	National Curriculum Reference									
KS1 PE Curriculum End Points	KS2 PE Curriculum End Points:	KS3 National Curriculum Requirements:								
Has mastered basic movements including running, jumping, throwing and catching.	Can use running, jumping, throwing and catching in isolation and in combination.	Use a range of tactics and strategies to overcome opponents in direct competition through team and individual games [for example, badminton, basketball, cricket, football, hockey, netball, rounders, rugby and tennis]  Develop their technique and improve their performance in other								
Has developed balance, agility and co-ordination, and is beginning to apply these in a range of activities.	Is able to play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending.	competitive sports [for example, athletics and gymnastics]  Perform dances using advanced dance techniques within a range of dance								
Can participate in team games and is developing simple tactics for attacking and defending.	Has developed flexibility, strength, technique, control and balance.	styles and forms  Take part in outdoor and adventurous activities which present intellectual								
Can perform dances using simple movement patterns	Can perform dances using a range of movement patterns.	and physical challenges and be encouraged to work in a team, building on trust and developing skills								
	Is able to take part in outdoor and adventurous activity challenges both individually and within a team Is able to compare their performances with previous ones and demonstrate improvement to achieve their personal best.	To solve problems, either individually or as a group analyse their performances compared to previous ones and demonstrate improvement to achieve their personal best								

Key concept:	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Health and Fitness	Knowledge: That exercise causes the heart rate to rise; cheeks might flush, the body may sweat and body temperature rises. The importance of stretching and staying hydrated.  Describe how my body feels before, during and after a fitness activity.	Knowledge: Describe how my body feels during different activities and can compare.  Can explain what their body needs to stay healthy and fit  Can explain why it is important to warm up and cool down	Knowledge: Can explain what their body needs to stay healthy and fit – specifically linking to food types and choices  Can explain some of the main principles when preparing to exercise.  Can explain why exercise is	Knowledge: Can choose appropriate warm up and cool down exercises.  Can explain how their body reacts to different kinds of exercise.	Knowledge: Can devise and choose appropriate warm up and cool down exercises.  Can confidently explain why we need regular and safe exercise and understand the effect on the body when this doesn't happen.	Knowledge: Can devise and choose appropriate warm up and cool down exercises.  Can confidently explain why we need regular and safe exercise and understand the effect on the body when this doesn't happen.
	Describe how my body feels before, during and after a fitness activity. Can exercise safely and responsibly.		important and the effect it has on the body.			
Gymnastic Movement	Knowledge: How to hold a balance (5 seconds for a strong balance)  To know how to correctly prepare for a gymnastics session  To have a basic	Knowledge: Know a variety of rolls, including forward, backward roll (using wedge), teddy bear rolls  To know some basic jump variations.	Knowledge: To know a variety of ways how to travel (cartwheels, tiptoe, hop and skip)  To know how to create matching and contrasting balances.	Knowledge: Know counter balances and use in a sequence.  To know how to change direction and speed with control.  To know how to use	Knowledge: To know the importance of conditioning exercises to increase strength and endurance.  To know how to safely enter and exist group balances.	Knowledge: To know how to confidently use equipment for a range of movements eg Vault and flight.  To know how to create their own complex sequences using the full range of actions and
	understanding that conditioning improves strength, flexibility and endurance.	Know how to create balance with a partner.  To know how to safely enter and exist partner balances and	To develop knowledge of different jumps (star and tuck)  To know how to safely move apparatus.	symmetrical and asymmetrical body shapes.  To know how to swing and hang from equipment safely.	To know how to incorporate a greater variety of apparatus safely in a sequence.  To know how to link movements into a more	movements.  To know how to apply skills and techniques consistently, showing precision and control.

	To know how to safely land and finish skills.  To know basic gymnastics shapes.  To know how to safely enter and exit balances and what to do if the balance becomes unsafe.	what to do if the balance becomes unsafe.  To know how to correctly stretch muscles in a warm up.	To know the importance of warm ups.	To know how to vault using equipment.  To know a variety of stretches that will prepare their bodies for the activity.	complex sequence (balance/travel/rolls/ jumps)  To know how to use a variety of speeds and direction under control.	
	Skills:  Demonstrate control and coordination when balancing and moving.  Begin to demonstrate feelings and moods through movement.  Perform varied and controlled balances.	Skills:  React to stimuli including pictures, writing and music when performing dance and gymnastics sequences.  Begin to move with spatial awareness, care and consideration.  Apply a range of rolls, jumps and balances into simple sequences.	Skills  Begin to remember and perform increasingly complex sequences.  Hold a variety of strong balances.	Skills:  Travel freely, fluently and in a controlled manner when performing gymnastics sequences.  Show confidence and correct technique in a performance.  Reflect and evaluate own performance.	Skills:  Move freely and with agility both on the floor and when using apparatus.  Reflect and evaluate own and others' performances.	Skills:  Compose gymnastic sequences combining balances, travelling, vaulting and use of apparatus.  Record performances to improve and refine.
Games (Including basic skills in KS1)	Knowledge:  The difference between running, jumping, skipping, hopping and walking and will be able to demonstrate these.  They know they can throw, kick, roll or bounce to pass and know which movements are necessary to demonstrate this.  They will know that they can use their hands or feet to pass a ball.	Knowledge:  Knows how to use hitting, kicking or rolling in a game.  Knows and can decide the best space to be in during a game.  Knows how to use tactics in simple games.  Know and can follows set out for simple games.	Knowledge:  Know how to keep and win back possession of the ball in a team game.  Knows how to defend and shoot in a team game.  Knows how to dribble and pass in a team game.  Knows how to communicate tactics with teammates.	Knowledge:  Know how to vary tactics and adapt skills depending on what is happening in a game.  Knows how to score points within the constraints of specific games (basketball and rugby).  Knows how to regain possession in basketball and rugby.	Knowledge:  Know how to gain possession by working a team.  Know when to choose a specific tactic for defending and attacking.  Know a number of techniques to pass, dribble and shoot using equipment.  Know when to pass and when to dribble in a game.	Knowledge:  Knows which type of pass to choose depending on the distance.  Knows how to transition from an attacking phase of play to a defensive phase of play.  Knows their role within a team and how to adequately perform this role.

They will know that to throw/kick accurately they need to look at the target and aim.  Know that to catch accurately they need to make a cradle with their hands or arms and look at where the beanbag/ball is aimed.	Knows how to throw different types of equipment in different ways, for accuracy and distance.  Knows skills for playing striking and fielding games.	Knows how to score points in live game situations.  Knows how to strike a moving object with increasing accuracy.  Knows how to use equipment correctly in specified game situations	Knows how to pass a ball correctly in basketball and rugby.  Knows how to score points and how to prevent opponents from scoring points.  Knows how to bowl and ball and strike a bowled ball with increasing accuracy.	Know how to pass and move to cause the opposition problems. Knows their role within a team. Knows how to strike a ball on the volley and the half-volley. Knows how to use equipment to defend a specified area (wickets in cricket). Knows how to use tactics to put an opponent under pressure or to alleviate pressure on one's own team	Knows how and when to use different techniques in game situation  Knows how to strike a ball with precision in the intended direction.  Knows when to change equipment to meet the needs of the task.
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Skills:
Fake part in games ndividually and as part of a aream.  Be able to send and receive an object.  Independently make decisions for a team.

Dance:	Knowledge: Focus and concentration is necessary when dancing.  Dance can be thought of as a narrative.  Understand how to vary movement (including pace) in response to music.  Movements can be sequenced to create a dance.  There are different levels and directions within a	Knowledge: Know you can use different parts of your body for dance sequences.  Know that changing rhythm and speed can enhance a dance performance and how the choreography looks.  Know how to communicate mood and feeling based on stimuli  Know you can change levels	Knowledge: Knows how to improvise freely and translate ideas from a stimulus into movement  Know how to vary tempo and energy within a sequence.  Share and create phrases with a partner or small group. That different parts of the body can be coordinated at the same time during performances.	Knowledge: Perform a dance to an accompaniment devising the sequence to take account of music, including repetition.  Know that dance should show consistency, fluency, accuracy and clarity of movements.  Know that dance can communicate narratives.  Knows what particularly aspects of their performance	Knowledge: Know how to develop sequences in the style of specific dance.  Knows the impact of increased poise, balance and coordination can have on a dance.  Know that dance can communicate an idea, as well as feelings and narratives.  Know how to choreograph a	Knowledge: Know how to demonstrate strong and controlled movements through a dance sequence.  Perform dances with confidence over a range of stimuli.  Know how to create complex sequences demonstrating a full range of movements.  Know a range of technical
	movement (including pace) in response to music. Movements can be sequenced to create a dance. There are different levels	dance performance and how the choreography looks.  Know how to communicate mood and feeling based on stimuli	Share and create phrases with a partner or small group. That different parts of the body can be coordinated at the same time during	consistency, fluency, accuracy and clarity of movements.  Know that dance can communicate narratives.  Knows what particularly	coordination can have on a dance.  Know that dance can communicate an idea, as well as feelings and narratives.	confidence over a range of stimuli.  Know how to create complex sequences demonstrating a full range of movements.
						previously learnt dance routine. Edit and improve when necessary.

Skills:	Skills:	Skills:	Skills:	Skills:
Begin to demonstrate feelings and moods through movement.	React to stimuli including pictures, writing and music when performing dance and	Begin to compose and perform sequences with a	Compose and perform sequences with a number of	Compose and perform sequences with a number
Improvise alone linked to stimuli.	gymnastics sequences.	number of elements.	elements including: call and response, unison, cannon,	of elements including: call and response, unison,
Vary movements and pace of movement.	Begin to move with spatial awareness, care and consideration.	Dance with expression, changes speed and levels of the body to begin to respond	repetition.  Recap all elements – poise,	cannon, repetition. Use dramatic expression in dance movements and motifs
Change of direction and level	Learn movements (lunge, shoulder roll, squats, punches)	to the music and the beat with some accuracy	balance, co-ordination	Demonstrate consistent precision when performing dance sequences.
Mirror the movements of another	Communicate mood and feeling based on stimuli	Create patterns with groups – adult led	Children to create sequences – write down sequence	Respond to the music and beat with accuracy
Building a sequence of movements (min 3 actions)	Begin to respond to the beat of the music	Repeat moves linked to the music (chorus and verses)	Create a performance to convey a story or mood – linked to music and responding to the beat and	Incorporate props into a dance routine
	Call and response – adult led  Sequence of movements with a clear start and finish	Children can write down their sequences/ record routine (adult led)	timings with some accuracy  Give and receive feedback	Perform with accuracy, confidence, good posture
		Perform and feedback, responding to constructive criticism.	with groups and then edit appropriately	Give, receive and respond to feedback

Athletics	Knowledge:	Knowledge:	Knowledge:	Knowledge:	Knowledge:	Knowledge:
	Knows how to move in a variety of ways at different speeds.  Know how and when to start a	Knows how to move in a variety of ways at different speeds.	Knows how to run at fast, medium and slow speeds; changing speed and direction	Knows how to sprint over a short distance and understands that a sprint style can't be sustained over a long distance.	Knows how to show control when taking off and landing.  Knows how to throw with	Knows how to demonstrate stamina and increase strength
	race.	Know how and when to start a race.	Can take part in a relay, remembering/knowing when to run and what to do	Knows how to jump in	increasing accuracy  Knows how to combine	
	Begin to understand what a relay is.	Begin to understand what a relay is.	Knows how to increase the	different ways.	running and jumping in the context of a triple jump.	
	Know that athletics is about being fast, far, high etc	Know that athletics is about being fast, far, high etc	distance that a thrown object travels through effective technique	Knows how to throw in different ways and hit a target (at appropriate distance), when needed.		
				Knows the role of a team player in a relay situation.		
	Skills:	Skills:	Skills:	Skills:	Skills:	Skills:
	Running	Running	Running	Running	Running	Running
	Take part in sprinting races moving as fast as possible	Take part in sprinting races moving as fast as possible	Identify and demonstrate how different techniques can affect their performance.	Begin to combine running with jumping over hurdles.	Accelerate from a variety of starting positions and select their preferred position.	Recap, practise and refine an effective sprinting technique, including reaction time.
	Take part in sprinting races up to 40m	Take part in sprinting races up to 40m	·	Understand the importance of		
	Compete in obstacle races	Compete in obstacle races	Begin to use an appropriate technique for sprinting (up to 60m) and over a longer	adjusting running pace to suit the distance being run.	Continue to practise and refine their technique for sprinting, focusing on an	Build up speed quickly for a sprint finish.
	Jumping	Jumping	distance (up to 1000m).	Takes part in a relay.	effective sprint start.	Run over hurdles with fluency, focusing on the lead leg
	Take part in jumping activities using basic measuring techniques	Take part in jumping activities using basic measuring techniques	Focus on their arm and leg action to improve their sprinting technique.	Jumping	Select the most suitable pace for the distance and their fitness level in order to	technique and a consistent stride pattern.
	Take part in standing long jumps activities and games.	Take part in standing long jumps activities and games.	Jumping	Learn how to combine a hop, step and jump, including a runup where necessary.	maintain a sustained run.	Accelerate to pass other competitors.
	Throwing  Demonstrate and develop	Throwing  Demonstrate and develop	Use one and two feet to take off and to land with.	Land safely and with control.	Identify and demonstrate stamina, explaining its importance for runners.	Work as a team to competitively perform a relay.
	Demonstrate and develop					

Take part in throwing games  Use basic measuring techniques	Take part in throwing games  Use basic measuring techniques	Develop an effective take-off for the standing long jump. Develop technique for standing triple jump.	Use a range of techniques performing an underarm or overarm throw with greater	Confidently and independently select the most appropriate pace for different
Throw a range of different objects.	Throw a range of different objects.			

	=	Develop an effective flight	accuracy and over a longer	Improve techniques for	distances and different parts
		phase for the standing long jump.	distance.	jumping for distance.	of the run.
		Land safely with some control.	Perform a pull throw (javelin).	Perform an effective standing long jump.	Demonstrate endurance and stamina over longer distances in order to maintain a
		Throwing Use a range of techniques		Perform the standing triple jump with increased	sustained run.
		performing an underarm or overarm throw.		confidence.	Jumping
				Develop an effective technique for the standing vertical jump (jumping for	Develop the technique for the standing vertical jump.
				height) including take-off and flight.	Maintain control at each of the different stages of the triple jump.
				Land safely and with control.	
				Measure the distance and	Land safely and with control.
				height jumped with accuracy.	Develop and improve their techniques for jumping for
				Throwing	height and distance and support others in improving
				Perform a fling throw (discuss).	their performance.
				Throw a variety of implements	Perform and apply different types of jumps in other contexts.
				developing accuracy and using a range of throwing	
				techniques.	Set up and lead jumping activities including measuring
				Measure and record the distance of their throws.	the jumps with confidence and accuracy.
				Continue to develop techniques to throw for	Throwing
				increased distance.	Perform a heave throw.
					Measure and record the distance of their throws.

			Continue to develop techniques to throw for increased distance and support others in improving their personal best.
			Develop and refine techniques to throw for accuracy.

Outdoor and		Knowledge:	Knowledge:	Knowledge:	Knowledge:
Outdoor and Adventurous Activities		Know how to read a map in a familiar context.  Know how to use clues to follow a route.  Know how to create a route and record it as a simple map.	Know how to follow a route safely.  Know how to follow a route within a time limit.  Recognise the bodies limitations.  Know how to solve problems within a given context.	Knowledge:  Know how to design a map for others to follow in a more demanding familiar context (school site)  Know the approximate amount of time that their own designed route should take and is able to follow a set route within an allocated time limit.	Know how to design a map for others to follow in a more demanding familiar context (school site)  Know the approximate amount of time that their own designed route should take and is able to follow a set route within an allocated time limit.  Follow a mixed terrain route along and through a range of environments.  Follow a map to an unknown location.  Plan a strategy with other and navigate a route competitively.
		Skills:	Skills:	Skills:	Skills:
		Create maps and courses – communicating effectively  Work as a team to solve	Plot a course to find the most efficient route to a target.  Navigating courses with	Use maps and symbols to complete courses using orienteering skills and equipment. Map of the	Use maps and symbols to complete courses using orienteering skills and
		problems	constraints and limitations	school site	equipment
				Navigate through the school	Complete obstacle courses as part of a team and alone.

		Use a basic map to find locations	Create challenges for themselves – competing  Find the most efficient route to a target  Use compass points	Recognise symbols on a map Use compass points	Application of skills within residential trip  Complete an obstacle course as part of a team and alone
Swimming		Know how to stay safe in and around water.  Know how to perform front crawl, breaststroke, butterfly and backstroke.  Knows how to breath effectively when swimming.  Skills:  Swims competently, confidently and proficiently over a distance of at least 25 metres  Uses a range of strokes effectively – e.g – front crawl, back crawl, backstroke and breaststroke  Knows how to stay safe in water and can recall survival tactics  Performs safe self-secure in different water based situations			