



PE (including Swim) CURRICULUM COVERAGE

Level Expected at the End of EYFS

Key Stage 1 National Curriculum Expectations

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 National Curriculum Expectations

Pupils should be taught:

- 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
- $\ \square$ compare their performances with previous ones and demonstrate improvement to
- achieve their personal best.

Swimming and water safety

All schools must provide swimming instruction either in key stage 1 or key stage 2.

In particular, pupils should be taught to:

- swim competently, confidently and proficiently over a distance of at least 25 metres
- $\ \square$ use a range of strokes effectively [for example, front crawl, backstroke and

breaststroke]

perform safe self-rescue in different water-based situations.

	Skills Progression								
	Early Years	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Physical education - Swimming Swimming and water		Swim competently, confidently and proficiently over a distance of at least 25 metres.	swim competently, confidently and proficiently over a distance of at least 25 metres.	swim competently, confidently and proficiently over a distance of at least 25 metres.	swim competently, confidently and proficiently over a distance of at least 25 metres.	swim competently, confidently and proficiently over a distance of at least 25 metres.	swim competently, confidently and proficiently over a distance of at least 25 metres.		

safety		Assign	Assign	Assign	Assign	Assign	Assign
suiciy		Use a range of strokes effectively (for example, front crawl, backstroke and	Use a range of strokes effectively (for example, front crawl, backstroke and	Assign Use a range of strokes effectively (for example, front crawl, backstroke and	Use a range of strokes effectively (for example, front crawl, backstroke and	Use a range of strokes effectively (for example, front crawl, backstroke and	Use a range of strokes effectively (for example, front crawl, backstroke and
		breaststroke).	breaststroke).	breaststroke).	breaststroke).	breaststroke).	breaststroke).
		Assign	Assign	Assign	Assign	Assign	Assign
		Perform safe self rescue	Perform safe self-rescue in different water-based	Perform safe self-rescue in different water-based	Perform safe self-rescue in different water-based	Perform safe self-rescue in different water-based	Perform safe self-rescue in different water-based
			situations.	situations	situations.	situations.	situations.
Processes	Adjust speed when running, and	Running involves keeping	techniques in running,	range of techniques can be	running long distances	power is the amount of force	control, speed, strength and
Athletics	jump off objects and land successfully.	your head up, pumping your arms and lifting your	jumping, throwing and catching can be developed	used to throw, run and jump with increasing	requires endurance (the ability to keep doing	a muscle creates against a resistance. It helps	stamina are skills that can be developed over
	and land soccessiony.	knees. Jumping involves	and modified to improve	accuracy and competence.	something difficult for a long	athletes to hit, tackle	time through practice and
		starting in a crouch, swinging	performance. Develop and	For example, overarm	time), stamina (a good level	and throw. Stamina is the	training. By working on these
		your arms behind your body, taking off on both	modify running, jumping, throwing and catching	throwing is useful for throwing over long distances	of fitness) and pace-setting (not running too fast too	physical and mental ability to do something	skills, performance in running, jumping and
		feet and landing with	techniques to make	and can be improved	soon). Sprinting	difficult for a long period of	throwing should improve.
		bent knees. Throwing	outcomes more successful,	using a range of techniques,	requires muscle power,	time. Power and stamina are	Demonstrate a high level of
		involves looking where you want the ball to go, stepping	with increasing balance, agility and coordination.	such as standing sideways to the target and	speed and short bursts of energy. Run a range of	developed over time by carrying out regular	control, speed, strength and stamina when running,
		forward on one foot,	agiiii, ana eeeramanem	pulling the throwing arm	distances, varying pace and	exercise, which strengthens	jumping and throwing,
		pulling the ball back with the other hand and then		back behind the head.	for extended periods.	muscles, increases fitness and	in isolation and
		pushing the ball forwards,		Demonstrate a broader range of throwing, running		can improve skills and techniques. Understand	combination, and suggest ways to
		letting go in front of you.		and jumping techniques,		how power and	improve performance.
		Catching involves watching the ball and grasping it		in isolation or combination, with improving accuracy		stamina are developed and how this improves	
		tightly with both hands.		and competence.		performance.	
		Practice basic running					
Gymnastics	Demonstrate balance, strength, fluency of movement and	Balancing means holding the body steady without	two or more different body shapes, performed and	gymnastic sequence can include a number of	fluid gymnastic routine means having smooth	complex gymnastic sequence should include a	polished gymnastic routine has been planned and
	coordination when using play	wobbling or falling. Using	held in a steady position one	balances or ways of	links between the	range of balances and levels,	practised. It involves a
I	equipment and develop core	space safely means	after the other, are	travelling, performed at	movements, actions and	with movements that	range of balances and
	muscle strength.	showing awareness of other people and obstacles	called a sequence of linked balances. Different body	different speeds and levels. Different levels can be	balances in a sequence. Combine	involve changing speed and direction. Create	ways to travel, with an emphasis
		in the setting. Demonstrate	parts can support a balance.	created using the body or	movements, actions and	increasingly complex	on precision, stability,
		agility, balance, control and coordination when	Body shapes can	apparatus, such as	balances and equipment,	sequences, including	smooth transitions and clear extensions. Plan and
		moving or balancing,	include a star, straight line, bridge, arch, tuck and	benches, climbing frames or trestles. Copy, explore	individually or collaboratively, to create a	changes of direction, travelling and	perform gymnastic
		performing basic sequences	crab. Demonstrate a	and create a gymnastic	fluid routine	varying speeds and	sequences, using a wide
		that use space safely.	sequence of linked balances,	sequence beginning to use flexibility, strength, technique		levels, showing good precision, stability, flexibility,	range of movements and
			creating a variety of body	and balance.		technique and strength.	balances to create a
			shapes.				polished
Sending and striking	Pat, throw, kick, pass, aim, bat	Patting involves tapping a	there are different ways to	different techniques are used	striking and fielding games	striking, fielding and racket	routine. hen engaged in a
Sending and sinking	and catch different	ball with open hands.	send an object from one	when passing,	are activities in which	skills are used when	competitive game that
	sized balls with increasing	Throwing involves sending a	place to another, such as	batting, dribbling, travelling	players strike an object and	playing different sports, such	involves
	control.	ball through the air using the hands and arms.	patting, throwing, rolling and kicking. Confidently	with or striking a ball and are specific to an	run to a particular area to score points. Fielders try to	as tennis, rounders and cricket. All of these are	sending and receiving a ball, there are some
		Kicking involves sending	send or receive an object,	activity or a sport, such as	stop the other team	required to enable a	fundamental ball skills and
		a ball along the ground by striking it with a foot.	such as a beanbag or ball.	hockey, football or rounders. Use different	from scoring by retrieving and returning the ball.	player to score points. Use striking, fielding and	some that are specific to the game. Precision can be
		Stopping a ball involves using		techniques to pass, bat,	Specific throwing, catching,	racket skills confidently and	demonstrated when
		a part of the body to		dribble, travel with and	striking and fielding	consistently	sending the ball if it reaches
		prevent the ball from moving. Catching involves		strike a ball with some control, coordination and	skills are required in particular sports, such as		the intended player or target. Precision can be
		grasping a ball in two hands		accuracy.	bowling a ball overarm in		demonstrated when
		after it has been			cricket. Throw, catch,		receiving a ball by a player
		thrown or kicked, pat, throw, kick, stop and catch a			strike and field with control and accuracy.		moving position or changing height to catch a
		ball.					ball that is intended for
							them. Use ball skills
							confidently and with some precision in a wide variety of
							competitive games.
Team games	Develop body strength, coordination, balance and	Rules are instructions that	A tactic is an action, such as	competing means trying to	competitive games, such as badminton, basketball	range of rules and tactics are	attack and defence tactics
	Coordination, balance and	guide how a game	passing the ball to a	win or achieve	Daaminton, basketball	used in competitive	can be developed and

	agility and join in with or make up games that involve energetic movements, such as jumping, skipping, hopping, running and climbing.	should be played. Everyone playing the game must follow the rules to make it fair. Participate in simple playground games, following the rules.	team member who is closer to the net, that helps the team to achieve something. Team members work together towards a shared goal, such as scoring points. Play simple team games, understanding the rules and developing basic tactics to score points.	something that others are also trying to achieve, such as scoring a goal. Competing effectively as a team involves listening to others, sharing personal ideas, encouraging each other and using appropriate tactics. Compete in a team game, communicating with others and using tactics.	and football, involve two players or teams playing against one another, where one player or team wins and the other loses. Competitive games require the use of different attack and defence tactics. Play a well-known or invented competitive game, communicating with others, and developing and using team tactics.	games. Competitive games have rules for conduct, scoring, positioning, the number of players and equipment. Competitive games have tactics specific to the sport. Coordination is when the parts of the body work together effectively. Control is being able to direct the body to perform precise movements. Apply a variety of rules and tactics to play competitive team games with some skill, coordination and control.	refined in several ways, such as through practice and coaching, watching competitive games being played by others, asking questions and listening to feedback. Develop and refine strategies and tactics for attacking and defending during competitive team games.
Dance	Move energetically and repeatedly, with improved fluency, control and grace when dancing and moving in time to music.	Different parts of the body can be used to create movements, such as stepping, stretching, skipping or crouching. Two or more movements can be ordered to create a movement pattern. Copy, create and remember simple movement patterns, showing awareness of rhythm	movements can be performed along different pathways (straight, curved or zigzag), levels, speeds and directions. This can help performers to express different ideas, emotions or feelings. For example, if creating a dance about a storm, movements may be fast, with lots of changes of direction. Perform movements to express ideas, emotions or feelings, varying level, speed and direction.	provising means making up movements while listening and performing to music. Different pieces of music have different rhythms and create a range of feelings that can be shown through movement. Move in time to music, beginning to improvise movements and motifs that express the meaning and mood of the piece	movement patterns can represent an important or recurring idea called a motif. They can be inspired by stimuli, such as music, a story, theme or topic. Compare, develop and adapt movements and motifs to create movement patterns in response to stimuli.	improvisation is a creative and unplanned movement or set of movements that are performed in response to a stimulus. Precision means the movement is accurate and carefully performed. Control involves balance and awareness of the space. Fluency means movements flow smoothly. Improvise and move with precision, control and fluency in response to a range of stimuli.	dance, dynamics means how the body moves, in terms of the speed, energy and flow of the movement. For example, the dynamics of a dance could be described as explosive or jerky. Vary dynamics of movements or dance, developing actions in time to music with a partner or as a part of a group
Creativity Evaluation	Watch a variety of sporting activities. Talk about similar games and activities that they have taken part in and how it made them feel and their preferences.	Words, such as exciting, brilliant, bouncy and fast can be used to describe feelings, movements and actions. Comment on their own or others' performance, routine or game.	improve means to get better at doing something. Performance in PE can be described using different vocabulary, such as tried hard, found it a challenge, listened carefully and could improve. Use appropriate vocabulary to comment on performance and opportunities for improvement.	pending time practising a technique can lead to improvements. Improving a performance can be described using different vocabulary, such as challenge, technique, power and speed. Identify areas for improvement and make suggestions about how to improve performance, using appropriate vocabulary.	A skill is a special ability to do something well and is gained through practise and training. There are skills and techniques specific to particular activities or sports. It is important to identify areas of skill that require development to improve performance. Reflect on their own and others' skills, identifying and working on areas for improvement.	there are a range of tactics, skills and techniques specific to different areas of PE. Strategies that improve performance include working with a coach, watching adults, peer modelling, listening to comments from others and acting upon feedback. Comment on tactics, techniques and skills, and learn from others to help improve performance.	performance can be improved by developing observation skills. For example, watching good practice and then noticing and discussing similarities and differences between people's performances is a tool to support improvement. Accurately analyse their own and others' performance, commenting on similarities and differences and learning from them to make improvements.
Investigation Data analysis		Blocks, measuring sticks and trundle wheels can be used to measure how far something has travelled in metres and centimetres. Counting aloud or using a timer can tell us how fast something has travelled in minutes and seconds. Record achievement in running, jumping and throwing activities by measuring how fast or far something has travelled.	kills are learned in PE and then improved by practising (doing something over and over again to become better). Information can be collected over time to show how practice improves performance. Collect data over time to show how repetition improves overall performance.	'personal best' is the fastest time or highest score achieved by an individual in a particular sporting activity. A personal best can be improved over time by practising skills and techniques. Explain how a 'personal best' can improve over time	kills can be advanced during training and practise time by changing different variables, such as the equipment, distance, height or technique used. Examine how changing variables can refine skills	performance can be improved over time by practising skills, techniques or tactics and when training by working on endurance, stamina and strength. Many improvements can be recorded using different units, such as time (minutes and seconds) or distance (metres and centimetres) and analysed after each repetition of the activity. Estimate and investigate improvements in performance over time.	E data should show improvement over time. Training improves endurance, strength and stamina. Practice refines skills, techniques and tactics. Sometimes, data may indicate no improvement and this can be due to specific factors, such as illness or injury, which have affected the outcome. Analyse the outcomes of a range of collected PE data and

							suggest factors that have influenced the results.
Nature Outdoor adventurous activities	Move confidently in a range of ways and safely negotiate space, obstacles and terrains.	Position, direction and movement can be described using the words top, middle, bottom, in front of, above, between, around, near, close, far, up, down, turn, forwards, backwards, inside, outside, left and right. There are different ways of travelling to get from one place to another, such as walking, jogging, skipping or jumping. Follow a simple route around the school grounds or a given outdoor space.	obstacles can be overcome by moving into spaces around, over, under or through them. Move over, under and through spaces and obstacles outdoors.	working effectively as a team means working within a group to complete an activity well or achieve a shared goal. It involves following instructions, listening to others, taking turns and using people's strengths to achieve the goal. Work outdoors effectively as part of a team to safely navigate familiar places and solve problems.	challenge is an activity that tests a person's abilities. Challenges can be met using different strategies, such as applying learnt skills or tactics, asking for help, working well with others and listening to and acting upon helpful feedback. Respond positively to challenges and other team members, showing the ability to listen to and act on feedback.	orientating a map is positioning it so that it corresponds to the correct position of north and the land that it represents. Plan routes and orientate maps, responding positively to increasing challenges, problems and working as a team.	when engaged in outdoor and adventurous activities, a range of problem-solving and resilience skills can be employed to help complete a task effectively, such as sharing ideas with others and asking questions. Being a good team player means working well with others to achieve a shared goal. It involves various skills, such as valuing the ideas and opinions of others, recognising others' strengths and involving everyone. Use and apply strategies for solving problems, listening to others and being a good team player when engaged in outdoor or adventurous activities.