PE								
	Key Stage 1	Key Stage 1		Lower Key Stage 2		Upper Key Stage 2		
	End of Year 1 Expectations	End of Year 2 Expectations	End of Year 3 Expectations	End of Year 4 Expectations	End of Year 5 Expectations	End of Year 6 Expectations		
Dance	Link movements to moods and feelings. Move to music using different body parts. Copy and remember dance moves and positions Make up a short dance Move with careful control and co- ordination.	Be aware of space and move with control and coordination Dance with control and coordination Change rhythm, speed, level and direction in my dance Describe a short dance using appropriate vocabulary	Improvise dance moves freely and translate ideas from a stimuli into movement Recognise unison and cannon Repeat, remember and perform phrases Use simple dance vocabulary to compare and improve	Take the lead in a performance when working with a partner or groupUse dance effectively to communicate an ideaUse different motifs to work in unison and cannonShow clarity, fluency and expression in their performanceUse simple dance vocabulary to compare and improve	Compose own dances in a creative and imaginative way. Perform to an accompaniment expressively and sensitively. Demonstrate strong movements throughout a dance sequence Use more complex dance vocabulary to compare and improve work	Experiment with a wide range of actions and choose their own music Perform actions, movements clearly and accurately Choreograph own creative dances Perform with confidence, using a range of movement patterns Combine flexibility, techniques and movements to create a fluent sequence Dance with fluency linking all movements and ensuring they flow		
Gymnastics	Make my body curled, relaxed, tense and stretched Hold a position	Show contrast between tall, small, narrow, wide, straight and curved	Perform dynamic balances at different levels on equipment and floor	Include a range of shapes in their performance Confidently combine two	Show placement and alignment of body parts Create various gymnastics	Perform a vault Show placement and alignment of body parts when bending, twisting		

	 whilst balancing on a different body part Jump, roll, travel, climb and be still Link a range of gymnastics actions to form a sequence on floor or apparatus Perform at different levels Balance with some control 	Demonstrate straight, tuck, pike, arch, straddle Work on their own and with a partner Plan and perform a series of movements Create, evaluate and adapt a gymnastic sequence on the floor and apparatus	Jump, roll, travel, climb and be still consistently Adapt sequences to suit different types of apparatus and their partner / group ability Explain how strength and suppleness affect performance Create various gymnastic sequences on floor and apparatus at varied levels and speed Describe their work with simple gymnastics vocabulary	components fluently e.g- jump into roll. Perform complex moves that require strength and stamina- cartwheel or handstand Create various gymnastic sequences on floor and apparatus at varied level and speed Begin to use gymnastics vocabulary to describe how to improve and refine performances	sequences on floor and apparatus at varied levels with appropriate links and speed Apply combined skills accurately and appropriately Show consistency, precision, control and fluency Analyse and comment on skills and techniques and how these are applied in their own and other's work	and stretching Create complex and well structured sequences which are rehearsed and performed for a sustained period. Perform complex moves that require strength and stamina Perform difficult actions with an emphasis on extension, clear body shape and changes in direction
Ball Skills	Throw underarm Roll an object to a target or person Hit an object with a bat Move fluently, changing direction and speed and have the ability to stop safely Throw, strike, stop and kick with	Roll, hit and catch in combination Show spatial awareness when running and throwing Send, receive, block and strike confidently Follow rules to a game Understand and	Throw and catch with greater control and when under pressure Pass, receive and dribble to keep possession Vary the speed and direction of a ball Be aware of space and use this to their advantage and opponents disadvantage	Throw and catch consistently with control and accuracy Begin to catch with one hand Pass, receive and dribble with increased control to maintain possession Explore space when not in possession to	Work as a team to gain possession Pass in different ways Use forehand and backhand effectively with a racquet Demonstrate the ability to field Demonstrate a number of techniques to pass, shoot and dribble Vary skills, actions	Umpire / referee games Understand complicated rules for a variety of games Make a team and communicate a plan Lead others in a game situation Perform skills at greater speed Transfer taught

	some control Catch an object with both hands Begin to use space effectively Hit or throw into space Understand the term tactics and begin to apply simple tactics	apply a range of tactics in a game situation Understand basic rules for attacking and defending	Think clearly and concisely in order to help their team progress	help benefit their team Suggest rules and rule changes to a game Use tactics to cause problems for the opponent Make suggestions for adaptations which could be made to a game	and ideas to link these in ways that suit the games activity	skills to other disciplines Keep possession of a ball during game situations Compare and comment on skills to support new games Take part in competitive games with a strong understanding of tactics
Athletics	Run at different speeds Jump from a standing position Perform a variety of throws with basic control	Change speed and direction whilst running Jump from a standing position with accuracy Perform a variety of throws with control and coordination Use equipment safely	Run at fast, medium and slow speeds and be able to change speed and direction Create their own patterns and link jumping activities with some fluency, control and consistency Confidently take part in a range of relay activities Throw a range of objects or equipment Understand that they can change their method of throwing to be	Run at different speeds smoothly and with consistency Demonstrate different combinations of jumps, showing control, co- ordination and consistency Throw a range of objects in to a target area accurately Recognise that there are different throwing, running and jumping styles and be able to choose the appropriate one for different situations	Sustain pace over longer distances and run more rhythmically Throw over-arm with greater control Perform a range of jumps showing control and consistency Organise themselves in small groups safely Tnow and understand the basic principles of relay take-over in particular the "up- sweep" method	Sustain their pace over longer distances Throw with greater control, accuracy and efficiency Perform a range of jumps showing power, control and consistency at both take-off and landing Know and understand the basic principles of relay takeovers and confidently take part in relay races Explain how warming up can affect

			more accurate or to throw further distance Recognise when their heart rate, breathing and temperature have changed with activity	Understand about pacing so they can keep going and maintain the quality of their actions Recognise that different events make different demands on the body Identify when the body is cool, warm, hot and record it Catch and describe specific aspects of running, throwing and jumping and suggest ways of improving	and take part in relays Understand and perform a range of warm up activities Say why some activities can improve strength, stamina and suppleness Watch a partner's performance. Identify good points and suggest ways of improving	performance and perform a range of warm up activities Watch a performance and be able to pick out the main strengths and weaknesses and suggest improvements Drive and speed throwing styles – push (shot), sling (discus) jumping – long (long and triple jump) pull throw (javelin)
Swimming	Enter and exit the water safely. Follow pool rules. Move forwards, backwards and sideways in the pool. Use floats to move from one side of the pool to another using leg movements. Gain confidence within the water.	Enter and exit the water safely. Follow pool rules. Use floats to swim from one side of the pool to another confidently using leg movements. Begin to use arm movements to move self through the water. Put face in the water.	Enter and exit the water safely. Follow pool rules. Swim 10m unaided in shallow water using one basic method. Put face in water and blow bubbles. Confidently float on front and back.	Enter and exit the water safely. Follow pool rules. Swim between 10m and 20m unaided in shallow water using one basic method to achieve. Use floats to swim longer distances with a controlled leg kick. Join in all swimming activities confidently. Put face under water and blow bubbles,	Enter and exit the water safely. Follow pool rules. Swim between 10m and 20m unaided in shallow water, using one stroke. Begin to swim 10-15m unaided using a second stroke. Put face in water and breathe correctly when swimming in one	Enter and exit the water safely. Follow pool rules. Swim 25m unaided in water using one basic method to achieve this. Use two different strokes to swim on both front and back. Control breathing. Swim confidently and fluently both on the surface and under the water.

Begin to float on	Float on front and	beginning to do this	identifiable stroke.	
front and back aided.	back unaided.	whilst swimming.	Use a float to	
		Explore how to move	develop leg and	
		in and under water.	arm techniques.	
		Identify and describe		
		differences between		
		different leg and arm		
		actions.		