





## EYFS

PHYSICAL DEVELOPMENT: EARLY LEARNING GOALS (ELG) Moving and Handling Children show good control and co-ordination in large and small movements. They move confidently in a range of ways, safely negotiating space. They handle equipment and tools effectively, including pencils for writing. Health and Self Care Children show good control and co-ordination in large and small movements. They move confidently in a range of ways, safely negotiating space.

HEALTH AND FITNESS: Understand the importance for good health of physical exercise, healthy diet and talk about different ways to keep healthy and safe. (H&F)

Autumn		Spring		Summer	
Invasion games	Gymnastics	Dance		Striking and Fielding	Athletics
Experiment with different ways of moving. Negotiate space successfully. Travel with confidence. Move freely using suitable spaces and speed or direction to avoid obstacles. (S&A)	Travel under and over and through apparatus. Travel with confidence and skill around, under, over and through balancing and climbing equipment Move freely and with pleasure and confidence in a name of wave including	playing with other children. Use my imagination Move freely and with pleasure and confidence in a range of ways. Experiments with different ways of moving.	Demonstrate good control and coordination in large and small movements. Pass a ball: chest pass Kick a ball along the floor less than 10m with the correct technique. Dribble a ball at feet with	in a general direction. Catch a variety of sized balls when bounced or thrown. Strike a ball (selfbowled)	Children will be taught how to use their bodies to: Sprint 30m Jump for height 5- 9cm Jump for distance 30- 59cm Leap hurdles 30m within 16-12secs Overarm throw Chest push Run for longer distance Participate in Sports day

## KSI

NATIONAL CURRICULUM - Key stage 1: Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend 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. Pupils should be taught to: master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities participate in team games, developing simple tactics for attacking and defending perform dances using simple movement patterns.

HEALTH AND FITNESS: Talk about what our bodies do during exercise e.g breathing (H&F) Practice skills to make them warmer and cooler before and after exercises. (H&F) Discuss how the body changes during exercise.

Year I							
Autumn		Spring		Summer			
Invasion games	Gymnastics	Dance	Net and Wall	Striking and Fielding	Athletics		
Invasions Games	Gymnastics	Dance - performing	Net and Wall	Striking and Fielding	Athletics		
Throw a ball underarm, over arm and use a bounce pass. Move into a given space to catch a ball. Pass a ball to a partner using my hands and feet. Explore different ways using a ball (A&D) Explore ways to send a ball or other equipment Retrieve and stop a ball	Balance using my hands and feet. Create different shapes when balancing eg, thin, wide, twisted, curl . Travel in different ways e.g, jumping, skipping, walking, leaping, hopping etc. Learn a variety of basic gymnastic movements.	simple movement patterns Perform basic dance actions. Travel and change direction. Change size and shape. Learn basic movements relating to feelings.	underarm with prompts. Focus on catching a ball from shorter and longer distances, on their own and in groups. Play games based on net games (tennis, badminton) children have the opportunity to play 1v1,	Focus on technique on striking a ball with control when shown. Focus on technique on fielding a ball using under and over arm throwing. Able to play simple games in small groups, applying rules and skills that have been taught. (cricket, rounders,baseball,	Children will be taught how to use their bodies to: Sprint 30m within 9- 6seconds Jump for height10- 14cm Jump for distance 60 - 89cm Leap hurdles 30m within11 8 secs Overarm throw 10- 19m Chest push3-4m		

using different parts of	Be still in different body	Learn what makes a good	Pass and receive a ball in	softball, kickball,golf)	Run for longer distance
the body. (A&D)	shapes and balances and	start and finish position	different ways with		200m within 1:45-1:31
and defending techniques (A&D) Pass and receive a ball in different ways with	combine different ways of travelling. (A&D) Move between mats and small apparatus and change the speed of movement. Handle apparatus safely Recognise how it feels when the body is tense in a balance. Develop balance, agility, co-ordination of travelling, stillness jumping timing	in a sequence. Learn how to move their bodies in a variety of ways. Respond to different music showing a range of emotions and stimulus.	control and increased accuracy. (tennis, badminton)		200m within 1:45-1:31 Participate in Sports day

Year 2						
Aut	Autumn		Spring		mer	
Invasion games	Gymnastics	Dance	Net and Wall	Striking and Fielding	Athletics	
Invasion Games -	Gymnastics	Dance	Net and Wall	Striking and Fielding	Athletics	

Hit a ball with a tennis	Compine chant in a second	Converte dance matifa	l lao thoin duilla to play and	Change use and years	Take part in multiplille
	Combine short movements	Copy short dance motifs.	Use their skills to play end	•	Take part in multiskills
•	to combine simple balances	Link two or more actions	to end games, games over a	•	festivals. (competitions:
Stop a ball with my feet	e.g, balance-travel-balance.	together	barrier and fielding games.	Recognise good quaity in	class, against other
before passing it.	Perform simple rolls g,	Use a range of vocabulary	Use their ability to solve	pertormance.	schools)
Move into a given space	forward, pencil, teddy-	to describe moods and	problems and make	Furncipate in team	Designed to develop the
within a game.	bear.	how dances make them	decisions. S&A	games.	fundamental movement
Begin to understand	Travel in different ways	feel.	Watch others and	<b>•</b> • • • • • • • • • • • • • • • • • •	skills of balance, coordination and agility.
5	e.g, jumping, skipping,	Perform dances using	describe what is	different ways with	
game more difficult for	walking, leaping, hopping	simple movement patterns	happening.	control and increased	Children will be taught how
an opponent.	etc.	with a clear start middle	Talk about what they have	accuracy.	to use their bodies to:
Develop control and	Develop short sequences	and end.	done and how they did it.	Perform fielding	Sprint 30m under 6 secs
accuracy when moving	on their own.	On their own can	Participate in team games.	techniques with increased	Jump for height 15-19cm
with a ball in a variety of	Use imagination to find	remember and perform	Pass and receive a ball in	control and co-ordination	Jump for distance 60 -
different games.	different ways of using	short dance routines to	different ways with		89cm
Pass and receive a ball	apparatus.	other children (1-8 steps)	control and increased	baseball, softball,	Leap hurdles 30m within 8
with more control and	Form simple sequences of	Evaluate and improve a	accuracy.	kickball, golf )	secs
accuracy.	different actions using	dance performance by	Perform fielding		Overarm throw 10- 19m
Recognise the best ways	floor and apparatus.	recording and viewing	techniques with increased		
to score points and stop	Have a clear start, middle	their rehearsals. (E&I)	control and coordination.		Chest push 3-4m
noints being scored	and end. S&A		(tennis, badminton)		Run for longer distance
Recognise how they work	Have a clear focus when				200m under 1:30
best with their partner.	watching others perform.				Participate in Sports day
Use different rules and	(E&I)				
tactics for invasion	Say when a movement or				<b>C</b> wimmine
names	skill is performed well				Swimming
Make it difficult for	(aesthetic appreciation.				Confident to get in the
	(E&I)				water.

one and what they have een. (Make easier or arder. Use advice to nprove.) (E&I) pevelop balance, agility				the water and blow bubbles.	
arder. Use advice to nprove.) (E&I)				bubbles.	
nprove.) (E&I)					
nd coordination of ravelling, stillness, umping, timing, changing hape, size, direction				Swim 10m on my back or front without stopping.	
	My Perso	onal Best			
r focus word	Spring Term - 4 weeks per focus word		Summer Term - 4 weeks per focus word		
	Social Me:		Thinking Me:		
Curiosity Imagination		Gratitude Empathy		Self Belief Honesty	
u k	imping, timing, changing hape, size, direction	Imping, timing, changing hape, size, direction My Perso r focus word Spring Term - 4 weeks pe Social Me: Gratitude Empathy	Imping, timing, changing hape, size, direction My Personal Best r focus word Spring Term - 4 weeks per focus word Social Me: Gratitude Empathy	Imping, timing, changing   nape, size, direction   My Personal Best   r focus word Spring Term - 4 weeks per focus word   Social Me: Thinking Me:   Gratitude Self Belief   Empathy Honesty   Detrive t	