

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	 Fine Motor Skills Run skilfully. Pick up, carry and put down with care. Thread with control. 	 Locomotion 1 Walk forwards and backwards. Negotiate space. Jump in different ways. Dodge and gallop. Slide to the left and right. 	 Day on the Farm Throwing, catching, ball throwing. Bouncing, leaping and balancing. To copy and create movements. 	 Under the Sea Jumping, leaping and hopping. To move in different creative ways. Starting, stopping, balancing and running. 	 An encounter with Pirates Running, bending, stretching and balancing. 	 Target Games 1 Throw a ball underarm. Strike a ball with my foot. Kick a ball and roll with both feet.
Reception	Locomotion 2 Jump in a variety of different ways. 	Yoga • Perform different poses and think creatively.	 Dance-Seasons Use my body to create different shapes and to perform sequences. 	 Target Games 1 Throw a ball underarm. Strike a ball with my foot. Kick a ball and roll with both feet. 	 Striking & Fielding Games Skills 1 Develop fielding techniques. Bowl, pick up and stop a ball. Chase and retrieve a ball. 	 A Visit to the Zoo Move in different ways. Create and copy movements.
Year 1	 Fundamental Movement Skills 1 Run skilfully Pick up, put down and carry with care. Show increasing control. 	 Gymnastics- Pathways-small & long Step in controlled movements. Push and pull myself. Step and turn gracefully. 	 Net & Wall Game Skills 1 Send a ball with accuracy. Strike and volley a ball. Throw with accuracy and power. 	 Invasion Games Skills Receiving a bounce pass. Change direction confidently. Push pass Dribble a ball 	 Dance- Animals Create different shapes with my body. Remember and perform a simple sequence. 	Striking & Fielding Game Skills 1 Use both hands whilst fielding. Stop a ball. Bowl a ball. Chase and retrieve a ball.

Year 2	 Balance on one leg. Thread objects. 	 Jump in different pathways. Create sequences. Dance- Fire of London Create shapes using my body. Remember and perform a sequence. 	 Net & Wall Game Skills 2 Send a receive a ball. Strike a ball. Send a ball. Develop a good grip and stance. Return a ball. Strike a ball. 	 Invasion Games Skills Throw and catch overarm. Track an opponent. Dodge to beat an opponent. Pass the ball. Compete. 	 Striking & Field Game Skills 2 Catch and bowl a ball. Pick up and strike a ball. Chase a ball. 	Athletics 2 • Jump in different ways. • Throw with good technique.
Year 3	 Netball Send and pass a ball. Attack and track an opponent. Shoot using good technique. 	 Dodgeball Throw and catch. Be aware of the opposition. Attack and make decisions. 	 Athletics Use the correct technique for sprinting. Hurdle and jump. Throw correctly. 	 Football Trap, turn and dribble a ball. Make good decisions. Defend well and compete. 	 Cricket Be ready to receive a ball. Throw and bowl a ball. Bat successfully and field. 	 Dance- Egyptians Demonstrate agility, coordination, balance and precision. Change directions.
Year 4	 OAA Work as a team to solve problems. Negotiate. Know the school grounds using a map. 	 Gymnastics-Partner Work-Pushing and Pulling Balance. Compose a sequence. Work at contrasting levels. 	 Tennis Get into ready positions. Hit consistent forehand and backhand. Volley and serve a ball. 	 Basketball Control a ball with both hands. Pass the ball using good technique. Dribble, pass and shoot the ball. 	 Rounders Send a ball with good technique. Develop bowling, throwing and batting skills. Field and catch high balls. 	Dance-Vikings Change actions.

Year 5	 Dance-British Values Develop agility, balance, coordination and precision. Change actions. 	 Football Demonstrate control. Communicate. Identify shooting technique. Combine skills to score. 	 Athletics Change pace and run. Throw with accuracy and force. Perform different jumps. Compete in relay races. 	Swimming	Swimming	Swimming
Year 6	 Tennis Hit forehand and backhand. Volley, smash, lob and serve. 	 Gymnastics- Flight Perform gracefully using take off. Explore different levels. 	 OAA Think creatively using non-verbal communications to solve problems. Navigate using a map. 	 Basketball Control and pass at ball at different speeds. Mark the opposition. Dribble, pass and shoot. 	Rounders Bowl, throw, catch a ball. 	 Dance-World War 2 Change actions and communicate effectively.