

The foundations for Physical Education are developed in the Early Years in our Nursery and Reception Classes. In the EYFS the most relevant statements for PE are taken from the following areas of learning:

- Personal, Social and Emotional Development
- Physical Development
- Expressive Arts and Design

PE		
Nursery	Personal, Social and	• Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen or one which is suggested to them.
	Emotional Development	Increasingly follow rules, understanding why they are important.
		Remember rules without needing an adult to remind them.
	Physical	Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skills.
	development	Go up steps and stairs, or climb up apparatus, using alternate feet.
		Skip, hop, stand on one leg and hold a pose for a game like musical statues.
		Use large-muscle movements to wave flags and streamers, paint and make marks.
		Start taking part in some group activities which they make up for themselves, or in teams.
		• Increasingly able to use and remember sequences and patterns of music that are related to music and rhythm.
		• Match their developing physical skills to tasks and activities in the setting. For example, they decide whether to crawl, walk or run across a plank, depending on its length and width.
		• Choose the right resources to carry out their own plan. For example, choosing a spade to enlarge a small hole they dug with a trowel.
		• Collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow blocks
		Show a preference for a dominant hand.
		• Be increasingly independent as they get dressed and undressed. For example, putting coats on and doing up zips.
	Expressive Arts and Design	Respond to what they have heard, expressing their thoughts and feelings.
Reception	Personal,	Manage their own needs personal hygiene
	Social and	• Know and talk about the different factors that support overall health and wellbeing: - regular physical activity

PE Progression of Skills Emotional Development Physical • Revise and refine the fundamental movement skills they have already acquired: - rolling - running - crawling development hopping - walking - skipping - iumping - climbing • Progress towards a more fluent style of moving, with developing control and grace. • Develop overall body-strength, balance, coordination and agility needed to engage successfully with future physical education sessions and other physical disciplines, including dance, gymnastics, sport and swimming. • Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. • Combine different movements with ease and fluency. • Confidently and safely use a range of large and small apparatus indoors and outdoors, alone and in a group. • Develop overall body strength, balance, coordination and agility. Expressive • Explore, use and refine a variety of artistic effects to express their ideas and feelings. Arts and • Return to and build on their previous learning, refining ideas and developing their ability to represent them. Design • Create collaboratively, sharing ideas, resources and skills. • Listen attentively, move to and talk about music, expressing their feelings and responses. • Watch and talk about dance and performance art, expressing their feelings and responses. • Explore and engage in music making and dance, performing solo or in groups. Early Learning • Be confident to try new activities and show independence, resilience and Managing Self Personal. Goals Social and perseverance in the face of a challenge. Emotional • Explain the reasons for rules, know right from wrong and try to behave accordingly. Development • Manage their own basic hygiene and personal needs, including dressing. **Building Relationships** Work and play cooperatively and take turns with others. Physical • Negotiate space and obstacles safely, with consideration for themselves and others. development • Demonstrate strength, balance and coordination when playing. · Move energetically, such as running, jumping, dancing, hopping, skipping and climbing Expressive • Perform songs, rhymes, poems and stories with others, and (when appropriate) try to move in time with music. Arts and Design

Dance

Reception	Year 1	Year 2	End of KS expectations
Move to music.	Copy dance moves.	Change rhythm, speed, level and direction	Children should be taught to perform dances
Copy dance moves.	Make up a short dance, after watching	with consistency.	using simple movement patterns. Use
Perform some dance moves.	one.	Dance with control and co-ordination.	movement imaginatively, responding to stimuli,
Move around the space safely.	Dance imaginatively.	Make a sequence by linking sections	including music and performing basic skills
	Change rhythm, speed, level and	together.	Change rhythm, speed, level and direction of
	direction.	Link some movement to show a mood or	their movements
		feeling.	Create and perform dances using simple
			movement patterns, including those from
			different times and cultures
			Express and communicate ideas and feelings

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Perform pair/group	Respond imaginatively	Show/fluency/control in	Create & perform dances in a variety	Children should be taught to create dances
dance involving canon	to stimuli related to	chosen dances in response	of styles consistently	using a range of movement patterns, including
& unison, meet & part	character/music/story	to stimuli	Be aware of & use musical structure,	those from different times, place and cultures
Respond to music in	Perform clear & fluent	Perform fluent dances	rhythm & mood & can dance	Respond to a range of stimuli and
time & rhythm to	dances that show	with characteristics of	accordingly	accompaniment
show like/unlike	sensitivity to	different styles/eras	Use appropriate criteria &	Through dance, develop flexibility, strength,
actions	idea/stimuli	Adapt & refine(in	terminology to evaluate	technique, control and balance
Respond to music to	Make up dance within a	pair/group), dances that	performances	Perform dances using a range of movement
express a variety of	small group	vary direction, space &		patterns
moods & feelings		rhythm		

Gymnastics

Reception	Year 1	Year 2	End of KS expectations
Make body tense,	Make body tense,	Make body tense, relaxed, curled and stretched, in a range of	Children should develop
relaxed, curled and	relaxed, curled and	movements.	core movement, become
stretched.	stretched, showing some tension.	Perform a sequence with changes in speed & direction including	increasingly competent
Balance on small/large body	Begin to work on alone/with someone	3 different actions (sometimes giving advice to others)	and confident and access
parts & understand stillness	to make a sequence of shapes/travels	Be still on single/two + points of contact on floor/apparatus	a broad range of
Make large and small body	Climb safely, showing some shapes	showing tension & control	opportunities to extend
shapes	and balances when climbing.	Link known shape/travel/roll/jump to a balance using floor & on	their agility, balance and
Climb & hang from apparatus	Keep balance travelling in a range of	apparatus	co-ordination, individually
Perform basic travelling actions	ways along bench, spots, mat etc	Jump/land with control using different body shapes in flight	and with others.
on various body parts	Roll in stretched/curled positions e.g.		
Perform a roll and basic jumps	'log' and 'egg rolls'		
	Jump and land safely		

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Use a greater number of own	Share ideas and give positive	Combine own work with that of	Select a suitable routine to	Pupils should be taught to
ideas for movement in	criticism/advice to self & others.	others, identifying strengths &	perform to different audiences,	develop flexibility,
response to a task.	Create & perform	weaknesses.	bearing in mind <i>who</i> the	strength, technique,
Combine arm actions with	matching/mirroring sequences	Include change of speed, direction	audience is.	control and balance, for
skips/leaps/steps/jumps &	explaining how it could be	and shape in movements.	Transfer sequence above onto	example through
spins in travel	improved	Follow a set of 'rules' to produce a	suitably arranged apparatus &	gymnastics and athletics
Perform basic core gymnastic	Perform at least 3 different rolls	sequence, possibly made by peers.	floor	
skills i.e. roll, balance, travel	(shoulder, forward, back) with	Create mirror/matching/cannon(Perform 6-8 part floor	
Know principles of balance	some control	pair) sequence varying	sequence as individual, pair &	
and apply them on floor &	Link a roll with travel and balance	dynamics/levels/direction etc.	small group	
apparatus	using floor and apparatus with		Demonstrate 3 paired or group	
	good body control		balances in sequence using	
			various skills/actions	

Invasion Games

Reception	Year 1	Year 2	End of KS expectations
Send & receive a ball by rolling from hand & striking with foot	Throw underarm, bounce & catch ball by	Perform some dribbling skills with hands and feet using space	Pupils should participate in
	self & with partner	Pass a ball accurately (hands & feet) over longer distances to a team	team games, developing simple tactics for attacking
Aim & throw object underarm	Kick/stop a ball using a confident foot while static	mate	and defending.
Catch balloon/bean bag/scarf & a		Combine stopping, pick up/collect & send a ball accurately to other	
bouncing ball	Run straight and on a curve and sidestep with correct technique	players	
Move and stop safely in a specific area	Begin to follow some simple rules	Make simple decisions about when /where to move in game to receive a ball	
alea			
Play a passing & target game alone and with a partner	Strike a ball successfully with a stick	Apply a tactic in a 3v1 game.	
·	Apply a tactic in a 1v1 or 2v2 setting	Engage in simple, competitive and co-operative games.	
Play simple 1v1 or 2v2 invasion games	Play a small sided invasion game		

Netball					
Year 3	Year 4	Year 5	Year 6	End of KS expectations	
Make a series of passes to team mates moving towards a scoring area.	Use a chest pass and shoulder pass to support team in scoring.	Use all three passes (chest, shoulder & bounce) correctly.	Know which pass is best to use and when in a game.	Pupils should be taught to play competitive games,	
Know the correct technique and show some signs of using a chest pass and shoulder pass.	Make decisions regarding which is the best type of pass to use.	Use a range of speeds within a game to support a team in scoring.	Use a range of square & straight passes to change direction of the ball.	modified where appropriate, such as football, netball, rounders, cricket, hockey,	
Know where space is and try to move into it.	Begin to use a bounce pass, which only bounces once.	Begin to use square (across the court) & straight (up & down the court) passes to achieve pace.	Use landing foot to change direction to lose a defender.	basketball, badminton and tennis, and apply basic principles suitable for	
Mark another player and defend when needed.	Identify space to move into and show a clear target to receive a pass.	Lose a defender to receive a pass.	Draw defender away to create space for self or team.	attacking and defending	
Change direction easily.	Mark another player and begin to attempt interceptions.	Defend a player and make some successful interceptions (snatch & catch) when playing as a team.	Position body to defend effectively, making successful interceptions.		
Develop simple attack/defensive skills in 3v1, 4v2, 3v3 games.	Know where positions are allowed on a court.	Play competive 4v4 matches with basic netball rules.	Apply tactics to outwit opponents successfully.		
	Play competitive 3v3 or 4v4 games.	Know consequences of breaking game rules.	Identify ways to improve their individual and team performance.		

	Football					
Year 3	Year 4	Year 5	Year 6	End of KS expectations		
Begin to dribble a ball making small touches	Dribble with small touches into space.	Dribble making small touches into space with speed.	Dribble making small touches into space with speed, to beat defenders.	Pupils should be taught to play competitive games, modified where		
Begin to send a football to	Send a football to someone on the	Send a football to someone on the		appropriate, such as		
someone on team.	team, using different parts of foot.	team, using different parts of foot accurately.	Make decisions regarding how and when to send a football to	football, netball, rounders, cricket, hockey,		
Keep a ball under control.	Keep a ball under control when receiving a range of passes from	Use a range of ways to keep a ball	someone in team.	basketball, badminton and tennis, and apply basic		
Know where space is and try to move into it.	team.	under control (foot, knee, head, and knowing which one due to where	Use a range of ways to keep a ball under control (foot, knee,	principles suitable for attacking and defending		
Mark another player and	Understand where the space is and can move into it.	ball is coming from).	head, and knowing which one due to where ball is coming			
defend when needed.	Mark another player and begin to	See space, and use it effectively.	from) when under pressure from a defender.			
Know basic rules of a small sided game.	attempt interceptions.	Lose a defender to receive a pass.	Know how space changes within			
Play competitive games 2v2	Play small sided competitive games.	Defend a player and make some successful interceptions for team.	a game and when and how to move into changing spaces.			
		Play competitive games and successfully include rules.	Draw defender away to create space.			
			Position body to defend effectively, making successful interceptions.			

Tag Rugby					
Year 3	Year 4	Year 5	Year 6	End of KS expectations	
Move holding a rugby ball with 2 hands	Move with speed (and change of) with the ball and without	Be able to evade and tag opponents.	Be able to evade and tag opponents.	Pupils should be taught to play competitive games, modified where	
Know where to score a try and how to position the ball to score a try	Use speed and space to avoid defenders	Be able to pass and receive a pass at speed.	Running at speed, changing direction at speed.	appropriate, such as football, netball, rounders, cricket, hockey,	
Move into spaces to avoid defenders	Pass backwards and in both directions and sometimes on the move	Be able to pass and receive a pass at speed in a game situation.	Play effectively in attack and defence	basketball, badminton and tennis, and apply basic principles suitable for	
Make a backward pass to team mates, using the	Tag the person who has the ball, but can mark a player who doesn't	Refine attacking and defending skills.	Score points against opposition, as a team	attacking and defending	
direction most comfortable	have the ball	Develop tactics as a team.	Support player with the ball		
Know to tag team mates when to defend	Begin to make a high pop pass to avoid a defender	Apply learned skills in a game of tag rugby.	Play small sided competitive games		
Play small sided competitive games	Play small sided competitive games Understand basic rules of	Catch the ball with confidence			
	competition				

Hockey					
Year 3	Year 4	Year 5	Year 6	End of KS expectations	
Begin to show how to hold a hockey stick and which side to use.	Sometimes change direction of travel by rotating and turning stick to support this.	Change direction and use the correct side of stick, sometimes using indian dribbling (alternating sides of stick while dribbling) to	Use speed, changing of direction and indian dribbling to advance towards team's goal.	Pupils should be taught to play competitive games, modified where appropriate, such as	
Use a simple push pass to another team mate.	Use a push pass to make a direct pass.	avoid defenders. Choose between the two passes	Use a range of passes knowing which one depending on the distance of the pass.	football, netball, rounders, cricket, hockey, basketball, badminton and	
Dribble the ball keeping it close to me using the correct side of stick.	Begin to use a slap pass (bringing stick back and causing more power).	(push/slap) and explain simply why. Make a direct pass while dribbling.	Dribble and change direction by making a square pass (across	tennis, and apply basic principles suitable for attacking and	
Show some signs of an approaching a player to tackle and cause pressure.	Use speed to dribble the ball into space.	Begin to use stick to mark a player from the side line causing them difficulty.	the pitch) or straight pass (up/down the pitch). Know when to defend and what	defending	
Begin to attempt to score a	Maintain defence and keep the pressure until possession is gained.	Successfully score while in the	defence skills could be used.		
goal from anywhere.	Attempt to score inside a	scoring area.	Seize an opportunity to score, sometimes quite quickly.		
Play small sided competitive games	designated scoring area.	Play small sided competitive games	Play small sided competitive		
	Play small sided competitive games		games		
	Follow basic rules of competition		Pass a moving ball		

Striking and Fielding Games

Reception	Year 1	Year 2	End of KS expectations
Aim & throw object underarm	Show some different ways of hitting, throwing and striking a ball	Send a ball off a tee using a bat or a racket	Pupils should participate in team games,
Catch balloon/bean bag/scarf & sometimes a bouncing ball	Hit a ball or bean bag and move quickly to score a range of points (further	Play two types of games to score: running around a series of hula hoops or forwards and backwards between hula hoops	developing simple tactics for attacking and defending.
Use hand to strike a bean bag or ball and move towards a	distance scores more points)	Stop moving when the 'bowler' has the ball	
scoring area	Play as a fielder and get the ball back to a STOP ZONE	Play as a fielder and pass the ball back to the bowler to make the runner stop	

Play a simple game involving	Follow rules for a game (carry the bat, don't overtake, run around the outside of the hula hoops) Play competitively to score points.	
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Cricket				
Year 3	Year 4	Year 5	Year 6	End of KS expectations
Throw and catch under pressure. Use fielding skills to stop the ball effectively. Learn batting control. Learn the role of wicket keeper Play in a tournament and work as team, using tactics in order to beat another team. Play in a tournament and work as team, using tactics in order to beat another team. Know when to use an underarm or overarm throw.	To develop the range of Cricket skills they can apply in a competitive context To choose and use a range of simple tactics in isolation and in a game context To consolidate existing skills and apply with consistency To develop fielding skills e.g. which stump, where to hit.	To link together a range of skills and use in combination To collaborate as a team to choose, use and adapt rules in games To recognise how some aspects of fitness apply to cricket e.g. power, flexibility and cardiovascular endurance Play small sided competitive games	To apply with consistency standard cricket rules in a variety of different styles of games To attempt a small range of recognised shots in isolation and in competitive scenarios To use a range of tactics for attacking and defending in role of bowler, batter and fielder	Pupils should be taught to play competitive games, modified where appropriate, such as football, netball, rounders, cricket, hockey, basketball, badminton and tennis, and apply basic principles suitable for attacking and defending

Rounders				
Year 3	Year 4	Year 5	Year 6	End of KS expectations
Be able to play simple rounders games Apply some rules to games Develop and use simple rounders skills Use a forehanded batting technique Field the ball back to the post or bowler Bowl accurately	Develop the range of rounders skills that can apply in a competitive context Choose and use a range of simple tactics in isolation and in a game context Identify different positions in rounders and the roles of those positions	Link together a range of skills and use in combination. Collaborate as a team to choose, use and adapt rules in games. Recognise how some aspects of fitness apply to rounders e.g. power, flexibility and cardiovascular endurance Throw and catch under pressure. Use fielding skills to stop the ball effectively. Learn batting control. Learn the role of backstop. Play in a tournament and work as team, using tactics in order to beat another team. Play in a tournament and work as team, using tactics in order to beat another team.	Apply consistently rounders rules in conditioned games Play small sided games using standard rounders pitch layout Use a range of tactics for attacking and defending in role of bowler, batter and fielder	Pupils should be taught to play competitive games, modified where appropriate, such as football, netball, rounders, cricket, hockey, basketball, badminton and tennis, and apply basic principles suitable for attacking and defending

Net and Wall Games

Tennis				
Year 3	Year 4	Year 5	Year 6	End of KS expectations
Tap the ball off racquet (tapping it to the ground, tapping it up off the racket, tapping it up with one bounce etc) Tap the ball back and forth to partner Stand in a ready position holding racquet correctly Change from a ready position before tapping the ball to a partner Begin to know what it means by a forehand and backhand position Begin to attempt to serve the tennis ball straight from hands, sometimes using one bounce if needed.	Tap the ball back and forth to a partner over a small space Begin to tap a ball over a net allowing for a bounce, hit technique Move from a ready position into a forehand position/backhand position quickly Bring racquet to meet the ball for a forehand and backhand hit Know to use two hands for an effective backhand Move racquet in a low to high swing for an effective tap Serve the ball straight from hands to racquet making sure it lands 'in' on the other side	Tap the ball using either a fore hand or back hand motion Move towards the ball from 'ready' position choosing either forehand or backhand depending on where the ball is Set racquet back in its ready position quickly upon recovery Demonstrate the correct swing technique when hitting the ball over a net sometimes showing control over the hit Serve the ball correctly beginning to purposely aim for space to score	Turn and run to the ball getting into a forehand or backhand position en route Use 'move-hit-recover' approach within a game showing facing forward on recovery Show a range of grips when demonstrating a backhand (continental, chopper, hammer grip). Use the correct swing technique and control with smooth swings keeping the path of the racquet the same Serve the ball accurately making team mates have to move to send it back	Pupils should be taught to play competitive games, modified where appropriate, such as football, netball, rounders, cricket, hockey, basketball, badminton and tennis, and apply basic principles suitable for attacking and defending
if needed				

Athletics

Reception	Year 1	Year 2	End of KS expectations
	Use varying speeds when running. Explore footwork patterns. Explore arm mobility. Explore different methods of throwing. Practise short distance running.	Run with agility and confidence. Learn the best jumping techniques for distance. Throw different objects in a variety of ways. Hurdle an obstacle and maintain effective running style. Run for distance. Complete an obstacle course with control and agility.	Pupils should continue to apply and develop a range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement. They should enjoy communicating, collaborating their own success. Pupils should be taught to use running, jumping, throwing and catching in isolation and in combination.

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Run in different directions and at different speeds, using a good technique. Improve throwing technique. Reinforce jumping techniques. Understand the relay and passing the baton. Choose and understand appropriate running techniques. Compete in a mini competition, recording scores.	Select and maintain a running pace for different distances. Practise throwing with power and accuracy. Throw safely and with understanding. Demonstrate good running technique in a competitive situation. Explore different footwork patterns Understand which technique is most effective when jumping for distance. Utilise all the skills learned in this unit in a competitive situation.	Use correct technique to run at speed. Develop the ability to run for distance. Throw with accuracy and power. Identify and apply techniques of relay running. Explore different footwork patterns. Understand which technique is most effective when jumping for distance. Learn how to use skills to improve the distance of a pull throw. Demonstrate good techniques in a competitive situation.	Investigate running styles and changes of speed. Practise throwing with power and accuracy. Throw safely and with understanding. Demonstrate good running technique in a competitive situation. Explore different footwork patterns. Understand which technique is most effective when jumping for distance. Utilise all the skills learned in this unit in a competitive situation.	Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement. They should enjoy communicating, collaborating and competing with each other and evaluate their own success. Pupils should be taught to use running, jumping, throwing and catching in isolation and in combination.

Swimming and Water Safety

Year 2-6	End of KS expectations
To develop basic pool safety skills and confidence in water.	Pupils should be taught to swim competently, confidently and proficiently
To develop travel in vertical or horizontal position and introduce floats.	over a distance of at least 25 m.
To develop push and glides, any kick action on front and back with or without support aids.	To use a range of strokes effectively (EG: front crawl, backstroke and breaststroke)
To develop entry and exit, travel further, float and submerge.	Perform safe self-rescue in different water-based
To develop balance, link activities and travel further on whole stroke.	situations.
To show breath control.	
Introduction to deeper water.	
Treading water	