-on when using a	use non-throwing arm to aim. Smooth action starting from	You can shoot with the front, inside and outside of their foot	the ball at a relaxed distance from the body).	dribbling (Keep your body between the defender and the ball	How to do longer shots in a rally (use a
	racket. Watch the ball closely).	behind the body all the way to in front. Release in front of	but most power can usually be got from shooting with the	How to get into position before	to act as a shield). The correct	longer stroke). Key rules linked to tennis (each player
	Some key points for kicking accurately (Kick with the instep of the foot, eye on	body, stepping with opposite foot.	front. What the position of a goalkeeper involves.	returning a ball in a rally (being ready to move with feet apart, eyes on the	technique for a block tackle (stand sideways to the attacker, move	gets a chance at two serves, if both serves are missed this is called a double fault).

the target, keep the ankle firm, strike the centre of the ball) The correct technique for catching a ball (both hands either side of the ball, pull the ball in towards you, focus on the ball).

What bowling is and some key points on how to do this (Holding the ball in your hand, swing the arm back, direct the arm towards the target).

Overarm technique: stand sideways, step forward with opposite foot, throwing arm taken behind the head whilst non-throwing arm pulls through.

How to pass a ball with accuracy (passing, face towards partner, kick with inside of foot. Receiving; follow and track the ball, Use sole of foot).

The 'ready position' for catching a ball (cup hands to catch. Watch the ball all way into hands. Create a base with knees bent and shoulder width apart).

The correct technique for holding a hockey stick (right hand at the bottom of the grip, left hand at the top of the grip, thumbs on both hands pointing down. Hit ball using flat side of the stick. To turn, twist right hand on the stick).

ball. Bend the knees as the ball falls).

The basic rules when playing tennis (the ball must go over the net and the ball can only bounce once before being hit).

Handball

Throw and catch using different techniques. Pass and shoot the ball accurately and within a competitive situation. Dribble with ball and make a pass. Move using space

By the end of the year children will know

How to hold the hockey stick correctly.

Hockey

pressure.

accuracy.

Hold the stick and

Pass and receive the

ball with improving

Shoot with accuracy.

Tackle correctly.

Play hockey in a

game situation.

dribble under

The correct technique for dribbling the ball (always use the flat side, keep the stick in contact with the ball as much as possible. The ball should be ahead of the feet. Encourage children to run with their

appropriately.

By the end of the vear children will know

How to perform an overhead pass (hold the ball higher than the head to shoot over the defender. The ball will rest in the hand with the fingers gripping where possible).

How to perform a bounce pass (Throw the ball the same as the overhead pass, except pass the ball

Hockey

goal side.

is going).

Use correct technique dribbling. Pass and receive using space; appropriate skills to keep possession. Shoot with power and developed accuracy. Tackle and mark.

towards the ball with

foot and the weight

move the ball in the

opposite direction it

When defending it is

important to stand

the inside of their

of their body to

By the end of the vear children will know

How to pass accurately (Look up to see where to pass. Have a balanced body position and a flat and low back swing. Push the ball and follow through with the stick pointing to where vou want the ball to go). The correct technique for

receiving a pass

Handball

Developing dribbling and shooting within game situations. Accurately pass a ball and intercept a pass. Defend in game situations. Demonstrate goalkeeper skills. Apply skills to a full game situation.

By the end of the year children will know

Some tactics when attacking (move the ball fast, fluid passing, fast movement, strong defence position-fast feet and movement).

Some tips for goalkeepers (you can use vour legs, arms. feet or arms to block the ball, you need fast feet, and you need to position

How to pass and shoot (Side on, pull the stick back slightly and then swing forward to connect firmly, aim at target and ensure ball travels along the floor) in hockey. The importance of space in team games and how to find or create space in games. What attacking and defending is in a game and become aware of some tactics involving these.	knees slightly bent with their backs straight). How to dribble under pressure. How to tackle in hockey (line up the flat side of the stick with their opponent's stick. Sticks should be kept on the floor when tackling. Keep a wide grip on the stick and a low stance to give more strength and control). How to shoot in hockey (look up to see the target, have a balanced body position and have a flat and low back swing).	to bounce on the floor in front of person you are passing to). Catching a handball is done by forming a bowl with both hands. The correct technique for shooting (Hold the ball high with the over arm at shoulder height and the elbow at 90 degrees angle. Draw the throwing arm backwards. Progress to left foot in front if you are passing / shooting with the right arm and vice versa. Move the passing/shooting arm forward and finish the movement with a stretched arm. A final movement in the wrist/fingers gives the ball extra speed and the chosen direction). How to dribble a handball (it can be bounced three times before the ball must passed or shot).	(Have a wide grip, bend the knees and get low. The flatter the stick, the more of the stick surface can stop the ball. Receive the ball on the flat side of the stick with soft hands). How to shoot with accuracy and power (look up to see the target, have a balanced body position and have a flat and low back swing. Bring the stick back further (not higher) to gain more power). Marking is an important part of defending in hockey. Some tactics when playing hockey (communicate with team mates, pass the ball forward quickly and look for players in space).	yourself in line with the opponent shooting). Basketball
	Pass and catch a netball including via	Dribble under pressure.	Pass, Pivot pass, shoot and throw with	Shoot with the correct technique at

	footwo Effecti mark. Shoot Demor	ead. Instrate correct ork. ively dodge and	Pass and catch a basketball using chest bounce, developing to doing so whilst on move. Pivot to take, receive and make pass.	accuracy, including chest, bounce and overhead. Use tactics for game dominance, building on dodge and marking. Develop footwork. Play to rules.	end of a dribble. Defend using defensive stance and mark. Develop accuracy of pivot to take receive and make pass. Apply skills to full size game.
	year cl know The co technic	children will correct ique for	By the end of the year children will know The correct technique for dribbling the ball	By the end of the year children will know Correct technique for a chest, bounce and overhead pass.	By the end of the year children will know The correct technique for shooting (feet about
	and ho (Ball to with h	a chest pass is ow to do this o the chest nands behind	(Use your fingers to control the ball when dribbling. You do not need to push down with much force and keep your head up if	Know the rules of high 5 netball including positions and their zones.	shoulder width apart, knees bent to allow a jump into the shot. Use both hands to hold the ball and push it towards the
	shape the ba pass, p from the the fin	on the back of all, step into the push the ball the body with agers pointing	you can and always dribble with one hand at a time). How to dribble under pressure (using the	How the footwork rule applies in game situations. Know some tactics	target, the other is used to guide and balance. When at the top of the jump, the shooting hand
	The co technic bounce	orrect ique for a ce pass (hand, which is the furthest away from the opponent, keeping the ball low and out of reach of opponents).	when playing netball. Know the rules of high 5 netball. How to shoot with	pushes through the ball towards the target with the elbow kept in. The elbow straightens and the ball is released with a
	hands, push b out) ar pass (h	s, step into pass, ball down and nd an overhead hands spread	Some of the lines on a basketball court (baseline, side-lines, three-point lines and	increased accuracy and fluency (Taking your time, facing the basket, wrist action, high release).	snap of the wrist, with the ball rolling off the fingertips). The defensive stance
	ball, lif		the centre circle).	J -/	in basketball and how to do this (feet apart, knees bent

	Alexander 1 0	A		
	throw, swing ball	A range of passes in		and arms wide. From
	overhead and	basketball and how		this position the
	release).	to perform these		defender then side
		(Chest, bounce and		steps to keep the
	Some of different	javelin passes).		pressure on their
	netball positions (GS,			opponent as they
	GA, GK, C, GD).	What basketball pass		move with the ball).
		to choose in game		
	The footwork rule	situations (Chest pass		What marking is and
	(you cannot move	is chosen when you		why this is
	the foot you landed	are close to a		important.
	on until you have	teammate, but a		
	passed the ball, but	bounce pass can be		
	you can pivot on it).	used when a team is		
		close or far away).		
	Players need to be			
	dodged when	How to pivot whilst		
	attacking and	handling the		
	marked when	basketball.		
	defending			
	The correct shooting	To receive a pass,		
	technique (Balance	they must move into		
	the ball on the	space and away from		
	shooting hand, non-	an opponent.		
	shooting hand			
	supports the ball.			
	Bend knees and as			
	you push and release			
	ball, by flicking wrist,			
	push ball up and			
	out).			
	- Jacj.			
	Tag Rugby		Tag Rugby	
	Evade and tag		Evade and tag	
	opponents while		opponents running at	
	keeping control of		speed, changing	
	the rugby ball.		direction and	
	Pass the ball		developing control.	
	accurately and		Pass and receive at	
	receive the ball safely		speed in game	
	including whilst on		situation.	

	the move and in a game situation Apply learnt skills in a game of rugby. By the end of the year children will know	Refine attacking and defending skills. Develop team tactics. By the end of the year children will know
	The correct technique for grabbing tags (Good footwork skills, getting low and strong communication	How to receive a pass at pace (take the pass in your stride and do not slow down for it). What tactical
	skills). How to hold the ball correctly (held in both hands where possible, make sure that the fingers are wrapped around the	awareness is and give some examples of this (looking where opponents are before running or passing).
	ball). The correct technique for passing a rugby (Stand sideways on to your teammate, keep your	Attackers and defenders must work together to create a successful play.
	hands on the side of the ball, swing your arms like a pendulum and release towards the receiver, the ball must go backwards).	
	What a try is. To receive a pass, they must be stood behind the passer.	

Swimming		To enter the water		Jump into the pool
Swimming				-
		safely and move in all		and submerge
		directions for a short		briefly.
		distance.		
				Sink, push away from
		To maintain a		the wall and glide
		floating position with		underwater for a
		aids or support		short distance.
		To push and glide in		Submerge fully to
		a horizontal position		pick up an object
		and on their back		from the bottom.
		from side to side.		
				Have reasonable
		Demonstrate an		knowledge of the
		understanding of		water safety code.
		water safety.		
				To perform a
		Jump in from the		sequence of different
		poolside safely.		shapes whilst floating
		poolside safety.		Shapes willist hoating
		Blow bubbles		Swimming 10m and
		underwater with		over using a range of
		mouth and nose		strokes.
				Strukes.
		submerged.		D
				Perform a surface
		Regaining an upright		dive.
		position from a back		
		to front float		To perform a range
				of jumps into deep
				water and tread
				water when
				resurfacing
				Perform a forward
				somersault tucked in
				water.
				To swim 10m
				wearing clothes
				Exit the water
				without using steps.
				at asing steps.
	l .			

	Swim 25m using any stroke. Perform a range of deep-water movements.
By the end of the year children will know How to jump into the pool safely. Some basic water safety. What the floating position is and why this is important.	By the end of the year children will know A range of swimming strokes (Front crawl, breaststroke, and backstroke). The water safety code. How to perform a surface dive. How to exit the pool without using steps.