Key stage 1 Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to exten their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self and against others and co-operative physical activities, in a range of increasingly challenging situations.	d how to use them in different ways and to link ther sequences of movement. They should enjoy comm	nunicating, collaborating and n understanding of how to and learn how to evaluate metres	swimming instruction either in key stage 1 or key Ild be taught to: Infidently and proficiently over a distance of at least 25
<ul> <li>Pupils should be taught to:</li> <li>master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and coordination, and begin to apply these in a range of activities</li> <li>participate in team games, developing simple tactics for attacking and defending</li> <li>perform dances using simple movement patterns.</li> </ul>	<ul> <li>Pupils should be taught to:</li> <li>use running, jumping, throwing and catch combination</li> <li>play competitive games, modified where badminton, basketball, cricket, football, hock tennis], and apply basic principles suitable for</li> <li>develop flexibility, strength, technique, co example, through athletics and gymnastics]</li> <li>perform dances using a range of movement to achieve their personal best.</li> </ul>	breaststroke] appropriate [for example, rey, netball, rounders and r attacking and defending ntrol and balance [for nt patterns vity challenges both s ones and demonstrate	effectively [for example, front crawl, backstroke and ue in different water-based situations.
<ul> <li>EYFS Programme Physical Development</li> <li>ELG: Gross Motor Skills</li> <li>Children at the expected level of development will: <ul> <li>Negotiate space and obstacles safely, with considera</li> <li>Demonstrate strength, balance and coordination whe</li> <li>Move energetically, such as running, jumping, dancir</li> </ul> </li> <li>ELG: Fine Motor Skills <ul> <li>Children at the expected level of development will:</li> <li>Hold a pencil effectively in preparation for fluent writing – using</li> <li>Use a range of small tools, including scissors, paint brushes and</li> <li>Begin to show accuracy and care when drawing.</li> </ul> </li> </ul>	en playing; ng, hopping, skipping and climbing. the tripod grip in almost all cases;		
Foundation Sequence towards KS1	KS1 Sequence towards KS1	Lower KS2 Sequence towards Upper KS2	KS2

		Sequence towards KS1	Sequence towards KS1	Sequence towards Upper KS2	
•	IAMES	Describe how the body feels when still and	Recognise and describe how the body feels	Describe how the body reacts at different times	Understand the importance of warming up
	1	when exercising.	during and after different physical activities.	and how this affects performance.	and cooling down.
		Hit a ball with a bat or racquet.	Explain what they need to stay healthy.	1 5 6 5	Carry out warm-ups and cool-downs safely and effectively.

underarm.	Strike or hit a ball with increasing control.	Know some reasons for warming up and cooling down.	Understand why exercise is good for hea fitness and wellbeing.
Catch aquinmont using two hands	Learn skills for playing striking and fielding		
caten equipment using two nands.	games.	Use a bat, racquet or stick (hockey) to hit a ball or shuttlecock with accuracy and control.	Know ways they can become healthier.
Move a ball in different ways, including bouncing and kicking.	Position the body to strike a ball.		Hit a bowled ball over longer distances.
5 5	Throw different types of equipment in different	Accurately serve underarm. Build a rally with a partner.	Use good hand-eye coordination to be a
Use equipment to control a ball.	ways, for accuracy and distance.		direct a ball when striking or hitting.
Kick an object at a target.		Use at least two different shots in a game situation.	
Nick an object at a target.	Throw, catch and bounce a ball with a partner.	Situation.	Understand how to serve in order to sta game.
Move safely around the space and equipment.	Use throwing and catching skills in a game.	Use hand-eye coordination to strike a moving	0
		and a stationary ball.	Throw and catch accurately and success under pressure in a game.
and backwards.	Throw a ball for distance.	Develop different ways of throwing and	under pressure in a gaille.
	Use hand-eye coordination to control a ball.	catching.	Show confidence in using ball skills in v
Play a range of chasing games.		Move with the ball using a range of techniques,	ways in a game situation, and link these together effectively.
Follow simple rules.	Vary types of throw used.	showing control and fluency.	
	Bounce and kick a ball whilst moving. Use	Pass the ball with increasing speed, accuracy	Choose and make the best pass in a game situation and link a range
	kicking skills in a game. Use dribbling skills in a game.	and success in a game situation.	of skills together with fluency, e.g. passi and receiving the ball on the move.
Participate in simple games.	Know how to pass the ball in different ways.	Occasionally contribute towards helping their	Keen and win he do no consist of the ba
	r	team to keep and win back possession of the ball in a team game.	Keep and win back possession of the ba effectively and in a variety of ways in a t
	Use different ways of travelling at different speeds and following different pathways,		game.
	directions	Make the best use of space to pass and receive the ball.	Demonstrate a good awareness of space
	or courses.		
	Change speed and direction whilst running.	Use a range of attacking and defending skills and techniques in a game.	Think ahead and create a plan of attack defence.
	Begin to choose and use the best space in a game.	Use fielding skills as an individual to prevent a player from scoring.	Apply knowledge of skills for attacking defending.
	Begin to use and understand the terms attacking and defending.	Vary the tactics they use in a game. Adapt rules to alter games.	Work as a team to develop fielding stration prevent the opposition from scoring.

		Use at least one technique to attack or defend to play a game successfully.	Perform and apply skills and techniques with control and accuracy.	Follow and create complicated rules to play a game successfully.
		Understand the importance of rules in games.	Take part in a range of competitive games and activities.	Communicate plans to others during a game.
		Use at least one technique to attack or defend to play a game successfully.	Watch, describe and evaluate the effectiveness	Lead others during a game.
		Perform sequences of their own composition with coordination.	of performances, giving ideas for improvements.	Perform and apply a variety of skills and techniques confidently, consistently and with precision.
		Perform learnt skills with increasing control.	Modify their use of skills or techniques to achieve a better result.	Take part in competitive games with a strong
		Compete against self and others.		understanding of tactics and composition. Thoroughly evaluate their own and others'
		Watch and describe performances, and use what they see to improve their own performance.		work, suggesting thoughtful and appropriate improvements.
		Talk about the differences between their work and that of others.		
ΟΟΑ			Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.	Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.
			Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.	Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.
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GYMNASTICS	Describe how the body feels when still and when exercising.	Log roll (controlled) Curled side roll (egg roll) (controlled)	Forward roll from standing Straddle forward roll Tucked backward roll Backward roll to straddle	Forward roll from standing Straddle forward roll Pike forward roll
	Create a short sequence of movements.	Teddy bear roll (controlled)	Straight jump Tuck jump	Dive forward roll

Roll in different ways with control.	Rocking forward roll Crouched forward roll	Jumping jack	Tucked backward roll Backward roll to
		Star jump	straddle Backward roll to standing pike
Travel in different ways.	Straight jump Tuck jump Jumping jack Half turn	Straddle jump	backward roll
	jump Cat spring	Pike jump	
	Jump Cat Spring	Straight jump half-turn Straight jump full-turn	Straight jump
Stretch in different ways.		Cat leap	
	Cat spring to straddle	outroup	Tuck jump
ump in a range of ways from one space to			Jumping jack
	Hurdle step onto springboard Straight jump off	Cat leap half-turn	Star jump
	springboard Tuck jump off springboard		Straddle jump
	springboard Tuck jump on springboard	Hurdle step onto springboard Squat on vault	Pike jump
Begin to balance with control.		Straddle on vault	Stag jump
-	Bunny hop	Star jump off	Straight jump half-turn Straight jump fu
	Front support wheelbarrow with partner T-	star jump on	turn Cat leap
nove around, under, over, and through	lever		cum sucreup
	Scissor kick	Tuck jump off Straddle jump off Pike jump off	
	JUISSUI KIUK	, , , , , , , , , , , , , , , , , , ,	Cat leap half-turn Cat leap full-turn Spli
Curled side roll (egg roll) Log roll (pencil roll)			Stag leap
Feddy bear roll	Tiptoe, step, jump and hop Hopscotch	Lunge into handstand Lunge into cartwheel	
	Skipping		Usualla aton anto anninghoond Court or
	Galloping	Tiptoe, step, jump and hop Hopscotch	Hurdle step onto springboard Squat on
Straight jump Tuck jump Jumping jack Half	danoping	Skipping	Straddle on vault
turn jump		Chassis steps	Star jump off
) r	Straight jump half-turn	Chassis steps	
Deserves have			Tuck jump off Straddle jump off Pike ju
Bunny hop	Standing balances	Straight jump half turn Straight jump full turn	Squat through vault Straddle over vault
	Kneeling balances	Cat leap	Squat through vault Stradule over vault
Fiptoe, step, jump and hop		Cat leap half turn Pivot	
	Large body part balances		Lunge into cartwheel Lunge into round
	Balances on apparatus		Hurdle step
	Balances with a partner	1, 2, 3 and 4- point balances	Hurdle step into cartwheel Hurdle step
	Pike, tuck, star, straight, straddle shapes Front		round-off
Control my body when performing a	and back support	Balances on apparatus	
sequence of movements.	••	balances on apparatus	
	Deuforme accurate accurate the start accurate start		Tiptoe, step, jump and hop Hopscotch
	Perform sequences of their own composition	Balances with and against a partner	Skipping
Participate in simple games.	with coordination.		Chassis steps
		Pike, tuck, star, straight, straddle shapes	
Colle about what they have done. Tally about	Perform learnt skills with increasing control.	r ike, tuck, stal, straight, strautie shapes	Christelit innen half terre Christelit i
and about what they have done. Tank about			Straight jump half turn Straight jump fu
what others have done.		Front and back support	Cat leap
	Watch and describe performances, and use	11	Cat leap half turn
	what they see to improve their own		
	performance.	Perform and create sequences with fluency and	Cat leap full turn Pivot
	-	expression.	Gat 16ap 1011 10111 F 1901
	Talls about the differences between the inserval		
	Talk about the differences between their work	Perform and apply skills and techniques with	1, 2, 3 and 4- point balances Balances or
		p cristin and apply skins and teeningues with	1
	and that of others.	control and accuracy.	apparatus

# Warbstow Primary Academy and Nursery

PHYSICAL EDUCATION WHOLE SCHOOL PROGRESSION

			Watch describe and evaluate the offectiveness	Develop technique, control and complexity of
				part-weight partner balances
			-	Group formations
				Pike, tuck, star, straight, straddle shapes
				Front and back support
				Link actions to create a complex sequence using a full range of movement that showcases different agilities, performed in time to music.
				Perform and apply a variety of skills and techniques confidently, consistently and with precision.
				Begin to record their peers' performances, and evaluate these.
				Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.
DANCE	Describe how the body feels when still and when exercising.	Recognise and describe how the body feels during and after different physical activities.	Describe how the body reacts at different times and how this affects performance.	Understand the importance of warming up and cooling down.
	Join a range of different movements together.	Explain what they need to stay healthy.	Explain why exercise is good for your health.	Carry out warm-ups and cool-downs safely and effectively.
	Change the speed of their actions. Change the style of their movements.	Copy, remember and repeat actions. Create a short motif inspired by a stimulus.		Understand why exercise is good for health, fitness and wellbeing.
	Create a short movement phrase which demonstrates their own ideas.	Change the speed and level of their actions.	Identify and repeat the movement patterns and	Know ways they can become healthier.
	Control my body when performing a sequence of movements.	Use simple choreographic devices such as unison, canon and mirroring.	Compose a dance that reflects the chosen dance style.	Identify and repeat the movement patterns and actions of a chosen dance style.
	Talk about what they have done. Talk about what others have done.	Use different transitions within a dance motif.		Compose individual, partner and group dances that reflect the chosen dance style.

Move in time to music.	Compose longer dance sequences in a small	Use dramatic expression in dance movements
Improve the timing of their actions.	group.	and motifs.
Perform sequences of their own composition with coordination.	Demonstrate precision and some control in response to stimuli.	Perform with confidence, using a range of movement patterns.
Perform learnt skills with increasing control.	Begin to vary dynamics and develop actions and motifs in response to stimuli.	Demonstrate strong and controlled movements throughout a dance sequence.
Compete against self and others.	Demonstrate rhythm and spatial awareness.	Combine flexibility, techniques and
Watch and describe performances, and use what they see to improve their own	Change parts of a dance as a result of self-	movements to create a fluent sequence.
performance.	evaluation.	Move appropriately and with the required style in relation to the stimulus, e.g. using various levels, ways of travelling and motifs.
Talk about the differences between their work and that of others.	Use simple dance vocabulary when comparing and improving work.	Show a change of pace and timing in their
	Perform and create sequences with fluency and expression.	
	Perform and apply skills and techniques with	Move rhythmically and accurately in dance sequences.
	control and accuracy.	Improvise with confidence, still
	Watch, describe and evaluate the effectiveness of performances, giving ideas for	demonstrating fluency across their sequence.
	improvements.	Dance with fluency and control, linking all movements and ensuring that transitions
	Modify their use of skills or techniques to achieve a better result.	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.
		Link actions to create a complex sequence using a full range of movement.

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### PHYSICAL EDUCATION WHOLE SCHOOL PROGRESSION

				Perform the sequence in time to music.
				Perform and apply a variety of skills and techniques confidently, consistently and with precision.
				Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.
	Describe how the body feels when still and when exercising.	Recognise and describe how the body feels during and after different physical activities.	Describe how the body reacts at different times and how this affects performance.	Understand the importance of warming up and cooling down.
	when exercising.	au nig and alter unterent physical activities.	and now this ancets performance.	
	Run in different ways for a variety of purposes.	Explain what they need to stay healthy.	Explain why exercise is good for your health.	Carry out warm-ups and cool-downs safely and effectively.
		Run at different paces, describing the different		
	Jump in a range of ways, landing safely.	paces.	cooling down.	Understand why exercise is good for health, fitness and wellbeing.
	Roll equipment in different ways. Throw underarm.	Use a variety of different stride lengths.	Confidently demonstrate an improved technique for sprinting.	Know ways they can become healthier.
	Throw an object at a target.	Travel at different speeds.		
	Control their body when performing a	Begin to select the most suitable pace and	Carry out an effective sprint finish.	Recap, practise and refine an effective sprinting technique, including reaction time
	sequence of movements.	speed for distance.	Perform a relay, focusing on the baton changeover technique.	Build up speed quickly for a sprint finish.
	Participate in simple games.	Complete an obstacle course.		
	Talk about what they have done. Talk about	Vary the speed and direction in which they are	Speed up and slow down smoothly.	Run over hurdles with fluency, focusing on the lead leg technique and a consistent stride
	what others have done.	travelling.	Learn how to combine a hop, step and jump to perform the standing triple jump.	pattern.
		Run with basic techniques following a curved		Accelerate to pass other competitors.
		line.	Land safely and with control.	Work as a team to competitively perform a
		Be able to maintain and control a run over different distances.	Begin to measure the distance jumped.	relay.
		Perform and compare different types of jumps: for example, two feet to two feet, two feet to	Perform a pull throw. Measure the distance of their throws.	Confidently and independently select the most appropriate pace for different distance and different parts of the run.
		one foot, one foot to same foot or one foot to opposite foot.	Continue to develop techniques to throw for increased distance.	

	Combine different jumps together with some	Perform and apply skills and techniques with	Demonstrate endurance and stamina over
	fluency and control.	control and accuracy.	longer distances in order to maintain a sustained run.
	Jump for distance from a standing position with accuracy and control.	Take part in a range of competitive games and activities.	Develop the technique for the standing vertical jump.
	Investigate the best jumps to cover different distances.	Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements.	Maintain control at each of the different stages of the triple jump.
	Choose the most appropriate jumps to cover different distances.	Modify their use of skills or techniques to achieve a better result.	Land safely and with control.
	Know that the leg muscles are used when performing a jumping action.		Develop and improve their techniques for jumping for height and distance and support others in improving their performance.
	Throw different types of equipment in different ways, for accuracy and distance.		Perform and apply different types of jumps in other contexts.
	Throw with accuracy at targets of different heights.		Set up and lead jumping activities including measuring the jumps with confidence and
	Investigate ways to alter their throwing technique to achieve greater distance.		accuracy. Perform a heave throw.
	Perform learnt skills with increasing control.		Measure and record the distance of their
	Compete against self and others.		throws.
	Watch and describe performances, and use what they see to improve their own performance.		Continue to develop techniques to throw for increased distance and support others in improving their personal best.
	Talk about the differences between their work and that of others.		Develop and refine techniques to throw for accuracy.
			Perform and apply a variety of skills and techniques confidently, consistently and with precision.

# Warbstow Primary Academy and Nursery

PHYSICAL EDUCATION WHOLE SCHOOL PROGRESSION

Take part in competitive games with a strong understanding of tactics and composition.
Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.