Summary and Progression Dance							
Nursery	Reception	<u>Y1</u>	<u>Y2</u>	<u>Y3</u>	<u>Y4</u>	<u>Y5</u>	<u>Y6</u>
Gross Motor	Gross Motor	• Explore space within their	Explore different	Begin to identify and	Show rhythm and style	<ul> <li>Incorporate levels and</li> </ul>	Incorporate facial
Continue to develop their	<ul> <li>Revise and refine the</li> </ul>	movements and have good	levels, speed changes,	use different pathways	when performing as an	flight into movements.	expression to
movement, balancing,	fundamental movement skills	spatial awareness.	unison and cannon in	and patterns to use.	individual and with others.	Begin to improve	communicate motion
riding and ball skills	they have already acquired: -	Recognise that dances can	basic choreography.	Begin to express moods	<ul> <li>Understand how to</li> </ul>	dances by adapting	and further narrative.
<ul> <li>Go up steps and stairs or</li> </ul>	rolling, crawling, walking,	have themes and stories.	<ul> <li>Select movements</li> </ul>	and feelings throughout	represent themes or a	them to include space,	<ul> <li>Work creatively and</li> </ul>
climb up apparatus using	jumping, running, hopping,	• Perform basic body actions	that show a clear	their dance sequence.	story through dance.	rhythm and expression.	imaginatively on their
alternate feet.	skipping, climbing	along with music.	understanding of the	<ul> <li>Begin to use dynamics</li> </ul>	<ul> <li>Perform with musicality,</li> </ul>	<ul> <li>Create and use</li> </ul>	own and in groups to
<ul> <li>Skip, hop, stand on one</li> </ul>	Combine different	Use different parts of their	theme/story.	in dance routines.	control and confidence.	compositional ideas	create simple
leg and hold a pose for a	movements with control, ease	body to create actions.	<ul> <li>Show expressive,</li> </ul>	<ul> <li>Perform movements</li> </ul>	<ul> <li>Refine, repeat and</li> </ul>	confidently such as	routines based on a
game like musical statues.	and fluency.	<ul> <li>Remember and repeat</li> </ul>	dynamic and	with increased control.	remember dance phrases	pathways, patterns and	stimulus.
Use large-muscle	Develop the overall body	simple movement	rhythmic qualities in	<ul> <li>Contribute ideas to the</li> </ul>	and perform them with	unison.	<ul> <li>Participate in dances</li> </ul>
movements to wave flags	strength, co-ordination,	patterns.	their dance.	structure of the dance	consistency.	<ul> <li>Confidently perform in</li> </ul>	from different parts
and streamers, paint and	balance and agility.	<ul> <li>Engage and work with a</li> </ul>	Use different body	and successfully create	Begin to use group	different styles of dance	of the world and
make marks	Use their core muscle strength	group or partner to	parts in isolation and	a short routine with	contact work in dance	clearly and fluently.	interpret them with
Fine Motor	to achieve a good posture	perform a sequence.	combination and	others.	routines and do so with	Adapt skills to meet the	imagination.
Use one-handed tools and	when sitting at a table or		perform with control,	Confidently include	control.	demands of these	Use recognised dance
equipment, for example,	sitting on the floor.		balance and	props and other ideas in	Use a variety of	differing styles.	actions and adapt
making snips in paper	Further develop and refine a		expression.	dance routines.	formations in dance	Warm up and cool	these to create
with scissors.	range of ball skills including:		Work as part of a		routines.	down in small groups.	movements.
Use a comfortable grip	throwing, catching, kicking,		group to perform a		Explain the features of	Work in small groups to	Warm up and cool
with good control when	passing, batting, and aiming.		sequence.		dance using the correct	collaboratively compose	down effectively and
holding pens and pencils.	• Fine Motor		Perform confidently in front of a small		terminology.	short dances.	independently.
• Start eating	Develop their small motor		audience.			Recognise and analyse	Identify in others and
independently and	skills so that they can use a					dances suggesting ways	themself where good performance qualities
learning how to use a	range of tools competently, safely and confidently.		<ul> <li>Begin to comment on ideas and emotions</li> </ul>			to improve using the correct	are achieved.
knife and fork.	Suggested tools: pencils for		and how they can be			terminology.	Communicate the
<ul> <li>Show a preference for a dominant hand.</li> </ul>	drawing and writing,		shown through			terminology.	dance idea clearly,
Be increasingly	paintbrushes, scissors, knives,		dance.				fluently and in
independent as they get	forks and spoons.		auec.				control.
dressed and undressed,	•						
for example, putting coats	•						
on and doing up zips.	•						
Summary and Progression					Gv	mnastics	
Nursery	Reception	Y1	Y2	Y3	Y4	Y5	Y6
Gross Motor	Gross Motor	Safely move and carry	Create and perform a	Perform sequences with	Show smooth transitions	Explain the importance	Lead a group warm up
Continue to develop	Revise and refine the	basic gym equipment.	simple sequence.	contrasting actions.	and perform with fluidity.	of a warm up and	demonstrating the
their movement,	fundamental movement	Make their body tense,	Work on improving	Modify their actions	Perform actions such as	explain how it relates to	importance of strength
balancing, riding and ball	skills they have already	curled, stretched and	their flexibility and	developing pathways,	balance, body shapes and	gymnastics.	and flexibility.
skills	acquired: - rolling, crawling,	relaxed.	core strength.	directions and shapes.	flight with control.	Create complex routines	Create complex
Go up steps and stairs or	walking, jumping, running,	Move on, off and over an	Execute basic actions	Show strength and	Begin to develop a range	and include cartwheels	sequences and relate
climb up apparatus using	hopping, skipping, climbing	object with confidence.	at different levels and	flexibility when	of body actions and	and shoulder rolls.	them to music.
alternate feet.	Combine different	Perform simple gymnastic	speeds.	performing actions.	shapes to use in longer	<ul> <li>Follow, copy and repeat</li> </ul>	Experience flight on
<ul> <li>Skip, hop, stand on one</li> </ul>	movements with control,	actions and shapes.	Remember the	Remember and repeat	complex sequences.	actions from their peers	and off apparatus.
leg and hold a pose for a	ease and fluency.	Begin to use travelling	sequence and perform	the sequence with	Identify their core muscles	and adapt these for a	<ul> <li>Show clarity, fluency,</li> </ul>
game like musical	Develop the overall body	actions to link their	it with control and	fluidity and control.	and use them to improve	routine.	accuracy and
statues.	strength, co-ordination,	sequence.	consistency.	Begin to add apparatus	the quality of their	Create a dynamic	consistency in isolated
Use large-muscle	balance and agility.	Remember and perform a	Show contrast	into routines.	movement.	sequence with	movements and also
movements to wave flags	Use their core muscle	simple sequence using	between their shapes	Complete floor	Begin to use complex skills	contrasting shapes,	routines.
	•	,	·		•		•

and streamers, paint and	strength to achieve a good	rolling, travelling, climbing	and actions.	sequences with a great	in routines and execute	actions and balances,	Identify their strengths
make marks	posture when sitting at a	and jumping.	Begin to use rhythm in	level of body tension.	them with precision.	demonstrating smooth	and weaknesses and
Fine Motor	table or sitting on the floor.	Communicate with a	their sequence.	Identify and explain	Evaluate their work and	transitions.	compose a sequence
Use one-handed tools	Further develop and refine	partner to create a short	Comment on aspects	similarities and	implement changes.	Begin to attempt more	which plays to these
and equipment, for	a range of ball skills	sequence.	of their own and	differences in	Adapt their routine to	complicated skills in	strengths.
example, making snips in	including: throwing,	Begin to use canon and	others performances	sequences.	work with partners and	isolation such as a	Work independently
	catching, kicking, passing,		and begin to use		•	round-off.	
paper with scissors.		unison in their sequence.	_	Comment on others	small groups.		and in small groups
Use a comfortable grip	batting, and aiming.		correct terminology.	performances	Compare performances	Create imaginative	and perform
with good control when	• Fine Motor			explaining what they	and analyse the	counter balances and	confidently to an
holding pens and pencils.	Develop their small motor			did well using correct	differences using the	counter tensions in small	audience.
Start eating	skills so that they can use a			terminology.	correct terminology.	groups and with a	
independently and	range of tools competently,					partner.	
learning how to use a	safely and confidently.					Select a component for	
knife and fork.	Suggested tools: pencils for					improvement and use	
Show a preference for a	drawing and writing,					guidance from others to	
dominant hand.	paintbrushes, scissors,					do so.	
Be increasingly	knives, forks and spoons.						
independent as they get							
dressed and undressed,							
for example, putting							
coats on and doing up							
zips.							
							1

Summary and Progression	Summary and Progression Invasion Games						
Nursery	Reception	Y1	Y2	Y3	Y4	Y5	Y6
Gross Motor	Gross Motor	• Roll, slide or throw a ball or	Send and receive a ball	Send and receive a ball	Send and receive the ball	• Combine basic skills such	Use a variety of
<ul> <li>Continue to develop their</li> </ul>	<ul> <li>Revise and refine the</li> </ul>	beanbag with increasing	using feet and their	with some consistency in	with accuracy and control	as dribbling and passing	techniques for passing,
movement, balancing, riding	fundamental movement	accuracy.	hands with some	order to keep possession.	to score points.	in both an isolated and a	controlling, dribbling and
and ball skills	skills they have already	<ul> <li>Bounce a ball to self and</li> </ul>	success.	Move into space on some	<ul> <li>Keep possession of the ball</li> </ul>	competitive situation.	shooting the ball in
<ul> <li>Go up steps and stairs or</li> </ul>	acquired: - rolling, crawling,	attempt to bounce it to	<ul> <li>Begin to look for space to</li> </ul>	occasions to receive the	using skills such as	<ul> <li>Select and apply skills in</li> </ul>	competitive small sided
climb up apparatus using	walking, jumping, running,	others.	pass into or run to in	ball.	dribbling and running with	a game situation with	games.
alternate feet.	hopping, skipping, climbing	Catch a big ball individually	order to receive the ball.	Begin to use recognised	the ball.	some consistency.	<ul> <li>Consistently catch and</li> </ul>
<ul> <li>Skip, hop, stand on one leg</li> </ul>	Combine different	and as part of a group.	Begin to link	passes such as chest pass	Move into space to receive	, ,	stop a ball to control it.
and hold a pose for a game	movements with control,	<ul> <li>Understand the term</li> </ul>	combinations of skills	and short pass in isolation.	the ball and send the ball	successfully regardless of	Track and control a
like musical statues.	ease and fluency.	intercept and intercept a	together such as	Undertake the demands of	over long distances.	distance.	rebound from a shot.
Use large-muscle	Develop the overall body	thrown ball with some	dribbling and passing the	different positions.	<ul> <li>Show speed and endurance</li> </ul>	_	<ul> <li>Play in a variety of</li> </ul>
movements to wave flags	strength, co-ordination,	success.	ball.	Begin to understand when	when playing a competitive	_	attacking and defensive
and streamers, paint and	balance and agility.	Begin to understand the	Begin to play in a variety	to defend.	situation.	apply it in an isolated	positions with some
make marks	Use their core muscle	term defend and make	of positions in attack and	Begin to put pressure on	<ul> <li>Play in positions and keep</li> </ul>	situation.	success.
Fine Motor	strength to achieve a good	decisions about how to	defence.	their opponents by using	to the restrictions where	Maintain possession in a	Begin to use set plays in
Use one-handed tools and	posture when sitting at a	defend a target.	Understand the term	simple tactics.	necessary.	game using skills learnt in	a competitive situation.
equipment, for example,	table or sitting on the floor.	<ul> <li>Participate in team games,</li> </ul>	tactic and begin to apply	Play competitive games	Use tactics to perform	lessons.	Choose and implement
making snips in paper with	Further develop and refine a	0 0	them in a small sided	using basic rules.	=	<ul> <li>Play in different positions</li> </ul>	attacking and defending
scissors.	range of ball skills including:	and apply them to a	game.	<ul> <li>Work as part of a team to attack towards a goal.</li> </ul>	and as an individual.	with some success.	strategies in both
Use a comfortable grip with	throwing, catching, kicking,	competitive situation.	Work with a partner and	to attack towards a goal.	Use recognised marking	Know and understand	isolation and competitive
good control when holding	passing, batting, and aiming.		a small group to develop		techniques in a competitive		situations.
pens and pencils.	Fine Motor	and score points.	their skills.		situation.	this to a competitive	Make quick decisions
Start eating independently	Develop their small motor		• Show		Use and apply the basic	game.	about choosing the skills
and learning how to use a	skills so that they can use a		sportsmanship for		rules of the game.	Begin to understand the	to use.
knife and fork.	range of tools competently,		their teammates		Work as part of a team to	term set plays and	Work collaboratively in a
Show a preference for a	safely and confidently.		and opponents.		attack and score in a defined area.	practice these in	team to play and keep
dominant hand.	Suggested tools: pencils for				ueiiiieu area.	isolation.	possession of the ball.
Be increasingly independent  as they get dressed and	drawing and writing,					Begin to use the correct  terminal anywhen	Independently lead a
as they get dressed and	paintbrushes, scissors,					terminology when	warm up and do so with
undressed, for example,	knives, forks and spoons.					explaining attacking and defending.	confidence.
putting coats on and doing						uerenang.	
up zips.		L		L			

Summary and Progression Striking and Fielding Games							
Nursery	Reception	Y1	Y2	Y3	Y4	Y5	Y6
Gross Motor Continue to develop their movement, balancing, riding and ball skills Go up steps and stairs or climb up apparatus using alternate feet. Skip, hop, stand on one leg and hold a pose for a game like musical statues. Use large-muscle movements to wave flags and streamers, paint and make marks Fine Motor Use one-handed tools and equipment, for example, making snips in paper with scissors. Use a comfortable grip with good control when holding pens and pencils. Start eating independently and learning how to use a knife and fork. Show a preference for a dominant hand. Be increasingly independent as they get dressed and undressed, for example, putting coats on and doing up zips.	Gross Motor Revise and refine the fundamental movement skills they have already acquired: - rolling, crawling, walking, jumping, running, hopping, skipping, climbing Combine different movements with control, ease and fluency. Develop the overall body strength, co-ordination, balance and agility. Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. Further develop and refine a range of ball skills including: throwing, catching, kicking, passing, batting, and aiming. Fine Motor Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Suggested tools: pencils for drawing and writing, paintbrushes, scissors, knives, forks and spoons.	Catch a medium sized ball which has been thrown over a short distance.  Track a ball and collect it successfully.  Intercept, retrieve and resend a ball or beanbag with some consistency.  Retrieve a ball and return it to a base.  Use a range of sending skills such as throwing and striking to send a ball into space.  Self-feed a ball and strike it with their hand.  Begin to choose where to send the ball to maximise their chance in scoring.  Identify when a point has been scored and keep count.  Work as part of a team to score runs.	Begin to attempt to catch balls coming towards them in a game and catch in isolation.  Play in different fielding positions and attempt to play as backstop/wicket keeper.  Bowl a ball to others for them to strike successfully.  Begin to use different types of bat and their hand to strike the ball.  Run in a game to score points.  Begin to make choices about where to send the ball.  Work in small groups to field and bat.  Sometimes display sportsmanship when playing small sided games.	<ul> <li>Develop skills such as throwing and catching in both isolation and in a competitive situation.</li> <li>Show a ready position to catch a ball and usually do so with some success.</li> <li>Strike a stationary ball off a tee with some consistency.</li> <li>Begin to strike a bowled ball with some success.</li> <li>Explain how fielders work together to restrict batters runs.</li> <li>Begin to apply simple tactics as to where a ball is hit.</li> <li>Bowl using an underarm technique with some accuracy.</li> <li>Field as a team to return the ball to base with some success.</li> <li>Begin to identify how to improve their own and others work.</li> <li>Adhere to some basic rules of recognised games such as rounders and cricket.</li> </ul>	<ul> <li>Use skills such as throwing, catching and bowling in isolation and in a competitive situation consistently.</li> <li>Play with some confidence in different positions such as fielder, bowler, backstop and wicket keeper.</li> <li>Track and intercept a ball along the ground with two hands.</li> <li>Begin to track the ball and intercept it along the ground using one hand.</li> <li>Begin to field the ball and throw it back to the base with consistency.</li> <li>Choose where to strike a bowled ball with increasing consistency.</li> <li>Begin to make decisions quickly in regards to running between the bases or stumps to score runs.</li> <li>Bowl using the underarm technique with increasing accuracy.</li> <li>Use and apply the basic rules to a competitive situation.</li> </ul>	<ul> <li>Use skills such as throwing, catching and bowling in isolation and in a competitive situation consistently and effectively.</li> <li>Begin to choose where to hit the ball to maximise the likelihood of scoring runs.</li> <li>Begin to use a variety of shots in isolation and competitive situations with some success.</li> <li>Throw with accuracy and consistency over short distances using both an underarm and overarm throw.</li> <li>Track the flight of the ball to increase their catching success.</li> <li>Begin to apply a range of simple tactics such as getting players out to restrict the attack.</li> <li>Bowl using the underarm technique consistently.</li> <li>Begin to use the overarm bowling technique with some success.</li> <li>Work collaboratively with others to both score runs in the field and restrict them.</li> <li>Use, apply and explain the basic rules in a competitive situation.</li> </ul>	Use skills such as throwing, catching batting and bowling in isolation and in a competitive situation consistently and effectively and do so with control. Choose where to hit the ball to maximise the likelihood of scoring runs and make decisions to do so quickly. Strike a bowled ball and attempt a range of shots. Track and catch high balls in isolation and in game play. Play within small sided games using standard layouts. Lead a modified game following the correct rules. Use a range of tactics for attacking and defending. Use the overarm bowling technique with increasing accuracy. Work collaboratively in teams to compete against themselves and others and do so in a sportsman like manner.

			<ul> <li>Know and understand the complex rounders rules.</li> </ul>

Summary and Progression			Net/ Wall Games				
Nursery Rece	eption Y1	Y2	Y3	Y4	Y5	Y6	
<ul> <li>Gross Motor</li> <li>Continue to develop their movement, balancing, riding and ball skills</li> <li>Go up steps and stairs or climb up apparatus using alternate feet.</li> <li>Skip, hop, stand on one leg and hold a pose for a game like musical statues.</li> <li>Use large-muscle movements to wave flags and streamers, paint and make marks</li> <li>Fine Motor</li> <li>Use one-handed tools and equipment, for example, making snips in paper with scissors.</li> <li>Use a comfortable grip with good control when holding pens and pencils.</li> <li>Start eating independently and learning how to use a knife and fork.</li> <li>Show a preference for a dominant hand.</li> <li>Be increasingly independent as they get dressed and</li> <li>Gross Moto</li> <li>Revise and fundament skills they indament skills they independent as they get dressed and</li> <li>Gross Moto</li> <li>Revise and fundament skills they indament skills they independent stairs or crawling, vindament skills they independent as they get dressed and</li> <li>Foress Moto</li> <li>Revise and fundament skills they independent as they get dressed and</li> <li>Revise and fundament skills they independent as they get dressed and</li> <li>Revise and fundament skills they independent as they get dressed and</li> </ul>	Chase, stop balls and oth such as bear hoops.     Track balls an equipment such as bear hoops.     Track balls a equipment such as equipmen	end control her objects in bags and sometimes their racquet.  el confident ing a ball with their hand and with their hand in tify space all into. Is against over a line or a partner to turn an actively in a in towards me using towards me using their hand and sometimes their racquet.  Hit a ball consistently with their hand.  Begin to hit a ball with their racquet.  Identified their dominant hand and use it when handling objects.  Demonstrate how to send the ball in isolation with some success.  Begin to send the bal in competitive game with some	<ul> <li>Play a continuous game using throwing and catching or some simple hitting.</li> <li>Begin to use a small range of basic racquet skills.</li> <li>Move towards a ball to return it over the net.</li> <li>Serve in a game with increasing consistency.</li> <li>Demonstrate how to send the ball in isolation and in a competitive situation consistently.</li> <li>Understand the scoring process and apply it to a game.</li> <li>Understand the basic boundaries and begin to play using them.</li> <li>Play over the net with increasing consistency.</li> </ul>	Play a continuous game using simple racquet techniques. Begin to explore shots on their forehand and backhand with some consistency. Use agility to return the ball over the net consistently. Serve in a game and choose ways to make it difficult for their opponent to return it. Use basic defensive tactics to defend the court like moving to different positions. Understand the scoring process and play the role of umpire to keep score. Work with a partner to return a served ball. Play competitively with others and against others in modified games in a sportsman like manner.	Play modified games with confidence when sending and returning a ball.  Begin to apply control when returning the ball including foot placement, shot selection and aim.  Recognise where they should stand on court when playing on their own or with others.  Begin to demonstrate a variety of serves with some consistency.  Play a range of shots on both forehand and backhand and begin to hit the ball at the appropriate time.  Play with others keeping track of own scores.	V6  Use forehand, backhand and overhead shots in isolation. Begin to use forehand, backhand and overhead shots with more confidence in games. Begin to start games with the appropriate serves. Begin to make choices in games about the best shots to use with consistency. Begin to apply tactics to a game. Use the full scoring system individually and in small sided games.	

Summary and Progression	Summary and Progression Athletics							
Nursery	Reception	Υ	Y2	Y3	Y4	Y5	Y6	
		1						
	• Gross Motor	<ul> <li>Start and stop at speed.</li> </ul>	<ul> <li>Begin to develop power,</li> </ul>	<ul> <li>Begin to link running and</li> </ul>	<ul> <li>Understand the</li> </ul>	<ul> <li>Understand the differences</li> </ul>	<ul> <li>Use the appropriate</li> </ul>	
	<ul> <li>Revise and refine the</li> </ul>	Run in straight lines using	agility, coordination and	jumping activities with	differences between	in sprinting and pacing and	pace for different	
their movement,	fundamental movement	a variety of speeds.	balance over a variety	some fluency and	sprinting and pacing	use this in activities.	running distances and	
balancing, riding and ball	skills they have already	<ul> <li>Attempt a variety of</li> </ul>	of activities.	consistency.	and begin to apply this	Sustain pace over shorter	understand why this	
skills	acquired: - rolling, crawling,	jumps taking off and	<ul> <li>Throw and handle a</li> </ul>	<ul> <li>Control movements and</li> </ul>	when competing.	and longer distances.	is.	
<ul> <li>Go up steps and stairs or</li> </ul>	walking, jumping, running,	landing on different foot	variety of objects	body actions in response	<ul> <li>Throw a variety of</li> </ul>	<ul> <li>Perform a range of jumps</li> </ul>	<ul> <li>Demonstrate</li> </ul>	
climb up apparatus using	hopping, skipping, climbing	combinations.	including beanbags,	to specific instructions.	objects with increasing	using the correct techniques	accuracy and good	
alternate feet.	<ul> <li>Combine different</li> </ul>	<ul> <li>Handle and throw a</li> </ul>	balls and hoops.	<ul> <li>Jump with height and</li> </ul>	accuracy.	effectively.	technique when	
• Skip, hop, stand on one	movements with control,	variety of different objects	<ul> <li>Negotiate obstacles</li> </ul>	distance and do so in a	<ul> <li>Perform a range of</li> </ul>	Demonstrate a range of	throwing over	
leg and hold a pose for a	ease and fluency.	and attempt to throw	showing increased	controlled and balanced	jumps with consistency	throwing actions using	distance.	
game like musical	<ul> <li>Develop the overall body</li> </ul>	over distance.	control of body parts	manner.	using the correct	different equipment with	<ul> <li>Have good technique</li> </ul>	
statues.	strength, co-ordination,	<ul> <li>Copy and repeat basic</li> </ul>	and limbs.	<ul> <li>Run at different speeds</li> </ul>	technique.	consistency, control and	and control when	
<ul> <li>Use large-muscle</li> </ul>	balance and agility.	movements for extended	<ul> <li>Use agility in running</li> </ul>	according to event and	<ul> <li>Confidently compete in</li> </ul>	accuracy.	jumping.	
movements to wave	<ul> <li>Use their core muscle</li> </ul>	times to develop their	games.	instruction.	running, jumping and	<ul> <li>Run as part of a team in a</li> </ul>	<ul> <li>Choose an</li> </ul>	
flags and streamers,	strength to achieve a good	stamina.	<ul> <li>Practice to improve</li> </ul>	<ul> <li>Throw a variety of objects</li> </ul>	throwing activities.	relay and demonstrate	appropriate run up	
paint and make marks	posture when sitting at a	Demonstrate some core	skills in an isolated	using different throws	<ul> <li>Compare their</li> </ul>	maximum pace.	distance for individual	
Fine Motor	table or sitting on the floor.	strength when using these	situation.	such as underarm and	performance and	Compare own performance	athletic events.	
<ul> <li>Use one-handed tools</li> </ul>	<ul> <li>Further develop and refine</li> </ul>	skills.	<ul> <li>Begin to make choices</li> </ul>	overarm.	others.	with previous ones and	<ul> <li>Demonstrate a</li> </ul>	
and equipment, for	a range of ball skills	Develop agility and	about which throws are	Begin to throw accurately	<ul> <li>Work with others to</li> </ul>	demonstrate improvement	changeover in a relay	
example, making snips in	including: throwing,	coordination so these	appropriate for the	over larger distances.	record distance and	to achieve personal best.	team with	
paper with scissors.	catching, kicking, passing,	skills can be completed	activities.	<ul> <li>Run confidently as part of</li> </ul>	time accurately.	<ul> <li>Distinguish the perfect</li> </ul>	consistency.	
<ul> <li>Use a comfortable grip</li> </ul>	batting, and aiming.	consistently.	<ul> <li>Identify areas for</li> </ul>	a relay team.	<ul> <li>Begin to develop</li> </ul>	model performance and	<ul> <li>Use appropriate</li> </ul>	
with good control when	Fine Motor	<ul> <li>Participate as part of a</li> </ul>	improvement.	<ul> <li>Begin to understand how</li> </ul>	control in baton	analyse why.	terminology when	
holding pens and pencils.	<ul> <li>Develop their small motor</li> </ul>	team to compete in	<ul> <li>Work cooperatively to</li> </ul>	to measure and time on	exchange and analyse		explaining an activity	
<ul> <li>Start eating</li> </ul>	skills so that they can use a	running relays.	complete running,	different events.	this as a team.		to their peers.	
independently and	range of tools competently,	Select the correct skill for	jumping and throwing	<ul> <li>Compete with others and</li> </ul>			<ul> <li>Accurately and</li> </ul>	
learning how to use a	safely and confidently.	the situation.	tasks.	record points.			confidently score and	
knife and fork.	Suggested tools: pencils for						judge across a range	
• Show a preference for a	drawing and writing,						of athletics activities.	
dominant hand.	paintbrushes, scissors,						<ul> <li>Record time and</li> </ul>	
Be increasingly	knives, forks and spoons.						distance accurately.	
independent as they get	•							
dressed and undressed,	•							
for example, putting								
coats on and doing up								
zips.								