

St. Barnabas' Nursery and Primary School

PE skills progression

Aims The national curriculum for physical education aims to ensure that all pupils:

- develop competence to excel in a broad range of physical activities,
- · are physically active for sustained periods of time,
- engage in competitive sports and activities and
- lead healthy, active lives.

Physical Development

EYFS

Gross Motor Skills ELG

Children at the expected level of development will:

- Negotiate space and obstacles safely, with consideration for themselves and others;
- Demonstrate strength, balance and coordination when playing;
- Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.

Fine Motor Skills ELG

Children at the expected level of development will:

- Hold a pencil effectively in preparation for fluent writing using the tripod grip in almost all cases;
- Use a range of small tools, including scissors, paint brushes and cutlery;
- Begin to show accuracy and care when drawing.

Development Matters:

EYFS Statutory Educational Programme:

Physical activity is vital in children's all-round development, enabling them to pursue happy, healthy and active lives. Gross and fine motor experiences develop incrementally throughout early childhood, starting with sensory explorations and the development of a child's strength, co-ordination and positional awareness through tummy time, crawling and play movement with both objects and adults.

By creating games and providing opportunities for play both indoors and outdoors, adults can support children to develop their core strength, stability, balance, spatial awareness, co-ordination and agility.

Gross motor skills provide the foundation for developing healthy bodies and social and emotional well-being.

Fine motor control and precision helps with hand-eye co-ordination which is later linked to early literacy.

Repeated and varied opportunities to explore and play with small world activities, puzzles, arts and crafts and the practice of using small tools, with **feedback and support from adults**, allow children to develop proficiency, control and confidence.

KS1 and KS2

Subject content

Key stage 1

Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations.

Pupils should be taught to:

- 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 activities
- participate in team games, developing simple tactics for attacking and defending
- perform dances using simple movement patterns.

Key stage 2

Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement. They should enjoy communicating, collaborating and competing with each other. They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success.

Pupils should be taught to:

- · use running, jumping, throwing and catching in isolation and in combination
- play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending
- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- perform dances using a range of movement patterns
- take part in outdoor and adventurous activity challenges both individually and within a team
- compare their performances with previous ones and demonstrate improvement to achieve their personal best.

Athlet ics	Sports and team games covered in KS1/KS2 Sports Day	Nursery Match their developing physical	Reception Revise and refine the	Year I KSI and KS2 PE National Curriculum Run, jump and throw	Year 2 KSI and KS2 PE National Curriculum Run, jump and throw	Year 3 KSI and KS2 PE National Curriculum -Take part in basic scoring of	Year 4 KSI and KS2 PE National Curriculum -Decide on ways to improve, run, jumps	Year 5 KSI and KS2 PE National Curriculum -Identify how they can change an	Year 6 KSI and KS2 PE National Curriculum -Accurately and confidently judge
	Multi Skills compet itions Daily Mile	skills to tasks and activities in the setting. For example, they decide whether to crawl, walk or run across a plank, depending on its length and width.	fundamental movements they have already acquired in Nursery: -rolling -crawling -walking -jumping -running -hopping -skipping -climbing -Develop the overall body strength, coordination, balance and agility needed to engage in dance, sports and gymnastics.	-Suggest links between types of exercises e.g. training speed for different jumping activities -Demonstrate awareness for the need to improve and attempt to improve -Select correct skill for the situation -Can start and stop at speed, run in straight lines using a variety of speeds -Attempt a variety of jumps taking off and landing on different foot combinations e.g., 2 to 1, 1 to 2 etcHandle and throw a variety of different objects	-Make choices about appropriate throws for different types of activity -Can identify areas of activities that need improvement e.g. power in throws to throw further -Develop power, agility, coordination and balance over a variety of activities -Can throw and handle a variety of objects including quoits, beanbags, balls, hoops -Can negotiate obstacles showing increased control of body and limbs	different events -Compete with others and record points -Link running and jumping activities with some fluency and consistency -Control movements and body actions in response to specific instructions -Jump for height and distance with control and balance -Run at different speeds according to event and instruction -Throw a variety of objects using different	and throws and implement changes -Show differences between sprinting and running speeds over a variety of distances -Throw a variety of objects demonstrating accuracy i.e. object landing in throwing zone -Perform a range of jumps with consistency, sometimes approaching jump with a run up -Compete in running, jumping and throwing activities and compare their own performance with previous	activity by using the STEP principle -Distinguish between good and poor performances and suggest ways to improve self and others -Sustain pace over shorter and longer distances such as running 100m and running for 2 minutes -Perform a range of jumps in different activities -Demonstrate a range of throwing actions using different equipment with some consistency and control -Able to run as part of a team in relay style events and	across a range of athletics activities -Record accurately scores given in variety events -Demonstrate accuracy and good technique when throwing for distance -Show good technique and control for jumping activities -Choose appropriate run up distance as an individual for athletic jumps -Use appropriate pace for different running distances -Demonstrate improvement when working with self and others

			movements with ease and fluency: obstacle courses, changing speed/direction etc.	and attempt to throw for distance -Copy and repeat basic movements for extended periods of time developing stamina -Demonstrate some core strength to hold a variety of shapes and positions -Move a variety of objects quickly showing a range of techniques -Developed agility and coordination skills to competently take part in a range of activities -Work partner to help improve their performance -Participate as part of a team to compete in running relays	Use agility in running games -Apply skills in a variety of activities -Practise to improve skills -Discuss thoughts and feelings around physical challenges and what it means to be a team player -Work cooperatively to complete running, jumping and throwing tasks -Consider others when playing games to respect their space and boundaries	recognised throws -Throw more accurately and over greater distances -Run as part of a relay team Identify how to improve own and others work and be tactful	-Work with others to score and record distance and times accurately -Develop control in baton exchange and analyse as a team how to improve handover	demonstrate max effort pace -Compare own performance with previous ones and demonstrate improvement to achieve personal best	-Use appropriate language to deliver a taught activity to their peers
Strikin g and fieldin g games	-Round ers -cricket	Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skills.	-Develop the overall body strength, coordination, balance and agility needed to engage in	Hit, Catch and run -Able to identify when a point has been scored and keep count of score	Hit, Catch and run -Make choices about where to hit the ball Make tactical decisions about	-Adhere to some basic rules of recognised games such as rounders or cricket -Explain how fielders work	-With increasing consistency, choose where to direct a hit from a bowled ball	-Recognise where increased flexibility and power is an advantage in striking and fielding the ball	-Apply with consistency standard rules of (modified) games -Use a range of tactics for attacking and defending in

		dance, sports	-Can choose where	where to position	together to	-Use and apply the	-In a game situation	the role of bowler,
	-Introduce children	and gymnastics.	to send the ball to	themselves in the	restrict batters	basic rules of the	play using a range of	batter and fielder
	to different balls		maximise chance to	field	runs	game	simple tactics such	-In rounders use
	(beach balls,	Further	score	-Has developed	-Apply simple	-Apply speed and	as getting players	correctly the rules
	balloons etc.) and	develop and	-Can make choices	hitting skills with a	tactics to choose	decision making to	out to restrict the	for running around
	bean bags	refine a range	where to stand in	variety of bats	where to hit the	run safely between	attack	bases
		of ball skills	the field to restrict	-Practised	ball	scoring markers e.g.	-Use and apply the	-Strike a bowled
		including:	runs scored	bowling/feeding a	-Strike a ball	stumps, posts	basic rules of the	ball and attempt a
		-throwing	-Catch a medium	ball to other	with some	-Play confidently in	game fairly and	small range of
		-catching (range	sized ball thrown	players	consistency	a variety of roles	consistently	shots
		of balls)	over a short	-Run in a game to	-Develop skills to	such as fielder,	-Choose where to	-Attempt to track
		-kicking	distance	score points	use in isolation	bowler, backward	hit the ball to	and catch high balls
		-batting	-Intercept,	Attempted to play	and in	e.g. wicket	maximise	in isolation and
		-and aiming	retrieve and stop	the role of wicket	competitive play	keeper/backstop	likelihood of	game play
			a beanbag and a	keeper or	e.g. throwing,	-Track and	scoring runs	-Demonstrate
		-Introducing	medium-sized ball	backstop	catching and	intercept the ball	-Use a variety of	control and
		children to ball	with some	-Makes attempts	bowling	along the ground	shots in isolation	consistency in a
		games with	consistency	to catch balls	-Play in simplified	sometimes	and in a game	range of fielding
		teams, rules	-Track balls and	coming towards	games	collecting with I	situation	skills, e.g. throwing,
		and targets	other equipment	player in games	-Bowl accurately	hand	-Throw with	catching,
			sent to them,	-Can work in small	-Show ready	-Bowling a	accuracy and	tracking,
			moving in line with	groups to field and	position to catch	recognised action	consistency over	intercepting
			the ball to collect it	bat	a ball	with some	short distances	-Play within small
			-Run between	-Display	-Strike a	consistency	-Tracking flight of	sided games using
			bases to score	sportsmanship	stationary ball	-In their local	the ball to increase	standard field/pitch
			points	when competing	(off tee) with	community can	catching success	layout e.g.
			-Retrieve and	against others	some consistency	they identify	Begin to employ	boundaries, posts
			return a ball to a		-Strike a bowled	locations in which	specific bowling	bowling areas
			base		ball with some	they could play	techniques such as	-Work
			-Use a range of		consistency	striking and	overarm in cricket	collaboratively in
			sending skills to put		-Identify how to	fielding games	-Work	teams to compete
			ball into space		improve own and		collaboratively with	against themselves
			-Able to self-feed		others work and		others to both	and others
			ball to hit off hand		be tactful		score runs and, in	
			and strike ball off		-Field as a team		the field, to restrict	
			cone		to return the ball		runs	
					to the			

				-Work collaboratively to score runs showing encouragement and support -Show awareness of teammates fielding positions to restrict runs in a simple game scenario		bowler/base effectively			
Net and wall games	-Volley ball -tennis	-Introduce children to different balls (soft tennis balls etc.) and bean bags for balancing and throwing	Further develop and refine a range of ball skills including: -throwing -catching -kicking -batting -and aiming -Introducing children to ball games with teams, rules and targets.	return -Identify space to send a ball into -Can describe how they worked with their partner to send and receive -Able to send an object with increased confidence using hand or bat -Move towards a moving ball to return with hand or bat -Score points against opposition over a line/net Select and apply skills to win points -Chase, stop and control balls and other objects such	return -Decide on and play with dominant hand -Develop tactics to outwit your opponent so they cannot return the ball -Demonstrate basic sending skills in isolation and small games -Show agility to track the path of ball over a line/net and move towards it -Hit a ball using both hand and racquet with some consistency -Return a ball coming towards	-Keep count/score of a game -Can discuss the different type of shots that may be used in a variety of situations -Serve to begin a game -Play a continuous game using throwing and catching or some simple hitting -Can play within boundaries -Use a small range of basic racquet skills -Move towards a ball/shuttle to return over a line/net -Play over a net	-Choose ways to send the ball to make it difficult for opponent to return -Play the role of umpire to keep score -Explore shots on both sides of the body and attempt with confidence -Use a small range of racquet/hand skills -Use basic defensive tactics to defend the court i.e. moving to different positions on the court - Work with a partner / small groups to return a served ball/shuttle	-Cooperate and collaborate with others to play in a sportsman like way -Recognise where they should stand on the court when playing on their own and with others -Play a range of basic shots on both sides of the body, move feet to hit ball at most appropriate point -Play modified games with confidence sending and returning a ball/shuttle this may be with differentiated equipment -Apply some control when	-Make appropriate choices in games about the best shot to use -Apply tactics in games effectively -Use forehand, backhand and overhead shots in isolation -Use forehand, backhand and overhead shots with more confidence in games -Start games with the appropriate serve -Begin to use full scoring systems -Develop doubles play further implement basic positioning tactics

				as beanbags and hoops -Track balls and other equipment sent to them, moving in line with the ball to collect or return -Work with a partner to send and return an object and play in a simple rally -Play cooperatively in a game situation	them using hand or racquet -Play in a modified game send and returning the ball over a line/net -Start a game using basic serving skills -Has developed hitting skills with a variety of bats	-Work with a partner to play in a doubles game	-Play competitively with others and against others in modified games	returning the ball/shuttle including foot placement, shot selection and aim -Can apply with some success, a range of techniques to win points -Demonstrate a variety of service shots in isolation and some game play - Play with others with some flow to the game, keeping track of their own scores -Suggest and lead warmups that prepare the body appropriately for net/wall activities	(team play for volleyball) -Use speaking and listening skills to umpire and play with peers without dispute
Invasi on games	-basket ball -hockey -footbal I -netball - tag rugby	Start taking part in some group activities which they make up for themselves, or in teams. Start practicing -kicking a ball -aiming at a target -sharing equipment	Further develop and refine a range of ball skills including: -throwing -catching (range of balls) -kicking -batting -and aiming	Attack,defend and compete -Recognise rules and apply them in competitive and cooperative games -Make decisions about how to defend a target -Begin to engage in competitive activities	Attack,defen d and compete -Select and apply a small range of simple tactics -Begin to look for space to pass into or run to in order to receive -Select the more appropriate skill to	-Recognise when you need to defend -Employ tactics to put pressure opponents -Being aware and able to undertake the demands different positions to support both attack defence	-Working with team mates to make it difficult for the opposition -Use tactics to perform defensively both as a team and as an individual -Play using recognised marking techniques of	-Play in formations and execute 'set plays' in game situations -Explain the need for different tactics and attempt these in a game situation -Know and apply the rules consistently in a game situation	-Choose and implement a range of strategies to attack & defend such as restricting attackers' space or goal side marking -Suggest, plan and lead a warm up or drill and use STEP technique to modify

-catching a ball	-Introducing	-Roll, slide or	move forwards to	-Send and receive	specific game e.g.	-Able to combine	-Make quicker
(balloon, soft balls	children to ball	throw a beanbag or	shoot	a ball with some	hockey, tag rugby	basic skills such as	decisions in games
etc.)	games with	ball with accuracy	-Can send a ball	consistency to	-Send and receive	dribbling and	(on and off the ball)
	teams, rules	-Bounce a medium	using feet	keep possession	the ball with	passing	-Use and apply
	and targets	sized ball to self	-Can receive a	-Sometimes	accuracy,	-Select and apply	boundary rules
	8000	and attempt to	ball using feet	move into	controlling to score	skills in game	such as corners,
		bounce to others	-Link	space to receive	points/goals	situation with some	self-pass and
		-Attempt to	combinations of	the ball	-Keep possession of	consistency e.g.	sideline in relevant
		intercept and catch	skills e.g.	-Use	the ball as an	dodging, pivoting,	game
		a thrown ball	dribbling and	recognised	individual using	dribbling and	-Build upon set
		-Work in	passing with	passes in	skills such as	running	plays such as in tag
		collaboration with	hands in isolation	isolation e.g.	dribbling and	with the ball	rugby, some
		others to attack	and	chest pass for	running with the	-Move balls over	suggest
			combination	netball or kicking	ball	longer distances	1
		and score points -Identify the things	-Can send a ball	with the inside of	-Show speed and	accurately,	improvements to
		that they like about	using hands	the foot for	endurance in a	· ·	play -Use a variety of
		exercise both in	-Can receive a ball	football	game situation	demonstrating	techniques for
					~	power	
		and outside of	using hands	-Play using	-Move into space to	-Play in different	passing,
		school	-Can play in a	basic rules of	help others and the	positions with	controlling,
			variety of	recognised	ball over longer	some success	dribbling and
			positions in both	game e.g.	distances	-Where	shooting the ball
			defence and attack	hockey or	-Work as part of a	appropriate mark	in games
			-Work with a	football	team to attack and	goal side	-Play in a variety of
			partner and in	-Shoot at a goal	score in a defined	-Use appropriate	positions (attacking
			small groups to	using appropriate	area. In netball play	language to	and defensive)
			develop skills	skills e.g. slap	within positional	explain their	-Consistently
			-Show	shot in hockey	restrictions	attacking and	catch/stop and
			awareness of	or set shot in	- Use and apply the	defensive play	control a ball
			teammates and	basketball	basic rules of the	-Use specific	-Able to track and
			opponents in	-Work as part of	game	learned skills to	control a rebound
			games	a team to attack		maintain	from shot (penalty
				towards a goal		possession	or open play)
						during a game	-Work
							collaboratively in a
							team to play and
							keep possession of
							the ball
 •	•	•					

Danc	Increasingly being	-Movement and	-Confident to	-Select	-Contribute ideas	-Respond	-Confidently	-Interpret different
e	able to use and	dance inked to	explore space	movements that	to the structure	sensitively to	participate in	stimuli with
	remember	Musicianship	within their dances	show a clear	of the dance	professional work	dances from	imagination and
	sequences and	lesson	and movements	understanding of	-Describe using	-Refine, repeat and	different	flair
	patterns of	-St. Barnabas	Recognise that	the	appropriate	remember short	cultures/parts of	-Identify in others
	movements which	Day dance	dances can have	theme/story/idea	language the	dance phrases	the world	and self where
	are related to	practice	themes and stories	of the	features of dances	-Perform with	-Perform different	good performance
	music and rhythm.		-Perform basic	dance	performed by	increasing	styles of dance	qualities are
	-St. Barnabas Day	-Develop the	body actions along	Show confidence	others	musicality with	clearly and fluently	achieved
	dance practice	overall body	with music	to perform in	-Attempt to	control and	-Refine & improve	-Warm up and cool
	-use of soft fabric	strength,	-Use different parts	front of others	perform with a	confidence	dances adapting	down
	to throw and catch	coordination,	of the body,	-Show some sense	sense of dynamics	-Perform dances	them to include use	independently
	-move to a rhythm	balance and	combine arm and	of dynamic,	-Competently	with consistency	of space rhythm &	-Work creatively
	of an instrument	agility needed	leg actions	expressive and	include props and	Show rhythm and	expression	and imaginatively
	-play musical	to engage in	-Perform with an	rhythmic qualities	other ideas in	style when	-Adapt their skills	on their own, in
	statues	dance, sports	awareness of body	in their own dance	their dance	performing as an	to meet the	pairs and in a group
	-copy movements	and gymnastics.	shape required	-Use different	-Attempt short	individual and with	demands of a range	to create simple
			-Remember and	parts of the body	pieces of	others	of dance styles	dances
			repeat simple	in isolation and	improvised dance	-Dance using a	-Incorporate levels	-Use recognised
	Start taking part in		movement patterns	combination	responding to the	variety of	and flight into	dance actions and
	some		-Move with control	-Perform with	structure/theme	formations	movement patterns	adapt to create
	dance/movement		and show spatial	control and	of the dance	confidently	and dances	motifs and
	group activities		awareness	balance and	-Share and create	-Show sensitivity to	-Create and use	movement patterns
	which they make		-With help,	demonstrating	short dance	a dance idea/theme	compositional ideas	-Communicate the
	up for themselves,		compose a basic	coordination	phrases with a	or story	confidently such as	artistic intention of
	or in teams.		movement phrase	-Explore and use	partner and in	-Showing	pathways, step	a dance clearly,
			-Work with a	basic	small groups	self-control and	patterns and unison	fluently, musically
			partner	choreography	-Perform	maturity to	-Recognise and	and with control
			-Engage with the	including levels,	movements with	perform a partner/	comment on	-Practise and refine
			class to perform	speed changes,	increased control	group contact work	dances suggesting	coordination skills
			marching sequence	unison and	-Express moods		ways to improve	through activities
			and canon	cannon	and feelings		-Work	such as live aural
				-Move with	throughout the		collaboratively in	setting / freeze
				imagination	dance piece		groups to compose	frame
				responding the	-Can decide with		short dances	-When working in
				music	others which			groups/pairs take

					-Perform with expression -Attempt to work as part of a group to perform a dance -Able to comment on ideas and emotions and how they can be portrayed through dance	floor patterns/pathways to follow			the lead suggesting ideas and refining actions of others -Use facial expression to communicate emotion and a further narrative
Gym nasti cs	Climbin g frame apparat us	Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skills. Go up steps and stairs or climb up apparatus (outdoors and in the hall), using alternate feet.	-Develop the overall body strength, coordination, balance and agility needed to engage in dance, sports and gymnastics. -Confidently and safely use a range of apparatus (outdoors and in the hall) to develop body strength, coordination and agility.	-Use words such as rolling, traveling, balancing, climbing -Decide which supporting concepts and actions to add to their sequence -Safely move and carry basic gym equipment such as mats and benches -Recognise like actions and link them together -Perform simple gymnastic actions and shapes -Remember and perform a simple sequence using	-Comment on aspects of own and others performances -Perform with control and consistency basic actions at different speeds and on different levels -Create and perform a simple sequence -Show contrasts in gymnastics shapes and actions -Work to improve flexibility and strength -Attempt to use rhythm whilst performing a sequence	-Modify actions independently using different pathways, directions and shapes -Identify similarities and differences in sequences -Perform sequences with contrasting actions -Show strength and flexibility to shapes and actions being performed -Remember and repeat sequences -Adapt basic sequences to	-Decide on ways to improve a piece of work using compositional elements and implement changes -Apply a broader range of more challenging skills executed with precision -Perform actions such as balance, body shapes and flight with control -Develop an increased range of body actions and shapes to use in longer, more complex sequences -Identify 'core muscles' and use	-Selects a component for improvement and use guidance from others to do so -Explain the significance of a warm up and how it relates to gymnastics activity -Create longer and more complex sequences and adapt their performances -Follow, copy and repeat others actions -Make a dynamic sequence with contrasting shapes and actions and balances	-Identify their strengths and weakness and compose a sequence which will achieve the highest score against criteria -Perform increasingly complex sequences -Compose and practise actions and relate to music -Experience flight on and off of apparatus -Show clarity, fluency, accuracy and consistency in their movements -Lead group warm up demonstrating the

		rolling, travelling, climbing, balancing and jumping -Make their body tense, relaxed, stretched and curled -Perform in unison and canon -Move on, off and over object with confidence including the climbing frame -Communicate with a partner to create short sequence	-Use core strength to link gymnastic elements e.g. back support and half twist -Remember and repeat sequences -Reflect on own performance and use scoring system to judge performance -Develop character and maturity to work in close proximity with others -use the climbing frame safely	include some apparatus -Develop body management over a range of floor exercises -Comment on others gymnastics sequences describing what they did well -Can suggest how developing strength and flexibility helps in maintaining a healthy active lifestyle -use the climbing frame safely	them to improve quality of shapes and actions -Show smooth transitions and flow in sequences -Adapt actions and sequences to work with partners and small groups -At key points, compare their performances to previous ones -use the climbing frame safely	demonstrating smooth transitions -Attempt to perform more complex skills in isolation such as round-off -Remember and repeat longer sequences with more difficult actions such as cartwheels, shoulder rolls -Work responsibly in trust exercises and when counterbalancing -Perform symmetry and asymmetry individually, in pairs and as a group -use the climbing frame safely	importance of strength and flexibility -Work independently and in small groups to make up sequences to perform to an audience -use the climbing frame safely
Swim ming				-Propel themselves over longer distances using swimming aids -Move with more confidence in water including submerging themselves fully	-Swim a short distance between 5 and 20 metres unaided using one consistent stroke -Begin to use basic swimming techniques including correct arm and leg action -Attempt to use basic breathing	-Swim over greater distance of 10 and 20 metres with confidence in shallow water -Bring control and fluency to at least two recognised strokes -Compete as part of a team	-Perform safe self-rescue in different water-based situationsSwim competently, confidently and proficiently over a distance of at least 25 metres -Work in pairs to refine stroke

				-Enter and exit the water independently -Float and regain to standing confidently -Push and glide and transition from glide to stroke -Attempt skill of sculling and use to propel themselves -Apply basic arm and leg action to 'doggy paddle'	patterns when swimming -Enter and exit the water in a variety of ways -Work in collaboration to perform group challenges such as group floats -Submerge, sink, roll and rotate underwater -Attempt surface dive	-Implement good breathing technique to allow for smooth stoke patterns -Have attempted personal survival techniques as an individual and a group with success -Link lengths together with turns and attempt a tumble turn in isolation and during stroke -Surface dive and travel to the bottom of the pool to collect objects -Work up to crouching dive	technique and suggest ways they can improve
OAA Outd oor adve nturo us activi ties	Sayers Croft Y6 Multi Skills compet ition at Regents Park			-Describe their work and the strategies they use to solve problems -Independently identify factors needed to complete a task -Use acquired skills to create	-Plan and refine strategies to solve problems -Identify what they have done well and suggest ways to improve -Work out answers from clues, working independently from teacher	-Recall and remember symbols, items and objects during task as an individual and team -Play a role in problem solving -Communicate using code -Work at a high intensity for sustained period	-Y6 trip to Sayers Croft -Use knowledge of games in PE to suggest adaptations and variations to games/activities -Follow instructions accurately

			maps and	-Use maps, symbols	whilst completing a	-Use written
			•			
			directions	and compass	task	description to
			-Identify and use	confidently to	-Evidence results	identify objects
			symbols on a map	navigate	and keep score	-Refine and adapt
			to navigate	-Remember and	-Compete against	ideas in group task
			-Play	recall map symbols	others and perform	-Use information
			competitively and	and other relevant	under pressure	given by others to
			fairly	key information	-Explore and refine	complete a task
			implementing the	-Work well as part	ways of	and work
			rules	of a team or group	communicating to	collaboratively
			-Perform with	within well-defined	best complete a set	-Work
			strength, stamina	role	task	collaboratively to
			and endurance in	-Listen and be		perform a more
			more physical	directed by others		complex task
			tasks			-Takes
			-Lead others and			responsibility for a
			be led and work			role in a task
			with others to			
			solve problems			