



BATH & WELLS

Multi Academy Trust

That they may have life, life in all its fullness' John 10:10





	feedback, saying what they liked or thought was good about someone else's performance.	strengths and a development, p feedback and w Can select and a		feedback and way Can select and app skills for the situat	areas for providing sensitive ways to improve. apply appropriate cuation when under		
Dance	Copy basic body actions and rhythms. Choose and use travelling actions, shapes and balances. Travel in different pathways using the space around them. Begin to use dynamics and expression with guidance. Begin to count to music.	Copy, remember and repeat actions. Choose actions for an idea. Use changes of direction, speed and levels with guidance. Show some sense of dynamic and expressive qualities. Begin to use counts.	Copy, remember and repeat a series of actions, Select from a wider range of actions in relation to a stimulus. Use pathways, levels, shapes, directions, speeds and timing with guidance. Use mirroring and unison when completing	Copy, remember and perform a dance phrase. Create short dance phrases that communicate an idea. Use canon, unison and formation to represent an idea. Match dynamic and expressive qualities to a range of ideas.	Copy, remember and adapt set choreography. Choreograph considering structure individually, with a partner and in a group. Use action and reaction to represent an idea. Change dynamics to express changes in character or narrative.	Accurately copy and repeat set choreography in different styles of dance, showing a good sense of timing. Choreograph phrases individually and with others, considering actions, dynamics, space and relationships in response to a stimulus. Confidently perform	Perform dances confidently and fluently with accuracy and good timing. Work creatively and imaginatively individually, with a partner and in a group to choreograph longer phrases an structure dance considering actions, space, relationship and dynamics in relation to a theme.





			actions with a	Use counts to	Use counts	choosing	
			partner.	keep in time	when	appropriate	Improvise and
				with a partner or	choreographing	dynamics to	combine
			Show a	group.	short phrases.	represent an	dynamics
			character			idea.	demonstrating
			through actions,				an awareness of
			dynamics and			Use counts	the impact on
			expression.			accurately when	performance.
						choreographing	
			Use counts with			to perform in	Use counts
			help to stay in			time with others	when
			time with the			and the music.	choreographing
			music.				and performing
							to improve the
							quality of work.
Fundamental	Run and stop	Attempt to run	Show balance	Show balance,	Demonstrate	Run at the	Demonstrate a
movement skills	with some	at different	and	coordination	how and when	appropriate	controlled
	control.	speeds, showing	coordination	and technique	to speed up and	speed over	running
		an awareness of	when running at	when running at	slow down when	longer distances	technique using
	Explore skipping	technique.	different speeds.	different speeds,	running.	or longer	the appropriate
	as a travelling			stopping with		periods of time.	speed over
	action.	Begin to link	Link running and	control.	Link hopping and		longer distances
		running and	jumping		jumping actions	Show control at	or for longer
	Jump and hop	jumping	movements with	Link running,	with some	take-off and	periods of time.
	with bent knees.	movements with	some control an	hopping and	control.	landing in more	
		some control.	balance.	jumping actions		complex	Link running,
	Throwing larger			using different	Jump for	jumping	jumping and
	balls and	Jump, leap and	Show hopping	take offs and	distance and	activities.	hopping actions
		hop, choosing	and jumping	landings.	height showing		with greater





Deal	inbags into	which allows					
6004			movements with some balance	Jump for	balance and control.	Perform a range of more complex	control and coordination.
spac		them to jump the furthest.	and control.	distance and	control.	•	coordination.
Dala		the furthest.	and control.		Thursouristh	jumps showing	Daufauna iunana
	ance whilst	Thursday	Change	height with an	Throw with	some technique.	Perform jumps
		Throw towards a	Change	awareness of	some accuracy		for height and
ont	the move.	target.	technique to	technique.	and power	Show accuracy	distance using
			throw for		towards a target	and power when	good technique.
	0	Show some	distance.	Throw a variety	area.	throwing for	
at a		control and		of objects,		distance.	Show accuracy
		balance when	Show control	changing action	Demonstrate		and good
•	Ŭ	travelling at	and balance	for accuracy and	good balance	Demonstrate	technique when
		different speeds.	when travelling	distance.	when	good balance	throwing for
part	ts together.		at different		performing	and control	distance.
		Begin to show	speeds.	Demonstrate	other	when	
		balance and		balance when	fundamental	performing	Show fluency
		coordination	Demonstrate	performing	skills.	other	and control
		when changing	balance and	other		fundamental	when travelling,
		direction.	coordination	fundamental	Show balance	skills.	landing,
			when changing	skills.	when changing		stopping and
		Use	direction.		direction at	Demonstrate	changing
		coordination		Show balance	speed in	improved body	direction.
		with an without	Perform actions	when changing	combination	posture and	
		equipment.	with increased	direction in	with other skills.	speed when	Change direction
			control when	combination		changing	with a fluent
			coordinating	with other skills.	Begin to	direction.	action and can
			their body with		coordinate their		transition
			an without	Can coordinate	body at speed in	Can coordinate a	between varying
			equipment.	their bodies with	response to a	range of body	speeds.
				increased	task.		





						we when a t	Con coordinate e
				consistency in a		parts at	Can coordinate a
				variety of		increased speed.	range of body
				activities.			parts with a
							fluent action, at
							a speed
							appropriate to
							the challenge.
Games	Drop and catch	Drop and catch a	Dribble a ball	Dribble the ball	Link dribbling	Use dribbling to	Use dribbling to
	with two hands.	ball after one	with two hand	with one hand	the ball with	change the	change the
		bounce on the	on the move.	with some	other actions	direction of paly	direction of play
	Move a ball with	move.		control in game	with increasing	with some	with control
	feet.		Dribble a ball	situations.	control.	control under	under pressure.
		Move a ball	with some			pressure.	
	Throw and roll a	using different	success,	Dribble a ball	Change direction		Use a variety of
	variety of	parts of the foot.	stopping it when	with feet with	when dribbling	Dribble with feet	techniques to
	beanbags and		required.	some control in	with feet with	with some	maintain
	larger balls into	Throw and roll		game situations.	some control in	control under	possession
	space.	towards a target	Throw and roll	•	game situations.	increasing	under pressure.
		with varying	towards a target	Use a variety of	U	pressure.	
	Kick larger balls	techniques.	using varying	throwing	Use a variety of		Use a variety of
	into space.		techniques with	techniques in	throwing	Use a variety of	throwing
		Kick towards a	some success.	game situations.	techniques with	throwing	techniques
	Stop a beanbag	stationary		8	increasing	techniques with	including fake
	or larger ball	target.	Show balance	Kick towards a	success in game	some control	passes to outwit
	sent to them		when kicking	partner in game	situations.	under increasing	an opponent.
	using hands.	Catch a beanbag	towards a	situations.		pressure.	and opportunity
		and a medium	target.		Kick with	p. 0000101	Select and apply
	Attempt to stop	sized ball.	tu gett	Catch a ball	increasing	Catch and	the appropriate
	a large ball sent	Sized built		passed to them	inci cusing	intercept a ball	kicking
				passed to them		intercept a ball	NICKIIIg





	•	Attempt to track	Catch an object	using one and	success in game	using one and	technique with
feet		balls and other	passed to them,	two hands with	situations.	two hands, with	control.
		equipment sent	with and	some success.		some success in	
		to them.	without a		Catch a ball	game situations.	Catch and
han	nds.		bounce.	Receive a ball	passed to them		intercept a ball
		Strike a		sent them using	using one and	Receive a ball	using one and
Run	n and stop	stationary ball	Move to track a	different parts of	two hands with	using different	two hands with
whe	en instructed.	using a racket.	ball and stop it	the foot.	increasing	parts of the foot,	increasing
			using feet with		success.	under pressure,	success in game
Mo	ve around	Run, stop and	limited success.	Strike a ball with		with increasing	situations.
sho	owing limited	change direction		varying	Receive a ball	control.	
awa	areness of	with some	Strike a ball	techniques.	using different		Receive a ball
oth	iers.	balance and	using a racket.		parts of the foot	Strike a ball	with
		control.		Change direction	under pressure.	using a wider	consideration to
Mal	ke simple		Run, stop and	with increasing		range of skills	the next move.
dec	cisions in	Recognise space	change direction	speed in games	Strike a ball	and applying	
resp	ponse to a	in relation to	with balance	situations.	using varying	these with some	Strike a ball
situ	uation.	others.	and control.		techniques with	success under	using a wider
				Use space with	increasing	pressure.	range of skills to
		Begin to use	Move to space	some success in	accuracy.		outwit an
		simple tactics	to help score	game situations.		Use a variety of	opponent,
		with guidance.	goals or limit		Change direction	techniques to	applying these
			others scoring.	Use simple	to lose an	change direction	with increasing
				tactics	opponent with	to lose an	control, under
			Use simple	individually and	some success.	opponent.	pressure.
			tactics.	within a team.			
					Create an use	Create and use	Confidently
					space with some	space for self	change direction
							to successfully





					success in game	and others with	outwit an
					situations.	some success.	opponent.
					Use simple	Understand the	Effectively
					tactics to help	need for tactics	create and use
					their team score	and can identify	space for self
					or gain	when to use	and others to
					possession.	them in different	outwit an
					peccession	situations.	opponent.
							opponenti
							Work
							collaboratively
							to create tactics,
							within their
							team and
							evaluate the
							effectiveness of
							these.
Body	Create shapes	Perform	Perform	Complete	Use body	Show increasing	Combine and
management	showing a basic	balances making	balances on	balances with	tension to	control and	perform more
(through	level of stillness,	their body tense,	different body	increasing	perform	balance when	complex
gymnastics and	using different	stretched and	parts with some	control, stability	balances both	moving from	balances with
yoga)	parts of their	curled.	control and	and technique.	individually and	one balance to	control,
	bodies.		balance.		with a partner.	another.	technique and
		Demonstrate		Demonstrate			fluency.
	Begin to take	poses and	Take body	some strength	Demonstrate	Use strength to	
	weight on	, movements that	, weight on	and control	increasing	improve the	Demonstrate
	different body	challenge and	different body	when taking	strength, control	quality of an	more complex
	parts.	show flexibility.	parts, with and	weight on	and technique	action and the	actions with a
	Pa. 01	show nextoney.		incigit on	and teeningue		





	Show shapes and actions that stretch their bodies. Copy and link simple actions together.	Remember, repeat and link simple actions together.	without apparatus. Show increased awareness of extension and flexibility in actions. Copy, remember, repeat and plan linking simple actions with some control and technique.	different body parts for longer periods of time. Demonstrate increased flexibility and extension in their actions. Choose actions that flow well into one another, both on and off apparatus.	when taking own and others' weight. Demonstrate increased flexibility and extension in more challenging actions. Plan and perform sequences, showing control and technique with and without a partner.	range of actions available. Use flexibility to improve the quality of the actions they perform, as well as the actions they choose to link them. Create and perform more complex sequences with good levels of quality, control and technique, on own or with a partner.	good level of strength and technique. Confidently transition from one action to another, showing appropriate control and extension for the complexity of the action. Plan and perform with precision, control and fluency, a sequence of actions, including a wide range of skills.
ΟΑΑ	Follow simple instructions. Share ideas with others.	Follow instructions. Begin to work with a partner	Follow instructions accurately.	Follow instructions from a peer and give simple instructions.	Accurately follow instructions given by a peer and give clear	Use clear communication when working in a group and	Communicate with others clearly and effectively when under pressure.





		and a small	Work		instructions to	taking on	
E.	kplore	group.	cooperatively	Work	others.	different roles.	Confidently lead
	ctivities,	group.	with a partner	collaboratively	others.	unierent ioles.	others and show
	-	Understand the	and a small		Communicate	Degin to load	consideration of
	aking own	rules of the		with a partner		Begin to lead	
	ecisions in		group, taking	and a small	confidently ideas	others, providing	including all
	esponse to a	game and	turns and	group, listening	and listen to	clear	within a group.
ta	isk.	suggest ideas to	listening to each	to and accepting	others before	instructions.	
		solve simple	other.	others' ideas.	deciding on the		Use critical
	lake decisions	tasks.			best approach.	Plan and apply	thinking skills to
	pout where to		Try different	Plan and		strategies with	form ideas and
m	ove in space.	Copy a simple	ideas to solve a	attempt to apply	Plan and apply	others to more	strategies,
		diagram/map.	task.	strategies to	strategies to	complex	selecting and
Fc	ollow a path.			solve problems.	solve problems.	challenges.	applying the
		Identify own and	Follow and				best method to
Be	egin to identify	others' success.	create a simple	Orientate and	Identify key	Orientate a map	solve a problem.
pe	ersonal		diagram or map.	follow a map or	symbols on a	confidently,	
su	iccess.			diagram.	map and use a	using it to	Confidently and
			Understand		key to navigate	navigate around	efficiently
			when a	Reflect on when	around a grid.	a course.	orientate a map,
			challenge is	and why			identifying key
			solved	challenges are	Watch, describe	Explain why a	features to
			successfully and	solved	and evaluate the	particular	navigate around
			begin to suggest	successfully and	effectiveness of	strategy worked	a course.
			simple ways to	use others'	their team	and alter	
			improve.	success to help	strategy, giving	methods to	Accurately
				them to	ideas for	improve.	reflect on when
				improve.	improvements.		challenges are
							solved
							successfully and





		suggest well though out improvements.
Swimming	 By the end of KS2 all children will: Swim competently, confidently and proficiently over a dist. Use a range of strokes effectively Perform safe self-rescue in different water-based situation 	