Reception							
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6		
Cooperation games i.e., parachute games. Climbing - outdoor equipment Different ways of moving to be explored with children Changing for PE / Help individual children to develop good personal hygiene. Acknowledge and praise their efforts. Provide regular reminders about thorough handwashing and toileting.	Ball skills- throwing and catching. Crates play- climbing. Skipping ropes in outside area dance related activities Provide a range of wheeled resources for children to balance, sit or ride on, or pull and push. Two-wheeled balance bikes and pedal bikes without stabilisers, skateboards, wheelbarrows, prams and carts are all good options	Ball skills- aiming, dribbling, pushing, throwing & catching, patting, or kicking Ensure that spaces are accessible to children with varying confidence levels, skills and needs. Provide a wide range of activities to support a broad range of abilities. Dance / moving to music Gymnastics/ Balance	Balance- children moving with confidence dance related activities Provide opportunities for children to, spin, rock, tilt, fall, slide and bounce. Use picture books and other resources to explain the importance of the different aspects of a healthy lifestyle.	Obstacle activities children moving over, under, through and around equipment Encourage children to be highly active and get out of breath several times every day. Provide opportunities for children to, spin, rock, tilt, fall, slide and bounce. Dance / moving to music	Races / team games involving gross motor movements dance related activities Allow less competent and confident children to spend time initially observing and listening, without feeling pressured to join in. Gymnastics/ Balance		

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Fundamentals	Dance	Gymnastics	Games Ball skills	Athletics	Invasion Games
Can change direction when moving at speed. Can run at different speeds. Can show hopping and	Copy, remember and repeat actions. Use different body parts in isolation and together. Choose appropriate	Can link simple actions together to create a sequence. Can make my body tense, relaxed, stretched and	Dribble a ball with hands and feet. Catch a ball with two hands.	Run at different speeds. Begin to show balance and co-ordination when changing direction. Jump from a standing	Beginning to dribble a ball with my hands and feet. Change direction to get away from a defender.
jumping movements. Can show balance and co-ordination when static and moving at a slow speed.	movements for different dance ideas. Can work with others to share ideas and select actions.	curled. Can remember and repeat actions and shapes.	member and actions and Track a ball that is coming	position. Throw towards a target. Develop overarm throwing.	Recognise space when playing games. Send and receive a ball with hands and feet.
Begin to use counts.	Can use apparatus safely and wait for my turn.	Begin to understand simple tactics. (SAINTS)	Begin to understand the difference between a jump, a leap and a hop and can choose which allows me to jump the furthest. (SAINTS)	Move to stay with another player when defending.	

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Fundamental Can show balance when changing direction. Can show hopping, skipping and jumping movements with some balance and control. Can show balance and co-ordination when running at different	Games Ball skills Dribble a ball with hands and feet with some control. Roll and throw a ball to hit a target. Send and receive a ball using both kicking and throwing and catching	Gymnastics Can perform the basic gymnastics actions with some control and balance. Can plan and repeat simple sequences of actions. Can use shapes when performing other skills.	Invasion Games Dodge and find space away from the other team. Move with a ball towards goal. Dribble a ball with hands and feet. Stay with another player to	Athletics Jump and land with control. Use overarm throw to help me throw for distance. Show balance and coordination when running at different speeds.	Term 6 Dance Can copy, remember, repeat and create dance phrases. Can use counts to stay in time with the music. Can work with a partner using mirroring and unison in our actions. Can show a character and
speeds. Begin to turn and jump with an individual skipping rope.	skills. Track a ball and collect it. Understand and use simple tactics. (SAINTS)	Can work safely with others and apparatus.	try and win the ball. Know who is in my team and attempt to send the ball to them. (SAINTS)		idea through the actions and dynamics I choose.