	EYFS	Year 1	Year 2	Year 3	Year 4
bance	EYFS (Active travel and dance) Explore and copy basic body actions and rhythms. To negotiate space confidently, using appropriate strategies. To use their bodies to imitate motifs from stories and topics, such as animals, trees etc. Watch and copy simple actions and sequences.	Year 1 Copy some dance moves with some control Begin to understand moving at different levels; low, medium, high, elevated Begin to move with different speeds - Move depending on how the music makes him/her feel Choose actions and link them together to create a simple dance with support	Year 2 Copy simple dance moves with increasing control Move at different levels, directions and speed when reminded Move depending on how the music makes him/her feel and say why he/she felt that way Choose actions and link them together to create a dance with increasing independence	Year 3 Copy a range of dance moves with some accuracy Perform with a prop. Explore his/her own dance moves independently or with a partner and create a simple dance routine Move at different levels, direction and speed independently	Year 4 Copy a range of dance moves with some accuracy Create a dance motif of his/her own and perform to his/her peers Move at different levels, direction and speed independently and with control

Games	To move and stop confidently, negotiating the space around them effectively. Show good control over their bodies when exploring different skills. Start showing an ability to use their dominate hand to work with a partner in different activities. Explore and use skills effectively for particular games: Roll a ball or hoop. Throw a ball underarm.	Begin to handle a ball with some confidence Stop a ball with some control Send a ball in the direction of another person Prepare his/her body to receive a ball Send the ball varying distances using harder or softer kicks/throws/hits. Play as part of a team to defend and attack.	Begin to handle a ball with some confidence Stop a ball with some control Pass a ball to another person or target Receive a ball with some control Send the ball varying distances using harder or softer kicks/throws/hits. Play collaboratively to attack a goal.	Pass and receive a range of items with varying sizes Move with a ball with increasing control Begin to use ball skills in a range of simple games Send the ball with accuracy and build attacking play Implement the rules of the game Play in small sided games Evade attackers by using footwork and body control.	Pass and receive when moving with a ball move with a ball with control Use and apply ball skills in a range of games Begin to understand why he/she needs to learn the skills prior to playing a game Choose and use simple tactics Use footwork rules and basic marking Increase speed and build endurance during a game situation.
				using footwork and	during a game

					Develop tactics in a competitive situation.
Gymastics	Explore balancing. Move confidently and safely in their own space. Move and stop, recognising both commands and acting upon them immediately. Show contrast with their bodies including tall/short, wide/thin, straight/curved etc. Copy simple movements and sequences. Jump off an object and land appropriately.	Copy and explore basic movements Balance with some control Perform different body shapes with support Perform a two- footed jump Link 2-3 simple movements	Copy and explore basic movements with increasing control Perform basic rolls and body shapes with increasing control Use equipment in a range of ways when he/she moves Link movements together to create a sequence	Perform a range of rolls with increasing control Vary how he/she travels in his/her performance Use turns when travelling Copy, explore and remember movements in his/her own sequences	Perform a range of rolls with control Perform a balance with control Land with increasing control Perform a routine which includes a range of body shapes and equipment

Athletics	Learn skills of running, jumping and throwing with a range of equipment. Develop the following skills: Vary speed of running based on commands given. Use comparative language – e.g. faster, longer etc., and demonstrate this.	Develop the following skills with increasing accuracy and velocity: Explore and throw a variety of objects with one hand. Jump from a stationary position with control. Change speed and direction whilst running. Remember, repeat and link combinations of actions.	Run at different speeds depending on distance sometimes with support Jump from a standing position from one spot to another with his/her feet together Jump over small obstacles and understand the importance of the position of his/her feet Throw a variety of objects towards a target using one	Understand why I run at different speeds depending on distance Jump from a standing position and begin to understand the differences between one and two footed take-off and landings Jump over a range of obstacles and understand the importance of the position of his/her feet use one hand to use a variety of objects	Understand why he/she runs at different speeds depending on distance and applies this with some consistency Run and jump and understand the differences between one and two footed take off and landings Jump over obstacles and begin to think about increasing his/her height Think about his/her technique when
Ath		and link combinations of	feet Throw a variety of objects towards a	position of his/her feet use one hand to use	about increasing his/her height Think about his/her

	Explore balance and	Begin to move in	Begin to move in	Begin to adjust	Begin to adjust
	managing own body.	different directions	different directions	his/her speed and	his/her speed and
	Able to stretch,	Begin to explore	Begin to explore	body position to suit moving in different	body position to suit moving in different
	reach, and extend in	ways to balance	ways to balance	directions	directions
i.o i.s.)	a variety of ways.	when stationary	when stationary		
at ese				Demonstrate ways to	Explore ways to
ž Ž Ž	Perform specific	Begin to explore	Explore various	balance when	balance when
mo ti ci t	movements on command.	various coordination activities e.g.	coordination activities	stationary and begin to apply this when	moving across and using equipment
	commanu.	collection games	activities	using equipment, e.g.	using equipment
Management ABC ance, Coord gility qui general r	Change speed		Attempt to jump	a bench	Coordinate
le t	through choice and	Run and recognise	over small obstacles,		his/herself in a
ana ABC Ice ili gei	instruction.	when they're running	beginning to think	Begin to coordinate	variety of situations
gic Aa	Stop start pauso	at different speeds	about the position of his/her feet	his/herself in a variety of situations,	e.g. running and catching
ີິ	Stop, start, pause, prepare.	Jump from a standing	Insyner reet	e.g. running,	catching
Body Bal eed avel	P. CP C.	position from one		catching, etc	
ra ra		spot to another,			
т <mark>ър</mark>		beginning to think			
i i ڪ		about the position of			
		his/her feet			
C t S Ag		Attempt to jump			
V A		over small obstacles,			
		beginning to think			
		about the position of			
		his/her feet			