

Skills	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Health and	Describe	Describe how	Recognise and	Recognise and	Describe how	Know and	Understand the
Fitness	how the body feels when still and when exercising.	the body feels before, during and after exercise. Carry and place equipment safely.	describe how the body feels during and after different physical activities. Explain what they need to stay healthy.	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.	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.	understand the reasons for warming up and cooling down. Explain some safety principles when preparing for and during exercise.	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.
Acquiring and Developing Skills in Gymnastics (General)	Create a short sequence of movements. Roll in different ways with control.	Create and perform a movement sequence.	Copy, explore and remember actions and movements to create their own sequence.	Choose ideas to compose a movement sequence independently and with others.	Create a sequence of actions that fit a theme.	Select ideas to compose specific sequences of movements, shapes and balances.	Create their own complex sequences involving the full range of actions and movements:



Travel in	Copy actions	Link actions to	Link	Use an	Adapt their	travelling,
different	and movement	make a	combinations of	increasing	sequences to	balancing,
ways.	sequences	sequence.	actions with	range of	fit new	holding shapes,
ways. Stretch in different ways. Jump in a range of ways from one space to another with control. Begin to balance with control. Move around, under, over, and through different	with a beginning, middle and end. Link two actions to make a sequence. Recognise and copy contrasting actions (small/tall, narrow/wide). Travel in different ways, changing direction and speed. Hold still shapes and simple balances.	Travel in a variety of ways, including rolling. Hold a still shape whilst balancing on different points of the body. Jump in a variety of ways and land with increasing control and balance. Climb onto and jump off the equipment safely.	increasing confidence, including changes of direction, speed or level. Develop the quality of their actions, shapes and balances. Move with coordination, control and care. Use turns whilst travelling in a variety of ways. Use a range of jumps in their sequences. Begin to use equipment to vault.	actions, directions and levels in their sequences. Move with clarity, fluency and expression. Show changes of direction, speed and level during a performance. Travel in different ways, including using flight. Improve the placement and alignment of body parts in balances.	criteria or suggestions. Perform jumps, shapes and balances fluently and with control. Confidently develop the placement of their body parts in balances, recognising the position of their centre of gravity and where it should be in relation to the base of the balance.	jumping, leaping, swinging, vaulting and stretching. Demonstrate precise and controlled placement of body parts in their actions, shapes and balances. Confidently use equipment to vault and incorporate this into sequences. Apply skills and techniques consistently, showing precision and control.



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sti	tretches.	control and		variety of	• •	=
sir str Ca ra jui sa Mun an dit ob eq Be wi	arry out mple cretches. arry out a ange of simple umps, landing afely. Nove around, nder, over, nd through ifferent bjects and quipment. egin to move <i>r</i> ith control nd care.	Move with increasing control and care.	Create interesting body shapes while holding balances with control and confidence. Begin to show flexibility in movements	Use equipment to vault in a variety of ways. Carry out balances, recognising the position of their centre of gravity and how this affects the balance. Begin to develop good technique when travelling, balancing and using	Confidently use equipment to vault in a variety of ways. Apply skills and techniques consistently. Develop strength, technique and flexibility throughout performances. Combine equipment with movement to	Develop strength, technique and flexibility throughout performances.
				equipment.	create	
				Develop strength, technique and flexibility throughout performances.	sequences.	



Rolls	Curled side roll (egg roll)	Log roll (controlled)	Log roll (controlled)	Crouched forward roll	Forward roll from standing	Forward roll from standing	Forward roll from standing
	Log roll (pencil roll) Teddy bear	Curled side roll (egg roll) (controlled)	Curled side roll (egg roll) (controlled)	Forward roll from standing Tucked	Straddle forward roll Tucked	Straddle forward roll Pike forward	Straddle forward roll Pike forward
	roll	Teddy bear roll (controlled)	Teddy bear roll (controlled)	backward roll	backward roll Backward roll to straddle	roll Tucked backward roll	roll Dive forward roll
			Rocking for for forward roll			Backward roll to straddle	Tucked backward roll
			Crouched forward roll				Backward roll to straddle
							Backward roll to standing pike
							Pike backward roll
Jumps	Straight	Straight jump	Straight jump	Straight jump	Straight jump	Straight jump	Straight jump
	jump	Tuck jump	Tuck jump	Tuck jump	Tuck jump	Tuck jump	Tuck jump
	Tuck jump	Jumping jack	Jumping jack	Jumping jack	Jumping jack	Jumping jack	Jumping jack
	Jumping Jack	Half turn jump	Half turn jump	Star jump	Star jump	Star jump	Star jump
	Half turn jump	Cat spring	Cat spring	Straddle jump	Straddle jump	Straddle jump	Straddle jump
			Cat spring to straddle	Pike jump	Pike jump	Pike jump Stag jump	Pike jump Stag jump



			Straight jump half-turn Cat leap	Straight jump half-turn Straight jump full-turn	Straight jump half-turn Straight jump full-turn	Straight jump half-turn Straight jump full-turn
				Cat leap Cat leap half- turn	Cat leap Cat leap half- turn Split leap	Cat leap Cat leap half- turn Cat leap full-
						turn Split leap Stag leap
Vault – with springboard and vault or other suitable raised	Straight jump off springboard	Hurdle step onto springboard	Hurdle step onto springboard	Hurdle step onto springboard	Hurdle step onto springboard	Hurdle step onto springboard
platform, e.g. gymnastics table		Straight jump off springboard Tuck jump off	Squat on vault Star jump off Tuck jump off Straddle jump	Squat on vault Straddle on vault Star jump off	Squat on vault Straddle on vault Star jump off	Squat on vault Straddle on vault Star jump off
		springboard	off Pike jump off	Tuck jump off Straddle jump off Pike jump off	Tuck jump off Straddle jump off Pike jump off	Tuck jump off Straddle jump off Pike jump off



Handstands, Cartwheels and Round-offs	Bunny hop	Bunny hop Front support wheelbarrow with partner	Bunny hop Front support wheelbarrow with partner T-lever Scissor kick	Handstand Lunge into handstand Cartwheel	Lunge into handstand Lunge into cartwheel	Squat through vault Lunge into handstand Lunge into cartwheel Lunge into round-off	Squat through vault Straddle over vault Lunge into cartwheel Lunge into round-off Hurdle step Hurdle step into cartwheel Hurdle step into round-off
Travelling & Linking Actions	Tiptoe, step, jump and hop	Tiptoe, step, jump and hop Hopscotch Skipping Galloping	Tiptoe, step, jump and hop Hopscotch Skipping Galloping Straight jump half-turn	Tiptoe, step, jump and hop Hopscotch Skipping Chassis steps Straight jump half turn Cat leap	Tiptoe, step, jump and hop Hopscotch Skipping Chassis steps Straight jump half turn Straight jump full turn Cat leap	Tiptoe, step, jump and hop Hopscotch Skipping Chassis steps Straight jump half turn Straight jump full turn Cat leap	Tiptoe, step, jump and hop Hopscotch Skipping Chassis steps Straight jump half turn Straight jump full turn Cat leap



					Cat leap half turn Pivot	Cat leap half turn Pivot	Cat leap half turn Cat leap full turn Pivot
Shapes and Balances	Standing balances	Standing balances Kneeling balances Pike, tuck, star, straight, straddle shapes	Standing balances Kneeling balances Large body part balances Balances on apparatus Balances with a partner Pike, tuck, star, straight,	Large and small body part balances, including standing and kneeling balances Balances on apparatus Matching and contrasting partner balances	1, 2, 3 and 4- point balances Balances on apparatus Balances with and against a partner Pike, tuck, star, straight, straddle shapes Front and back support	1, 2, 3 and 4- point balances Balances on apparatus Part body weight partner balances Pike, tuck, star, straight, straddle shapes	1, 2, 3 and 4- point balances Balances on apparatus Develop technique, control and complexity of part-weight partner balances Group formations



Compete/Perform	Control my	Perform using	straddle shapes Front and back support Perform	Pike, tuck, star, straight, straddle shapes Front and back support Develop the	Perform and	Front and back support Perform own	Pike, tuck, star, straight, straddle shapes Front and back support Link actions to
	body when performing a sequence of movements. Participate in simple games.	a range of actions and body parts with some coordination. Begin to perform learnt skills with some control.	sequences of their own composition with coordination. Perform learnt skills with increasing control	quality of the actions in their performances. Perform learnt skills and techniques with control and confidence. Compete against self and others in a controlled manner.	create sequences with fluency and expression. Perform and apply skills and techniques with control and accuracy.	longer, more complex sequences in time to music. Consistently perform and apply skills and techniques with accuracy and control.	create a complex sequence using a full range of movement that showcases different agilities, performed in time to music. Perform and apply a variety of skills and techniques confidently, consistently and with precision.



		_	Begin to record their peers' performances, and evaluate
			these.