

## Physical Education

	Nursery	Reception	Year 1	Year 2	End of Key Stage 1 Expectations
Multi skills	play climbing equipment. (22-36)  Moves freely and with pleasure and confidence in a range of ways, such	Travels with confidence and skill around, under, over and through balancing and climbing equipment.  Show good control and coordination in large and small movements.  They move confidently in a range of ways, safely negotiating space.	Aim a variety of large balls at equipment accurately.  Time running to intercept the path of a ball.  Travel in different ways, showing clear transitions between movements.  Travel in different directions (side to side, up and down).  To practise agility, balance and coordination at a circuit station.  Use a racket and bean bag to balance.	Use a racket and sponge ball to bounce the ball up and down.  Use a racket and sponge ball to bounce the ball off the ground.  Time running to intercept the path of a ball successfully.  To practise agility, balance and coordination at a circuit station.  Use a variety of different sized balls	Able to balance on a number of body parts.  Use a racket and ball with control to bounce a ball upwards and downwards.  Successfully intercept a ball e.g. (piggy in the middle).  Participate in basic circuit training to improve fitness.  Aim at a target accurately using different sized balls and targets.  Understand the importance of rules.

					Develop simple tactics and use them appropriately.	
				Kicking the ball to a partner.	Play small team games (up to 3 a	Understand the term tactics. Begin to use tactics in their own
Chills	Kuus		Handles objects safely and with increasing control. (40-60)	Travel with ball close to their body (maintain some control).	Dribble a ball with some control,	ball games with peers.  Dribble a ball showing control.
Ball S		Can catch a large ball. (30-50)	Handles objects effectively (ELG)		II (IT (IP)	3
					IOT ATTACKINA ANA APTENAINA	Understand and use the terms attacking and defending.
					Develop own games using a ball with peers.	
\$	ung			Paired/Small group team tasks	ltacks Whara a laarnad skill is	Master basic movements- running, jumping, throwing and catching.
	Catching				II nrow and catch a hall to others	Engage in competitive physical activities.
	מם	•	Shows increasing control over an object in pushing, patting, throwing, catching or kicking it.(40-60)	Throw and catch a large ball in the	I nrow and catch a ball in the air	Engage in co-operative physical activities.
	Inrowing	- -		air with accuracy.	Using both hands to throw and	Opportunities to participate in a range of activities.
<u> </u>	<b>1</b>				ILISING ONE HANG TO THYOW AND	Perform dances using simple movement patterns.

Athletics		Runs skilfully and negotiates space	playing racing and chasing games with other children, adjusting speed or changing direction to avoid obstacles. (40-60)	Run at different speeds individually. Jumping from a standing position. Throwing using control and co- ordination.	Understand terminology: walk, jog, sprint. Jump to a specific location from a standing position.	Able to change speed and direction when running.  Jump to a specific location for a
				Explore movement with control.	Throw a shotput/javelin using control and co-ordination.  Balance on isolated parts of the	standing position.
10				shapes.	Hold balances.	Use contrast in sequences.  My movements are controlled.
Gymnastics		Can stand momentarily on one foot when shown. (30-50)	Jumps off an object and lands appropriately. (40-60)	Explore travelling on benches.	moves e.g. pathways and balances	Think of more than one way to create a sequence, which follows a set of rules.
	- J			compositional ideas by creating and performing sequences.		Work on my own and with a partner to create a sequence.
				Repeat and link combinations of gymnastic actions.	3 11	Explore different ways of travelling.
					Hop forwards and backwards off the same leg.	Repeat and link gymnastic actions.

Dance	Begins to use anticlockw movement.	Copy and explore basic movement and body patterns.  Link travels and movements.  Change speed of movements.  Change direction of movements.  Change level of movements.  Adapting movements to different music.  Practise taking off from different movements.	Change direction of movements with control.  Change level of movements with control.  Adapting movements to different music imaginatively.  Compose and perform simple dance phases.  Move in time to music.	Perform dances using simple movement patterns.  Use movement imaginatively, responding to stimuli, including music and performing basic skills  Change rhythm, speed, level and direction of their movements.  Create and perform dances using simple movement patterns, including those from different times and cultures.  Express and communicate ideas and feelings.
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Jump in from poolside and Jump in from poolside safely to a submerge to a minimum depth of minimum depth of 1.0 metre. 1.0 metre. Blow bubbles a minimum of three Sink, push away from wall and Enter the water safely. times rhythmically, with nose and maintain a streamlined position. mouth submerged. Move forward for a distance of 5 Push and glide on the front with metres, feet may be on or off the Move from a flat floating position arms extended and log roll onto the floor. on the back and return to standing without support. Move backwards for a distance of Push and glide on the back with 5 metres, feet may be on or off the Move from a flat floating position arms extended and log roll onto the floor. on the front and return to standing front. without support. Move sideways for a distance of 5 Travel 5 metres on the front, metres, feet may be on or off the Push from a wall and glide on the Enter and exit water safely with a perform a tuck to rotate onto the floor. back — arms can be by the side or growing level of confidence. back and return on the back. above the head. Scoop the water and wash the face. Travel in water for 10 metres. Fully submerge to pick up an Push from a wall and glide on the object. Be comfortable with water front with arms extended. Use recognisable actions to showered from overhead. Correctly identify three of the four demonstrate a growing Travel using a recognised leg action understanding of swimming strokes. key water safety messages. \* Move from a flat floating position with feet off the pool floor on the on the back and return to standing. back for 5 metres, without the use Demonstrate strategies to self-Push and glide and travel 10 of floatation equipment. metres on the back. rescue. Move from a flat floating position on the front and return to standing. Travel using a recognised leg action Push and glide and travel 10 with feet off the pool floor on the metres on the front. front for 5 metres, without the use Push and glide in a flat position on the front from a wall. of floatation equipment. Perform a tuck float and hold for Push and glide in a flat position on Perform a tuck to rotate from a flat three seconds. the back from a wall. floating position on the front, to a back floating position, then return Exit the water without using steps. to standing. Give examples of two pool rules. \*The four key water safety messages Perform a tuck to rotate from a flat 1. Always swim in a safe place. Exit the water safely. floating position on the back, to a 2. Always swim with an adult. front floating position, then return 3. If you fall in, float, breathe, relax. 4. If someone else in trouble, call 999/112. to standing.

	Perform a the front.	log roll from the back to	
	Perform a the back.	log roll from the front to	
	Exit the w	rater without support.	