

Progression Map Subject: PE	
Nursery	Reception
3 and 4-year-olds will be learning to:	Children in reception will be learning to:
Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skills.	Revise and refine the fundamental movement skills they have already acquired: rolling, crawling, walking, jumping, running, hopping, skipping, climbing.
Go up steps and stairs, or climb up apparatus, using alternate feet.	Progress towards a more fluent style of moving, with developing control and grace.
Skip, hop, stand on one leg and hold a pose for a game like musical statues.	Develop the overall body strength, co-ordination, balance and agility needed to
Use large-muscle movements to wave flags and streamers, paint and make marks.	engage successfully with future physical education sessions and other physical disciplines
Start taking part in some group activities which they make up for themselves, or in teams.	Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.
Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.	Combine different movements with ease and fluency.
Match their developing physical skills to tasks and activities in the setting. For example, they decide whether to crawl, walk or run across a plank, depending on its	Confidently and safely use a range of large and small apparatus indoors and outside, alone and in a group.
length and width.	Develop overall body-strength, balance, co-ordination and agility.
Collaborate with others to manage large items, such as moving a long plank safely,	Further develop and refine a range of ball skills
carrying large hollow blocks.	Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball.
	ELG: Gross Motor Skills
	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.



# Progression Map

Core Skills Progression								
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6			
In KS1, pupils will develop fun competent and confident acro based situations. They will begin to engage in c foundations of an active and h - Mastering basic movements well as developing balance, ag range of activities - Participating in team games, -Performing dances using sir	ndamental movement skills and ss a broad range of agility, back competitive and cooperative a healthy lifestyle by including running, jumping, the gility and co-ordination, and back , developing simple tactics for	nd become increasingly alance and coordination activities and build the browing and catching, as beginning to apply these in a	In KS2, pupils will build on the engage in, and be exposed range of increasingly challer foundations of an active and - Using running, jumping, the - Playing competitive game cricket, football, hockey, net suitable for attacking and de - Developing flexibility, strer and gymnastics, performing - Taking part in outdoor and within a team	he fundamental movement ski to, competitive and co-operativ nging situations. Children will c d healthy lifestyle. rowing and catching in isolation es, modified where appropriate tball, rounders and tennis, and	Ils from KS1 and continue to ve physical activities in a continue to build on the n and in combination e.g. badminton, basketball, applying basic principles lance e.g. through athletics ement patterns.			

	Swimming and Water Safety					
Year 3	<ul> <li>Throughout their time at SMFR, pupils will learn to;</li> <li>Jump into the pool and submerge briefly</li> <li>use a range of strokes effectively, for example, front crawl, backstroke and breaststroke</li> <li>Have a reasonable knowledge of water safety code</li> <li>Swim over 10m using a range of strokes</li> <li>Perform a sequence of changing shapes whilst floating on the surface.</li> </ul>					



### **Progression Map**

		Athletics	- Running		
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Year 1 Vary pace and speed when running. Run with a basic technique over different distances. Show good posture and balance. Jog in a straight line. Change direction when jogging. Sprint in a straight line.	Year 2Run at different paces, describing the different paces.Use a variety of different stride lengths.Travel at different speeds.Begin to select the most suitable pace and speed for distance.Complete an obstacle course.Vary the speed and			Year 5 Accelerate from a variety of starting positions and select preferred position. Identify reaction times when performing a sprint start. Continue to practise and refine technique for sprinting, focusing on an effective sprint start. Select the most suitable pace for the distance and fitness level in order to maintain a sustained run.	Year 6 Recap, practise and refine an effective sprinting technique, including reaction time. Build up speed quickly for a sprint finish. Run over hurdles with fluency, focusing on the lead leg technique and a consistent stride pattern. Accelerate to pass other competitors. Work as a team to
Change direction when sprinting. Maintain control whilst changing direction when jogging or sprinting.	direction in which they are travelling. Run with basic techniques following a curved line. Maintain and control a run over different distances.	running pace to suit the distance being run.		Identify and demonstrate stamina, explaining its importance for runners.	Confidently and independently select the most appropriate pace for different distances and different parts of the run. Demonstrate endurance and stamina over longer distances in order to maintain a sustained run.

### St Mary's Farnham Royal Church of England Primary School

We aspire to grow as a community through FAITH as a FAMILY. Thriving for all our FUTURES enabling us to FLOURISH

Subject: PE



Year 6

Develop the technique for

the standing vertical jump.

Maintain control at each of

the different stages of the

Develop and improve their

techniques for jumping for

height and distance and

Land safely and with

triple jump.

control.

### **Athletics - Jumping** Year 5 Year 1 Year 2 Year 3 Year 4 Perform different types of Perform and compare Improve techniques for Use one and two feet to Learn how to combine a different types of jumps: jumps: for example, two take off and to land. hop, step and jump to jumping for distance. for example, two feet to perform the standing triple feet to two feet, two feet to Develop an effective takeone foot, one foot to same two feet, two feet to one jump. Perform an effective foot or one foot to opposite off for the standing long foot, one foot to same foot standing long jump. or one foot to opposite Land safely and with foot. jump. foot. control. Perform the standing triple Perform a short jumping jump with increased Develop an effective flight Combine different jumps phase for the standing long Begin to measure the confidence. sequence. together with some fluency distance jumped. iump Jump as high as possible. Develop an effective and control. technique for the standing . Land safely and with Jump as far as possible. Jump for distance from a control. vertical jump (jumping for height) including take-off standing position with

Land safely and with control.	standing position with accuracy and control.		height) including take-off and flight.	support others in improving their performance.
	Investigate the best jumps		Land safely and with	Perform and apply
Work with a partner to	to cover different		control.	different types of jumps in
develop the control of their	distances.			other contexts.
jumps.			Measure the distance and	
	Choose the most		height jumped with	Set up and lead jumping
	appropriate jumps to cover		accuracy.	activities including
	different distances.		-	measuring the jumps with
			Investigate different	confidence and accuracy.
	Know that the leg muscles		jumping techniques.	
	are used when performing			
	a jumping action.			

**Progression Map** 



### Progression Map

Athletics - Throwing							
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Throw underarm and overarm. Throw a ball towards a target with increasing accuracy. Improve the distance thrown by using more power.	Throw different types of equipment in different ways, for accuracy and distance. Throw with accuracy at targets of different heights. Investigate ways to alter throwing technique to achieve greater distance.	Throw with greater control and accuracy. Show increasing control in overarm throw. Perform a push throw. Continue to develop techniques to throw for increased distance.	Perform a pull throw. Measure the distance of throws. Continue to develop techniques to throw for increased distance.	Perform a fling throw. Throw a variety of implements using a range of throwing techniques. Measure and record the distance of throws. Continue to develop techniques to throw for increased distance.	Perform a heave throw. Measure and record the distance of throws. Continue to develop techniques to throw for increased distance and support others in improving their personal best. Develop and refine		
					Develop and refine techniques to throw for accuracy.		



Progression Map	Subject: PE				
		Athletics- Hea	Ith and Fitness		
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Describe how the body feels before, during and after exercise. Carry and place equipment safely.	Recognise and describe how the body feels during and after different physical activities. Explain what they need to	Recognise and describe the effects of exercise on the body. Know the importance of strength and flexibility for	Describe how the body reacts at different times and how this affects performance. Explain why exercise is	Know and understand the reasons for warming up and cooling down. Explain some safety principles when preparing	Understand the importance of warming up and cooling down. Carry out warm-ups and cool-downs safely and
	stay healthy.	physical activity. Explain why it is important to warm up and cool down.	good for your health. Know some reasons for warming up and cooling down.	for and during exercise.	effectively. Understand why exercise is good for health, fitness and wellbeing. Know ways they can become healthier.
			General Skills		
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Create and perform a movement sequence. Copy actions and movement sequences with a beginning,	Copy, explore and remember actions and movements to create own sequence. Link actions to make a	Choose ideas to compose a movement sequence independently and with others.	Create a sequence of actions that fit a theme, and use an increasing range of actions, directions and levels in their sequences.	Select ideas to compose specific sequences of movements, shapes and balances.	Create their own complex sequences involving the full range of actions and movements: travelling, balancing, holding shapes,
middle and end.	sequence. Travel in a variety of ways,	Link combinations of actions with increasing confidence, including changes of	Move with clarity, fluency and expression.	Adapt sequences to fit new criteria or suggestions.	jumping, leaping, swinging, vaulting and stretching.
sequence. Recognise and copy	Hold a still shape whilst	direction, speed or level.	Show changes of direction, speed and level during a	Perform jumps, shapes and balances fluently and with control.	Demonstrate precise and controlled placement of body parts in their actions, shapes
contrasting actions (small/tall, narrow/wide).	balancing on different points of the body.	actions, shapes and balances.	performance.	Confidently develop the	and balances.
Travel in different ways, changing direction and speed.	Jump in a variety of ways and land with increasing control and balance.	Move with coordination, control and care.	Travel in different ways, including using flight. Improve the placement and	placement of body parts in balances, recognising the centre of gravity and where it should be in relation to the	Confidently use equipment to vault and incorporate this into sequences.
Hold still shapes and simple balances.	Climb onto and jump off the equipment safely.	Use turns whilst travelling in a variety of ways.	alignment of body parts in balances.	base of the balance. Confidently use equipment to	Apply skills and techniques consistently, showing precision and control.
Carry out simple stretches. Carry out a range of simple	Move with increasing control and care.	Use a range of jumps in sequences.	Use equipment to vault in a variety of ways.	Apply skills and techniques	Develop strength, technique and flexibility throughout

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Progression Map	Subject: PE				
jumps, landing safely.		Begin to use equipment to	Carry out balances,	consistently.	performances.
		vault.	recognising the centre of		
Move around, under, over,			gravity and how this affects	Develop strength, technique	
and through different objects		Create interesting body	balance.	and flexibility throughout	
and equipment.		shapes while holding		performances	
		balances with control and	Begin to develop good		
Begin to move with control		confidence.	technique when travelling,	Combine equipment with	
and care.			balancing and using	movement to create	
		Begin to show flexibility in	equipment.	sequences.	
		movements.			
			Develop strength, technique		
			and flexibility throughout		
			performances		

Gymnastics - Jumps							
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
All previous jumps	All previous jumps	All previous jumps	All previous jumps	All previous jumps	All previous jumps		
Star jump	Straddle jump	Jumps with half turns	Jumps with full turns	Split leaps	Stag leap		
	Pike jump						

	Gymnastics - Rolls							
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6			
All previous rolls with control	All previous rolls with control	All previous rolls with control	All previous rolls with control	All previous rolls with control	All previous rolls with control			
Teddy bear roll	Rocking for forward roll Crouched forward roll	Forward roll from standing	Straddle forward roll Tucked backward roll	Pike forward roll Backward roll to straddle	Dive forward roll Backward roll to standing pike			
					Pike backward roll			



Progression Map Subject: PE Gymnastics - Vaults								
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6			
Straight jump off springboard	Previous vault with control Hurdle step onto springboard	Previous vaults with control Squat, star, straddle, pike jump off springboard	Previous vaults with control Straddle onto springboard	Previous vaults with control Squat through vault	Previous vaults with control Straddle over vault			
	Tuck jump off springboard							

Gymnastics - Handstands, Cartwheels, Round offs							
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Previous H/C/R	Previous H/C/R	Previous H/C/R	Previous H/C/R	Previous H/C/R	Previous H/C/R		
Front support wheelbarrow with partner	T –Lever	Handstand	Lunge into cartwheel	Lunge into round-off	Hurdle step		
	Sciss kick	Lunge into handstand Cartwheel			Hurdle step into cartwheel		
					Hurdle step into round-off		

Gymnastics - Travelling									
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6				
Previous travels/links	Previous travels/links	Previous travels/links	Previous travels/links	Previous travels/links	Previous travels/links				
Skipping	Hopscotch	Chassis steps	Cat leaps	Cat leap half turn	Cat leap full turn pivot				
Hopping									
Galloping									

Gymnastics – Shape and Balance						
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	



Progression Map	Subject: PE				
Previous balances Kneeling balances	Previous balances Large body part balances Balances on apparatus	Previous balances – large and small body part balances, including standing and kneeling balances	Previous balances 1,2,3 and 4 part balances	Previous balances Part body weight partner balances	Previous balances Develop technique, control and complexity of part weight partner balances
Pike, star, tuck, straight, straddle shapes	Balances with a partner – front and back support	Matching and contrasting partner balances			Group formations

	Gymnastics - Compete and Perform								
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6				
Perform using a range of actions and body parts with some co-ordination.	Perform sequences of own composition with coordination.	Develop quality of actions in performances. Perform learnt skills and	Perform and create sequences with fluency and expression.	Perform own , longer more complex sequences in time to music.	Link actions to create a complex sequence using a full range of movement that showcases different				
Begin to perform some learnt skills with some control.	Perform learnt skills with increasing control.	techniques with control and confidence.	Perform and apply skills and techniques with control and accuracy.	Consistently perform and apply skills and techniques with accuracy and control.	agilities, performed in time to music.				
		Compete against self and others in a controlled manner,		Begin to record own and peers performances, and evaluate these.	Perform and apply a variety of skills and techniques confidently, consistently and with precision.				

	Ball, Racquet, Stick and Club Games - Health and Fitness								
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6				
Describe how the body feels before, during and after exercise.	Recognise and describe how the body feels during and after different physical activities.	Recognise and describe the effects of exercise on the body.	Describe how the body reacts at different times and how this affects performance.	Know and understand the reasons for warming up and cooling down.	Understand the importance of warming up and cooling down.				
Carry and place equipment safely.	Explain what is needed to stay healthy.	Know the importance of strength and flexibility for physical activity.	Explain why exercise is good for your health.	Explain some safety principles when preparing for and during exercise.	Carry out warm-ups and cool-downs safely and effectively.				

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Progression Map	Subject: PE			
		Explain why it is important to warm-up and cool-down	Know some reasons for warming up and cooling down.	Understand why exercise is good for health, fitness and wellbeing.
				Know ways they can become healthier.

Ball, Racquet, Stick and Club Games - Striking/Hitting								
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6			
Year 1         Use hitting skills in a game.         Practise basic striking, sending and receiving.	Year 2         Strike or hit a ball with increasing control.         Learn skills for playing striking and fielding games.         Position the body to strike a ball.	Year 3 Demonstrate successful hitting and striking skills. Develop a range of skills in striking (and fielding where appropriate). Practise the correct batting technique and use it in a game. Strike the ball for distance.	Year 4Use a bat, racquet or stick (hockey) to hit a ball or shuttlecock with accuracy and control.Accurately serve underarm.Build a rally with a partner.Use at least two different shots in a game situation.Use hand-eye coordination to strike a moving and a stationary ball.	Use different techniques to hit a ball. Identify and apply techniques for hitting a tennis ball. Explore when different shots are best used. Develop a backhand technique and use it in a game. Practise techniques for all strokes.	Year 6 Hit a bowled ball over longer distances. Use good hand-eye coordination to be able to direct a ball when striking or hitting. Understand how to serve in order to start a game.			
				Play a tennis game using an overhead serve.				



**Progression Map** 

	Ball, Racquet, Stick and Club Games - Throwing and Catching							
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6			
Throw underarm and overarm. Catch and bounce a ball. Use rolling skills in a game. Practise accurate throwing and consistent catching.	Throw different types of equipment in different ways, for accuracy and distance. Throw, catch and bounce a ball with a partner. Use throwing and catching skills in a game. Throw a ball for distance. Use hand-eye coordination to control a ball. Vary types of throw used.	Throw and catch with greater control and accuracy Practise the correct technique for catching a ball and use it in a game. Perform a range of catching and gathering skills with control. Catch with increasing control and accuracy. Throw a ball in different ways (e.g. high, low, fast or slow). Develop a safe and	Develop different ways of throwing and catching.	Consolidate different ways of throwing and catching, and know when each is appropriate in a game	Throw and catch accurately and successfully under pressure in a game.			
		effective overarm bowl.						



# **Progression Map**

	Ball, Racquet, Stick and Club Games - Travelling								
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6				
Travel with a ball in different ways.	Bounce and kick a ball whilst moving.	Move with the ball in a variety of ways with some control.	Move with the ball using a range of techniques showing control and	Use a variety of ways to dribble in a game with success.	Show confidence in using ball skills in various ways in a game situation, and				
Travel with a ball in different directions (side to side, forwards and backwards) with control and fluency	Use kicking skills in a game. Use dribbling skills in a game	Use two different ways of moving with a ball in a game.	fluency.	Use ball skills in various ways, and begin to link together	link these together effectively				

	Ball, Racquet, Stick and Club Games - Passing								
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6				
Pass the ball to another player in a game. Use kicking skills in a game.	Know how to pass the ball in different ways.	Pass the ball in two different ways in a game situation with some success.	Pass the ball with increasing speed, accuracy and success in a game situation	Pass a ball with speed and accuracy using appropriate techniques in a game situation.	Choose and make the best pass in a game situation and link a range of skills together with fluency, e.g. passing and receiving the ball on the move.				

	Ball, Racquet, Stick and Club Games - Possession								
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6				
		Know how to keep and win back possession of the ball in a team game.	Occasionally contribute towards helping their team to keep and win back possession of the ball in a team game.	Keep and win back possession of the ball effectively in a team game.	Keep and win back possession of the ball effectively and in a variety of ways in a team game.				



Progression Map	Subject: PE								
Ball, Racquet, Stick and Club Games - Using Space									
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6				
Use different ways of travelling in different directions or pathways. Run at different speeds.	Use different ways of travelling at different speeds and following different pathways, directions or courses	Find a useful space and get into it to support teammates.	Make the best use of space to pass and receive the ball.	Demonstrate an increasing awareness of space.	Demonstrate a good awareness of space.				
Begin to use space in a game.	Change speed and direction whilst running.								
	Begin to choose and use the best space in a game.								

Ball, Racquet, Stick and Club Games - Attacking/Defending						
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Begin to use the terms attacking and defending. Use simple defensive skills such as marking a player or defending a space. Use simple attacking skills such as dodging to get past a defender.	Begin to use and understand the terms attacking and defending. Use at least one technique to attack or defend to play a game successfully.	Use simple attacking and defending skills in a game. Use fielding skills to stop a ball from travelling past them.	Use a range of attacking and defending skills and techniques in a game. Use fielding skills as an individual to prevent a player from scoring.	Choose the best tactics for attacking and defending. Shoot in a game. Use fielding skills as a team to prevent the opposition from scoring.	Think ahead and create a plan of attack or defence. Apply knowledge of skills for attacking and defending. Work as a team to develop fielding strategies to prevent the opposition from scoring.	



# Progression Map

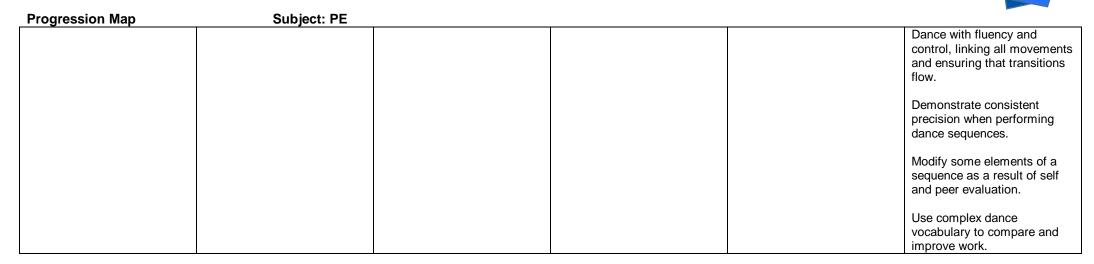
Ball, Racquet, Stick and Club Games - Tactics/Rules							
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
<ul> <li>Follow simple rules to play games, including team games.</li> <li>Use simple attacking skills such as dodging to get past a defender.</li> <li>Use simple defensive skills such as marking a player or defending a space.</li> </ul>	Understand the importance of rules in games. Use at least one technique to attack or defend to play a game successfully.	Apply and follow rules fairly. Understand and begin to apply the basic principles of invasion games. Know how to play a striking and fielding game fairly.	Vary the tactics they use in a game. Adapt rules to alter games.	Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements. Modify their use of skills or techniques to achieve a better result.	Follow and create complicated rules to play a game successfully. Communicate plans to others during a game. Lead others during a game.		

Ball, Racquet, Stick and Club Games - Compete/Perform							
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Engage in competitive activities and team games.	Compete against self and others.	Compete against self and others in a controlled manner.	Take part in a range of competitive games and activities.	Take part in competitive games with a strong understanding of tactics and composition.	Take part in competitive games with a strong understanding of tactics and composition.		



### Progression Map

Dance - General Skills						
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Copy and repeat actions. Put a sequence of actions	Copy, remember and repeat actions.	Begin to improvise with a partner to create a simple dance.	Identify and repeat the movement patterns and actions of a chosen dance	Identify and repeat the movement patterns and actions of a chosen dance	Identify and repeat the movement patterns and actions of a chosen dance	
together to create a motif.	Create a short motif inspired by a stimulus.	Create motifs from different	style.	style.	style.	
Vary the speed of actions.	Change the speed and level	stimuli.	Compose a dance that reflects the chosen dance	Compose individual, partner and group dances that reflect	Compose individual, partner and group dances that reflect	
Use simple choreographic devices such as unison,	of actions.	Begin to compare and adapt movements and motifs to	style.	the chosen dance style.	the chosen dance style.	
canon and mirroring. Begin to improvise	Use simple choreographic devices such as unison, canon and mirroring.	create a larger sequence. Use simple dance vocabulary	Confidently improvise with a partner or on their own.	Show a change of pace and timing in movements.	Use dramatic expression in dance movements and motifs.	
independently to create a simple dance.	Use different transitions within a dance motif.	to compare and improve work.	Compose longer dance sequences in a small group.	Develop an awareness of use of space.	Perform with confidence, using a range of movement	
	Move in time to music.	Perform with some awareness of rhythm and	Demonstrate precision and some control in response to	Demonstrate imagination and creativity in the movements	patterns.	
	Improve the timing of actions.	expression.	stimuli. Begin to vary dynamics and	devised in response to stimuli.	Demonstrate strong and controlled movements throughout a dance	
			develop actions and motifs in response to stimuli.	Use transitions to link motifs smoothly together.	sequence.	
			Demonstrate rhythm and spatial awareness.	Improvise with confidence, still demonstrating fluency across the sequence.	techniques and movements to create a fluent sequence.	
			Change parts of a dance as a result of self- evaluation.	Ensure actions fit the rhythm of the music.	Move appropriately and with the required style in relation to the stimulus, e.g. using	
			Use simple dance vocabulary when comparing and improving work.	Modify parts of a sequence as a result of self and peer	various levels, ways of travelling and motifs.	
				evaluation.	Show a change of pace and timing in movements.	
				Use more complex dance vocabulary to compare and improve work.	Move rhythmically and accurately in dance sequences.	



	Dance - Health and Fitness						
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Describe how the body feels before, during and after exercise. Carry and place equipment safely.	Recognise and describe how the body feels during and after different physical activities. Explain what is needed to stay healthy.	Recognise and describe the effects of exercise on the body. Know the importance of strength and flexibility for physical activity. Explain why it is important to warm-up and cool-down	Describe how the body reacts at different times and how this affects performance. Explain why exercise is good for your health. Know some reasons for warming up and cooling down.	Know and understand the reasons for warming up and cooling down. Explain some safety principles when preparing for and during exercise.	Understand the importance of warming up and cooling down. Carry out warm-ups and cool-downs safely and effectively. Understand why exercise is good for health, fitness and wellbeing.		
					Know ways they can become healthier.		



Progression Map	Subject: PE				
		Dance - Com	pete/Perform		
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Perform using a range of actions and body parts with some coordination.	Perform sequences of own composition with coordination.	Develop the quality of the actions in performances.	Perform and create sequences with fluency and expression.	Perform own longer, more complex sequences in time to music.	Link actions to create a complex sequence using a full range of movement.
Begin to perform learnt skills with some control	Perform learnt skills with increasing control.	techniques with control and confidence.	Perform and apply skills and techniques with control and accuracy.	Consistently perform and apply skills and techniques with accuracy and control.	Perform the sequence in time to music.
	Compete against self and others.	Compete against self and others in a controlled manner.			Perform and apply a variety of skills and techniques confidently, consistently and with precision.

Dance - Evaluate						
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Watch and describe performances. Begin to say how they could improve.	Watch and describe performances, and use what they see to improve their own performance. Talk about the differences between own work and that of others.	Watch, describe and evaluate the effectiveness of a performance. Describe how their performance has improved over time.	Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements. Modify use of skills or techniques to achieve a better result.	Choose and use criteria to evaluate own and others' performances. Explain why they have used particular skills or techniques, and the effect they have had on their performance.	Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements	