Physical Education			
ey Stage 1 Participate in team games, developing simple tactics for attacking and defending. Perform dances using simple movement patterns. Seential Bearning Bijectives Milestone 1 End of Year 2 Bijectives		Essential Opportunities Key Stage 2 Swimming and water safety: take swimming instruction either in Key Stage 2. • Play competitive games, modified where appropriate, such as football, netball, rounders, cricket, hockey, basketball, badminton and tennis and apply basic principles suitable for attacking and defending. • Take part in gymnastics activities. • Perform dances. • Take part in outdoor and adventurous activity challenges both individually and within a team. • Swimming and water safety: take swimming instruction either in Key Stage 1 or Key Stage 2.	
		Games	Pass ball accurately to partner Making decisions about where and when to run showing an awareness of others Perform a range of skills to include rolling a ball, throwing, striking, kicking and catching To use different skills in games e.g varying passes in netball/football Show an understanding of defensive and attacking skills in games Lead others where appropriate – aiding partners and taking warm ups/cool downs etc
Dance	Choose a movement to communicate a mood or feeling. Link several movements together with control and some co ordination. Show an awareness to the rhythm in relation to dance moves — changing speed and direction.	Plan, perform and repeat sequences refining them into linked sequences. Create dances that show emotions and respond to different types of music effectively. Create own short dances using movement phrases linked with repeating motifs.	Compose, create and perform an imaginative dance sequence. Develop and adapt motifs to make dance phrases and include them in longer dance performances. Show an ability to collaborate and lead, suggesting improvements.
Gymnastics	Perform rolls such as teddy bear, pencil and forward roll down incline. Maintain a range of balanced showing extension and tension. Jump in a variety of ways showing balance and safe landing. Link two or more actions to make a sequence	Create sequences that include: travelling, balances and rolling. Vary speed, direction and level and body rotation on floor and apparatus. Perform a short gymnastic routine with a partner which shows creativity and good techniques in the above mentioned skills.	Create sequences that include: travelling, balances, fligh vaulting and rolling that are well executed. Practise and refine gymnastic techniques listed above, in performances. Hold shapes that are strong and expressive on the floor and apparatus, showing control and creativity. Vary speed, direction and level and body rotation on floor and apparatus.
Swimming		Swim a width using more than one stroke co ordinating leg and arm movements appropriately. Swim below water, using the appropriate breathing techniques.	Swim competently, confidently and proficiently over a distance of at least 25 metres Use a range of strokes effectively [for example, front crawl backstroke and breaststroke] Perform safe self-rescue in different water-based situation
Athletics	 Understand the difference between jogging and sprinting. Be able to throw with some accuracy, underarm and overarm To be able to perform a jump in a number of ways eg standing long jump, hopping, one foot to two feet showing they can land safely. 	Introduction to running techniques for short, middle and long distance running. Develop techniques for different kinds of jumping – triple and long jump, standing long jump, standing high jump. Introduce skills for successful throwing for distance Compete against each other in athletic events and understand how to improve by evaluating own and others'	 Sprint using effective techniques showing correct leg action, body position, driving arms. Throw accurately and for distance – analysing technique and body position to improve. Show control in take off and landing when performing jumps of both height and length. Compete with others, keeping a record to help improve personal best targets.
Outdoor Adventurous	 To be able to understand what is and what isn't a risk in the environment. Show ability to lead and be part of a team. To be aware of the environments and it's changing conditions. Empathise with others and offer support. 	Identify risks and how to manage them. Show the ability to both lead and form part of a team. Support others and seek support if required. Show initiative when challenges don't work out and work through a way to solve them. Use simple maps to aid orienteering	Select appropriate equipment for an outdoor adventure. Identify risks and how to manage them. Gain respect of team by showing both good leadershi and collaboration qualities. Remain positive in challenging situations. Use orienteering skills. Assess changing conditions and adapt plans- ensuring safety comes first.