Year Group	Reception	Year 1	Year 2	Year 3	Year 4
Topic	ALL ABOUT ME	FAMOUS PEOPLE	FAMOUS PEOPLE	TOMB RAIDERS	TOMB RAIDERS
	FABULOUS FESTIVALS	WHO CHANGED OUR	WHO CHANGED OUR		
Chilles Commonting		LIVES	LIVES		
Skills: Gymnastics	move confidently in a range of	explore gymnastics actions and	remember, repeat and link	consolidate and improve the	develop the range of actions,
Acquiring and	ways, safely negotiating space.	still shapes	combinations of gymnastic	quality of their actions, body	body shapes and balances they
developing skills		move confidently and safely in their own and general space,	actions, body shapes and balances with control and	shapes and balances, and their ability to link movements	include in a performance perform skills and actions more
developing skins		using change of speed and	precision	,	accurately and consistently
Selecting and applying skills, tactics and	good control and coordination	direction copy or create and link	choose, use and vary simple	improve their ability to select	create gymnastic sequences
compositional ideas	in large and small movements.	movement phrases with beginnings, middles and ends	compositional ideas in the sequences they create and	appropriate actions and use simple compositional ideas	that meet a theme or set of conditions
		perform movement phrases	perform		use compositional devices
		using a range of body actions			when creating their sequences,
		and body parts			such as changes in speed, level and direction
Knowledge and understanding of fitness	They handle equipment and	know how to carry and place	recognise and describe what	recognise and describe the short term effects of exercise	recognise and describe the short term effects of exercise
and health	tools effectively.	equipment recognise how their body feels	their bodies feel like during different types of activity	on the body during different	on the body during different
		when still and when exercising	lift, move and place equipment safely	activities know the importance of	activities know the importance of
			July 1	suppleness and strength	suppleness and strength
Evaluating and improving performance	watch and copy what they and	watch, copy and describe what	improve their work using	describe and evaluate the	describe and evaluate the
	others have done	they and others have done	information they have gained by watching, listening and	effectiveness and quality of a performance	effectiveness and quality of a performance
			investigating	recognise how their own performance has improved	recognise how their own performance has improved
				performance has improved	performance has improved
Knowledge	Reception	Year 1	Year 2	Year 3	Year 4
Reception	Different ways of travelling/moving.	Travelling, stretching & curling Taking weight, flight. Perform	Travelling, stretching & curling Taking weight, flight. Perform	Stretching & curling Symmetry	Stretching & curling Symmetry
Travels with confidence and skill around, under, over and through balancing and climbing equipment. (PD	Changing speeds/direction.	sequences, individually & in	sequences, individually & in	Pathways	Pathways
M&H 40-60) Initiates new combinations of movement and gesture in order to	Jumps & rolls. Partner/group work.	pairs.Recognise ways to improve technique.	pairs. Recognise ways to improve technique.	Travel and change direction Evaluate physical impact of	Travel and change direction Evaluate physical impact of
express and respond to feelings, ideas and experiences. (EAD BI	Performing sequence of rolls & jumps.			exercise on health.	exercise on health.
40-60) Experiments with different ways of moving. (PD M&H 40-60)	How to lead a healthy lifestyle - diet, exercise, personal				
Jumps off an object and lands appropriately. (PD M&H 40-60)	hygiene. Move around gym equipment				
KS1 Macter basis movements including running jumping throwing	like different animals.				
Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and	'Mirror That Monkey' - mirroring partner.				
coordination, and begin to apply these in a range of activities.	Balancing like big cats.				

Compare their performances with previous ones and demonstrate improvement to achieve their personal best. Develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics].	Improving movement by observing others. Perform sequence of animal movements.				
Skills: Games/Multiskills					
Acquiring and developing skills	move confidently in a range of ways, safely negotiating space.	be confident and safe in the spaces used to play games explore and use skills, actions and ideas individually and in combination to suit the game they are playing	improve the way they coordinate and control their bodies and a range of equipment remember, repeat and link combinations of skills	consolidate and improve the quality of their techniques and their ability to link movements develop the range and consistency of their skills in all games	develop the range and consistency of their skills in all games
Selecting and applying skills, tactics and compositional ideas	good control and coordination in large and small movements.	choose and use skills effectively for particular games	choose, use and vary simple tactics	improve their ability to choose and use simple tactics and strategies keep, adapt and make rules for striking and fielding and net games	devise and use rules keep, adapt and make rules for striking and fielding and net games use and adapt tactics in different situations
Knowledge and understanding of fitness and health	They handle equipment and tools effectively.	know that being active is good for them and fun	recognise and describe what their bodies feel like during different types of activity	know and describe the short term effects of different exercise activities on the body know how to improve stamina begin to understand the importance of warming up	recognise which activities help their speed, strength and stamina and know when they are important in games recognise how specific activities affect their bodies
Evaluating and improving performance	watch and copy what they and others have done	watch, copy and describe what others are doing describe what they are doing	recognise good quality in performance use information to improve their work	recognise good performance and identify the parts of a performance that need improving use what they have learned to improve their work	explain their ideas and plans recognise aspects of their work which need improving suggest practices to improve their play
Knowledge	Reception	Year 1	Year 2	Year 3	Year 4
Reception Shows increasing control over an object in pushing, patting, throwing, catching or kicking it. (PD – M&H 40-60) Show good control and coordination in large and small movements. (PD – M&H ELG) Negotiates space successfully when playing racing and chasing games with other children, adjusting speed or changing direction to avoid obstacles. (PD M&H 40-60) Experiments with different ways of moving. (PD M&H 40-60) Moves confidently in a range of ways, safely negotiating space. (PD M&H ELG)	Throwing & catching a beanbag. Improving skills by practise. Competitive games: Team races using learnt skills.	Throw/catch/aim Intercept, retrieve and stop a beanbag/ball Play mini games. Evaluate physical impact of exercise on health. Invasion: begin to engage in competitive activities Move with speed and agility. Learn to dodge and evade. Recognise ways to improve technique.	Throw/catch/aim Intercept, retrieve and stop a beanbag/ball Play mini games. Evaluate physical impact of exercise on health. Invasion: begin to engage in competitive activities Move with speed and agility. Learn to dodge and evade. Recognise ways to improve technique.	Tag Rugby: use recognised passes, work as part of a team. Maintain speed & flexibility in game play, evaluate to make improvement. Badminton: Play a continuous game using throwing & simple hitting. Look for ways to improve technique.	Tag Rugby: use recognised passes, work as part of a team. Maintain speed & flexibility in game play, evaluate to make improvement. Badminton: Play a continuous game using throwing & simple hitting. Look for ways to improve technique.

KS1	
Master basic movements including running, jumping, thr	rowing
and catching, as well as developing balance, agility and	
coordination, and begin to apply these in a range of activ	vities;
Participate in team games, developing simple tactics for	
attacking and defending;	
KS2	
Use running, jumping, throwing and catching in isolation	n and in
combination;	
Play competitive games, modified where appropriate [fo	or
example, badminton, basketball, cricket, football, hockey	γ,
netball, rounders and tennis], and apply basic principles	suitable
for attacking and defending;	
Develop flexibility, strength, technique, control and balar	ince [for
example, through athletics and gymnastics];	
Compare their performances with previous ones and	
demonstrate improvement to achieve their personal bes	st.

Skills: Dance						
Health and Fitness	Describe how the body feels when still and when exercising.	Describe how the body feels before, during and after exercise. Carry and place equipment safely.	Recognise and describe how the body feels during and after different physical activities. Explain what they need to stay healthy.	Recognise and describe the effects of exercise on the body. Know the importance of strength and flexibility for physical activity. Explain why it is important to warm up and cool down.	Describe how the body reacts at different times and how this affects performance. Explain why exercise is good for your health. Know some reasons for warming up and cooling down.	
Dance Skills	Join a range of different movements together. Change the speed of their actions. Change the style of their movements. Create a short movement phrase which demonstrates their own ideas.	Copy and repeat actions. Put a sequence of actions together to create a motif. Vary the speed of their actions. Use simple choreographic devices such as unison, canon and mirroring. Begin to improvise independently to create a simple dance.	Copy, remember and repeat actions. Create a short motif inspired by a stimulus. Change the speed and level of their actions. Use simple choreographic devices such as unison, canon and mirroring. Use different transitions within a dance motif. Move in time to music. Improve the timing of their actions.	Begin to improvise with a partner to create a simple dance. Create motifs from different stimuli. Begin to compare and adapt movements and motifs to create a larger sequence. Use simple dance vocabulary to compare and improve work. Perform with some awareness of rhythm and expression.	Identify and repeat the movement patterns and actions of a chosen dance style. Compose a dance that reflects the chosen dance style. Confidently improvise with a partner or on their own. Compose longer dance sequences in a small group. Demonstrate precision and some control in response to stimuli. Begin to vary dynamics and develop actions and motifs in response to stimuli. Demonstrate rhythm and spatial awareness.	

					Change parts of a dance as a result of self-evaluation. Use simple dance vocabulary when comparing and improving work.
Compete and Perform		Perform using a range of actions and body parts with some coordination. Begin to perform learnt skills with some control.	Perform sequences of their own composition with coordination. Perform learnt skills with increasing control. Compete against self and others.	techniques with control and	Perform and create sequences with fluency and expression. Perform and apply skills and techniques with control and accuracy.
Evaluate	Talk about what others have done.	Watch and describe performances. Begin to say how they could improve.	Watch and describe performances, and use what they see to improve their own performance. Talk about the differences between their work and that of others.	performance. Describe how their performance has improved over time.	Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements. Modify their use of skills or techniques to achieve a better result.
Knowledge	Reception	Year 1	Year 2	Year 3	Year 4
Reception Show good control and coordination in large and small movements. They move confidently in a range of ways, safely negotiating space. (PD – M&H ELG) Sing songs, make music and dance, and experiment with ways of changing them. (EAD – M & M ELG) Represent their own ideas, thoughts and feelings through dance. (EAD – BI ELG) KS 1 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; perform dances using simple movement patterns. KS2 Develop flexibility, strength, technique, control and balance]; Perform dances using a range of movement patterns;	Taught in the Spring Term.	Toys/Plants Making shapes, travel, spin, jump. Copy and repeat shapes. Partner work. Perform & evaluate.	Toys/Plants Making shapes, travel, spin, jump. Copy and repeat shapes. Partner work. Perform & evaluate.	Work creatively and imaginatively, use recognised dance action. Move in sustained sequences and hold positions, adapt and improve.	Work creatively and imaginatively, use recognised dance action. Move in sustained sequences and hold positions, adapt and improve.
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Skills: Athletics					
Health and Fitness	Describe how the body feels when still and when exercising.	Describe how the body feels before, during and after exercise. Carry and place equipment safely.	Recognise and describe how the body feels during and after different physical activities. Explain what they need to stay healthy.	Recognise and describe the effects of exercise on the body. Know the importance of strength and flexibility for physical activity. Explain why it is important to warm up and cool down.	Describe how the body reacts at different times and how this affects performance. Explain why exercise is good for your health. Know some reasons for warming up and cooling down.
Running	Run in different ways for a variety of purposes.	Vary their pace and speed when running. Run with a basic technique over different distances. Show good posture and balance. Jog in a straight line. Change direction when jogging. Sprint in a straight line. Change direction when sprinting. Maintain control as they change direction when jogging or sprinting.	Run at different paces, describing the different paces. Use a variety of different stride lengths. Travel at different speeds. Begin to select the most suitable pace and speed for distance. Complete an obstacle course. Vary the speed and direction in which they are travelling. Run with basic techniques following a curved line. Be able to maintain and control a run over different distances.	Identify and demonstrate how different techniques can affect their performance. Focus on their arm and leg action to improve their sprinting technique. Begin to combine running with jumping over hurdles. Focus on trail leg and lead leg action when running over hurdles. Understand the importance of adjusting running pace to suit the distance being run.	Confidently demonstrate an improved technique for sprinting. Carry out an effective sprint finish. Perform a relay, focusing on the baton changeover technique. Speed up and slow down smoothly.
Jumping	Jump in a range of ways, landing safely.	two feet to one foot, one foot to	types of jumps: for example, two feet to two feet, two feet to one foot, one foot to same foot or one foot to opposite foot. Combine different jumps together	and to land with. Develop an effective take-off for the standing long jump. Develop an effective flight phase for the standing long jump. Land safely and with control.	Learn how to combine a hop, step and jump to perform the standing triple jump. Land safely and with control. Begin to measure the distance jumped.
Throwing	Roll equipment in different ways. Throw underarm. Throw an object at a target.	Throw underarm and overarm. Throw a ball towards a target with increasing accuracy. Improve the distance they can throw by using more power.	Throw different types of equipment in different ways, for accuracy and distance. Throw with accuracy at targets of different heights.	l	Perform a pull throw. Measure the distance of their throws. Continue to develop techniques to throw for increased distance.

	Taught in Spring and Summer Terms.					
Knowledge	Reception	Year 1	Year 2	Year 3	Year 4	
Evaluate	Talk about what others have	Watch and describe performances. Begin to say how they could improve.	Watch and describe performances, and use what they see to improve their own performance. Talk about the differences between their work and that of others.	Describe how their performance has improved over time.	Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements. Modify their use of skills or techniques to achieve a better result.	
Compete and Perform	performing a sequence of movements Participate in simple games	Begin to perform learnt skills with some control. Engage in competitive activities and team games.	Perform learnt skills with increasing control. Compete against self and others.	techniques with control and confidence. Compete against self and others	Perform and apply skills and techniques with control and accuracy. Take part in a range of competitive games and activities.	
			Investigate ways to alter their throwing technique to achieve greater distance.	Continue to develop techniques to throw for increased distance.		

Skills: Outdoor Adventurous Activities -	Taught in cycle A of a 2-year rolling cy	cle.	
Health and Fitness Trails	Not taught until KS2.	Recognise and describe the effects of exercise Know the importance of strength and flexibilit Explain why it is important to warm up and co Describe how the body reacts at different time Explain why exercise is good for your health. Know some reasons for warming up and cooli Orientate themselves with increasing confidence and accuracy around a short trail.	y for physical activity. ol down. es and how this affects performance,
Problem Solving		Identify and use effective communication to begin to work as a team, identify symbols used on a key.	Communicate clearly with other people in a team and with other teams. Have experience of a range of roles within a team and begin to identify the key skills required to succeed at each. Associate the meaning of a key in the context of the environment.
Preparation and Organisation		Begin to choose equipment that is appropriate for an activity.	Try a range of equipment for creating and completing an activity. Make an informed decision on the best equipment to use for an activity. Plan and organise a trail that others can follow.
Communication		Communicate with others	Communicate clearly with others. Work as part of a team.

Thomas Johnson Lower School: Dream - Discover - Flourish

					Begin to use a map to complete an
					orienteering course.
Compete and Perform				Begin to complete activities in a set period of	Complete an orienteering course more than
Para Para Para Para Para Para Para Para				time.	once and begin to identify ways of improving
				Begin to offer an evaluation of personal	completion time.
				performances and activities.	Offer an evaluation of both personal
					performances and activities.
					Start to improve trails to increase the
					challenge of the course.
Evaluate				Watch, describe and evaluate the	Watch, describe and evaluate the
Lvaluate				effectiveness of a performance.	effectiveness of performances, giving ideas
				Describe how their performance has	of improvements.
				improved over time.d	Modify their use of skills or techniques to
					achieve a better result.
Knowledge	Reception	Year 1	Year 2	Year 3	Year 4
KS 2	Not taught u	ntil KS2		Taught in Cycle A of a 2-yea	r rolling cycle
Take part in outdoor and adventurous activity challenges both individually and within a team.	ivot taugiit u	IIII NJZ		raught in Cycle A of a 2-yea	i ronnig cycle.
Compare their performances with previous ones and					
demonstrate improvement to achieve their personal best.					