Objective	es Key ideas Activities Next steps/Thin	igs to do				
Area of	Early Years	Year 1	Year 2			
learning.						
EYFS/ N.C						
objectives	2021 Early Development Matters					
	 Support children to develop their core strength, s Encourage the development of Gross Motor Skills 	onal awareness through tummy time, crawling and play tability, balance, spatial awareness and agility by crea to develop healthy bodies and social and emotional we b develop precision and hand-eye coordination, linked t	ting games both indoors and outdoors. Ilbeing.			
	National Curriculum Aims					
	 Develop skills in a range of physical activities Are physically active for sustained periods of time Engage in competitive sports and activities Lead healthy, active lives. KS1 Content					
	 Master basic movements including running, begin to apply these in a range of activities Participate in team games, developing simple Perform dances using simple movement patt Yoga 	s e tactics for attacking and defending	veloping balance, agility and co-ordination, and			

PE Progression YR \rightarrow Y1 \rightarrow Y2ObjectivesKey ideasActivitiesNext steps/Things to do					
Physical Literacy	Autumn 1 & 2	Autumn 1	Throughout		
LITERACY	Experiments with different ways of moving. Jumps off an object and lands appropriately. Children show good control and co-ordination in large and small movements. They move confidently in a range of ways, safely negotiating space. Develop core strength. Listen and following instructions Understanding body parts. Jumping games, rolling, shape formations.	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 activitiesDevelop balance, agility and co-ordination.Jumping in different directionsChange the speed of movement.Jumping relays, balancing bean bags on different parts of body. One point balances. Dance	Based on teacher judgement, children who still need support with gross motor skills and hand and eye coordination will receive support where necessary in lessons and additional 1:1 support if possible.		
Gymnastics	Spring 1– Develop skills in a range of physical activities. Motivate children to be active through games such as follow the leader.	Autumn 2– Develop skills in a range of physical activities. Are physically active for sustained periods of time.	Autumn 2 – Develop skills in a range of physical activities. Are physically active for sustained periods of time		
		Listen and follow instructions.	Develop short sequences on their own.		

Objecti	Yes Key ideas	Activities	<mark>Next steps/Thi</mark> i	ngs to do	
	Learning the names and why Help with p Learning what each	s of the core sh they are impor posture, core s	apes per lesson tant. trength. o be successful.	Learn a variety of gym actions applying them to a routine. Hold different body shapes and balances and combine different ways of travelling. Develop balance, co-ordination of travelling, shapes and size.	Have a clear start, middle and end. Explore with partner, mirror images. Self-assess own and others performance. Continue to develop balance and co-ordination of travelling, timing, jumping, transition into shapes
	Musical tucks, S Summer 2 – re	imon says, para		Recap over shapes through games, then build up into a routine. Yoga for this all too. Spring 1 Engage in competitive sports and activities	and sizes. Learn more complex shapes, rolls, transitions from each, performing to others. Spring 1 Engage in competitive sports and activities
				Children apply their skills taught in previous term and apply them in PBEd gym competition and core shapes on apparatus (wall bars, benches). How to move safely between each piece of apparatus. Know how to leave apparatus safely. Children to create own routines using variety of equipment.	Continue to develop from Autumn 1 Children apply all their skills taught in previous term and apply them in PBEd gym competition and on apparatus Children to create own routines using variety of equipment, creating different shapes. Use creative imagination to perform different routines. Self- assess performances.

Objecti	ives Key ideas Activities Next steps/Thi		
			Create and self-assess own routines Challenge to create shapes on wall bars.
			Applying shapes and routines on range of equipment.
Dance	Autumn 2 , Spring 2, Summer 1	Autumn 1	Autumn 1, Autumn 2
	Experiments with different ways of moving	Perform dances using simple movement patterns.	Perform dances using simple movement patterns.
	Experiment moving in different ways on equipment and jump landing safely.	Perform a longer routine.	Following instructions
	Showing emotion and moving in different ways.	Use listening skills to follow instructions.	Moving to the beat
	Following and listening to instructions.	Create high and low body shapes.	Telling a story through dance- linking to
	Show high and low movements	Express feelings during performance (facial expressions)	gymnastics can they include core shapes in their routine?
	Move confidently in a range of ways, safely negotiating space.	Display simple movement patterns.	Self-assess own performance
	Follow small routine based on topic. Step by step routine.	Class decide key features to dance and use props if necessary.	Children to create different scenes in groups to add to whole class dance.
		Spring 1- Summer 2	Spring 2, Summer 2
		Perform dances using simple movement patterns. For a longer period of time	Perform dances using simple movement patterns.
		Continue to gain confidence and experience to develop from Autumn 1.	Evaluate and improve a dance performance by recording and viewing their rehearsals.

Objectiv	es Key ideas Activities <mark>Next steps/Thi</mark>	Awareness of performance to an audience.	Use a range of vocabulary to describe moods and
		Begin to reflect on how they can make it better. Carry out dance with teacher guidance and give 2 stars and a wish from others. Begin to create your own freeze frame independently.	how dances make them feel. Remember and repeat simple dance phrases. Perform dances using simple movement patterns Perform to other classes, understanding the purpose of dance.
Multi-skills	Spring 2-	Spring 2-	Autumn 1-
	Motivate children to be active through games such as follow the leader.	Team Games- Engage in competitive sports and activities.	Golf- Develop skills in a range of physical activities
	Why do we do PE?	Participate in team games.	Perform fielding techniques with increased control and co-ordination.
	Understanding healthy lifestyle	Play a variety of different games.	Use information to improve their work.
	Moving in different ways	Understanding winning and losing.	Choose, use and vary simple tactics.
	Learning how to run and control movements	Team Games and equipment challenges	
	Matching movement to feelings	Handball- Participate in team games, developing simple tactics for attacking	.Tri Golf-putting and chipping activities.
		and defending	Spring 1 and 2
	Moving like different animals, basic throwing and catching to partners.	How to move to find space.	Handball- Participate in team games, developing simple tactics for attacking
		Moving when holding a ball.	and defending.
		Learning how to throw and catch (sending and receiving)	Use different rules and tactics for invasion games.

Summer 1-	Aiming at a target.	Recognise the best ways to attack and defend.
Sports Day	Develop simple attacking and defending techniques.	Participate in team games.
Travels with confidence and skill around, under, over and through balancing and climbing equipment.	Pass and receive a ball in different ways with	Understand and develop tactics for attacking and defending.
Motivate children to be active through games such as follow the leader.	increased control Throwing and catching games, special	Keep the ball and find best places to score.
Participate in Sports day and physical activities that are included within this using a variety of	awareness games.	Watch others accurately.
equipment, taking turns and celebrating other's successes.	Summer 1- Sports Day	Describe what they see and ask to copy others' ideas, skills and tactics.
Over and under, through the arches, javelin, running races.	Engage in competitive sports and activities.	Handball small sided games.
Summer 2	Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination,	Summer 1- Sports Day
Experiments with different ways of moving. Jumps off an object and lands appropriately.	and begin to apply these in a range of activities	Engage in competitive sports and activities.
Travels with confidence and skill around, under, over and through balancing and climbing equipment.	Children to take part in challenges that improve their fundamental movement skills of balance, co-ordination and agility. Activities	Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and
Motivate children to be active through games such as follow the leader.	to include running races, slalom run, standing long jump, javelin.	begin to apply these in a range of activities
	Over the arches, javelin, running races	Children to take part in challenges that improve their fundamental movement skills of balance, co-ordination and agility. Activities to include

PE P Objectives Key ideas Activities <mark>Next steps/Th</mark>	rogression YR →Y1→Y2 nings to do	
How to be safe.	Summer 2	running races, slalom run, standing long jump, javelin.
Stand on one foot.	Football- Participate in team games,	Over the arches, javelin, running races
Catch a ball.	developing simple tactics for attacking and defending.	over the drenes, javenn, running ruces
Moving in different ways.	Are physically active for sustained periods of time.	Summer 2
Learning how to catch.	Engage in competitive sports and activities.	Rounders- master basic movements
Wiggly warms up, bouncing ball games, bowling. Running, skipping games.	Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to	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.
	apply these in a range of activities.	Participate in team games, developing simple tactics for attacking and defending.
	Children to recap moving into space and moving whilst dribbling.	Choose, use and vary simple tactics.
	Then start striking receiving the ball using different parts.	Listen to teacher guidance.
	Learning rules of the game whilst developing	Learning how to play as a team.
	key skills.	Send and receive a ball in different ways with
	Participate in team games.	control and increased accuracy.
	Pass and receive a ball in different ways with control and increased accuracy.	Perform fielding techniques with increased control and co-ordination.
	Small sided skill focused football games.	

			PE Pr	ogression YR \rightarrow Y1 \rightarrow Y2	
Objective	es Key ideas	Activities	<mark>Next steps/Thi</mark>	ngs to do	
				Athletics- Children should master basic movements including running, jumping, throwing and catching, as well as	Batting and fielding games and small sided rounders matches.
				developing balance, agility and co- ordination, and begin to apply these in a range of activities	Athletics- Children should master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-
				Develop balance, agility and co-ordination	ordination, and begin to apply these in a range of activities.
				How to run, throw and jump and perform	
				these with increased control and co- ordination.	Explore movement techniques with increased control.
				Athletics- 60m sprint and hurdles, long distance running	How to run, throw and jump and perform these with increased control and co-ordination.
					Children to begin to start pushing their own individual performance, taking on skills they have learnt in order to be successful in sport. Celebrate the skills and talents of the child.
					Athletics- Tim Trials 60m sprint and hurdles, long distance running