

	* To introduce skills of travel, send, chase, receive, avoid, control, awareness of space and individual actions, stillness, jumping, timing, changing shape, size and direction					
* To experience a variety of game(s) equipment, practicing alone, competition, simple rules, indoor/outdoor areas						
EYFS	* To experience different moods and feelings; a range of stimuli, performing movements from existing dance traditions					
	* To develop simple games, playing games alone and in pairs					
	* To develop making dances, control and using rhythm					

	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Multi-skills	*Explore the use of accuracy, control, jumping, running, and throwing in a variety of indoor and outdoor areas *Use equipment to stimulate skills and development of an understand of safe practice	*Explore the use of travel and control to develop an awareness of other players *Gain experience within a variety of games using equipment to send, chase, receive, avoid and dodge *Develop an understanding of simple rules and tactics for attacking and defending. *Begin making up simple games to play alone, in pairs or groups	*Continue to improve skills of travel, send, chase, receive, dodge, accuracy whilst moving into and out of space *Introduce skills to attack, defend avoid and control *Experience small sided and simplified versions of different types of games *Develop a variety of common skills and game principles to include; team work; working towards tasks set by themselves and the teacher and competition *Develop team games by making up games with an understanding of game principles	*Further improve skills of travel, send, chase, receive, dodge, avoid, attack, defend, control and accuracy *Develop skills of moving into and out of space. Build teamwork skills *Continue to experience small sided and simplified versions of different types of games *Continue to develop team games, imaginative games, whilst furthering understanding of game principles *Experience of competitive games	*Consolidate skills of travel, send, chase, receive, dodge, avoid, attack, defend, control accuracy; movement into/out of space *Experience a variety of common skills and game principles; team work; working towards tasks set by themselves and teacher *Increasing experience of competitive games. *Further develop team games to work within prescribed areas, considering and developing rules and scoring systems	*Reinforce skills of travel, send chase, receive, dodge, avoid, attack, defend, control accuracy; movement into/out of space *Experience a variety of common skills and game principles linked to attacking & defending play; team work; refining their own games Ample opportunities for competition *Consolidate team games to work within prescribed areas, considering and developing rules, roles and scoring systems

	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Gymnastics	*Explore skills of travelling, stillness, balance, turning, rolling, climbing, swinging, weight on hands, placing apparatus, jumping *Introduce co-ordination of body parts Experience using floor and apparatus, using/finding space, *Use different body parts to create shape levels & direction and improve actions, making up a sequence *Understand the importance of safe lifting and carrying *Develop working together, body control, planning/practicing simple actions alone using correct language for actions and apparatus	*Further develop skills of travelling, stillness, balance, turning, rolling, climbing, swinging, weight on hands, placing apparatus, jumping *Experience consolidating work from Y1 and adapting and improving control of actions *Develop and consolidate work identified in Y1 with emphasis in repeating sequences of movements, linking activities on floor/apparatus, using pupils' own choices to link skills and actions in short movement phrases	*Improve skills of rolling, jumping, swinging, balancing, taking weight on hands *Develop skills around changing speed, direction, shape levels; using different combinations of floor and apparatus, working alone/ with partner *Experience performing and remembering sequences, with control; responding to set tasks, short sequences, selecting apparatus *Develop an understanding of actions ending one movement – starts next; making decisions to affect their actions	*Improve skills of shape levels; using different combinations of floor and apparatus, working alone & with partner *Practice, adapt and refine actions; perform with whole/part body control; explore and select actions which can be developed within sequences, practiced and repeated through gymnastic actions *Experience sequences which they remember and repeat, respond to a variety of tasks, longer sequences, apparatus choice *Develop an understanding of selecting more relevant actions, continuity when linking movement actions	*Consolidate skills of balancing, taking weight on hands; changing speed, direction, shape, levels; using different combinations of floor and apparatus, working alone/with partner *Practice adapt and refine actions; perform with whole/part body control; explore and select actions that can be developed within sequences, practiced and repeated through gymnastic actions *Experience working within prescribed areas, considering and developing rules and scoring systems *Develop an understanding of selecting more relevant actions, continuity when linking movement actions	*Solidify skills of balancing, taking weight on hands; changing speed, direction, shape, levels; using different combinations of floor and apparatus, working alone/with partner *Continue to practice adapt and refine actions; perform with whole/part body control; explore and select actions that can be developed within sequences, practiced and repeated through gymnastic actions *Experience performing and practicing sequences alone with others; responding to own/partner task; complex sequences, planning apparatus, layouts *Develop selecting own ideas and relevant apparatus to develop more complex sequences

	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Invasion games	*Improve skills of travel, send, chase, receive, avoid, dodge, control; awareness of space and partner *Continue to experience a variety of games equipment; practicing with a partner; competition, simple rules *Continue to develop simple games, playing these games alone and with a partner	*Develop skills of travel, send, chase, receive, avoid, dodge, control; awareness of other players *Experience a variety of games equipment; practicing in trios; competition, simple rules and tactics for attacking and defending *Develop making up simple games, playing these games alone, pairs and in groups	*Improve skills of travel, send chase, receive, dodge, avoid, attack, defend, control accuracy; movement into/out of space *Experience small sided and simplified versions of different types of games; a variety of common skills and game principles; team work; working towards tasks set by themselves and the teacher, competition *Develop team games through own game practices and understanding of game principles	*Improve skills of travel, send chase, receive, dodge, avoid, attack, defend, control accuracy; movement into/out of space *Experience small sided and simplified versions of different types of games; a variety of common skills and game principles; team work; working towards tasks set by themselves and the teacher, competition *Continue to develop team games through own game practices and understanding of game principles	*Further improve skills of travel, send chase, receive, dodge, avoid, attack, defend, control accuracy; movement into/out of space *Continue to experience small sided and simplified versions of different types of games, a variety of common skills and game principles; team work; working towards tasks set by themselves and teacher, competition *Develop team games working within prescribed areas, considering and developing rules and scoring systems, understanding of game principles	*Consolidate skills of travel, send chase, receive, dodge, avoid, attack, defend, control accuracy; movement into/out of space *Experience small sided and modified competitive versions of different types games, a variety of common skills and game principles linked to attacking & defending play; team work; refining their own games, competition *Continue to develop team games – working within prescribed areas, considering and developing rules, roles and scoring systems, understanding of game principles

	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Althetics	*Improve skills of	*To enhance skills of	*To develop skills of	*To improve skills of	To consolidate skills of	*Refine skills of running,
	running, throwing,	running, throwing,	running, throwing,	running, throwing, jumping,	running, throwing,	throwing, jumping, refine
	jumping, direction,	jumping, direction,	jumping; refine basic	refine basic technique by	jumping, refine basic	basic technique by
	control, accuracy	control, accuracy and	technique by emphasis on	emphasis on accuracy, time,	technique by emphasis on	emphasis on accuracy,
	Have increased	distance	accuracy, time,	measurement, length,	accuracy, time,	time, power, length,
	opportunity to	*To continue enabling to	measurement, length,	distance	measurement, length,	distance, speed
	experience	experience	distance	*Experience outdoor areas,	distance, speed	*Experience outdoor
	indoor/outdoor areas,	indoor/outdoor areas,	*To experience outdoor	measuring and timing	*Experience outdoor	areas, measuring and
	competition and games,	competition and games,	areas, measuring and	activities, competition,	areas, measuring and	timing activities,
	variety of activities and	variety of activities and	timing activities,	activities and equipment	timing activities,	competition, activities and
	equipment which	equipment which	competition, activities and	which support refining basic	competition, activities and	equipment that support
	stimulate skill and	stimulate skill and learning	equipment which support	techniques	equipment that support	refining basic techniques
	learning development	development	refining basic techniques	*Further develop	refining basic techniques	*Refine understanding of
	*Develop an	*Continue to develop an	*Develop understanding	understanding of safe	*Consolidate	safe practice linked to
	understanding of safe	understanding of safe	of safe practice linked to	practice linked to activities,	understanding of safe	activities, comparing and
	practice linked to the	practice linked to the	activities, comparing and	comparing and	practice linked to	improving own
	activities	activities	improvement of own performance	improvement of own performance	activities, comparing and improving own	performance
					performance	