



Athletics - running (locomotion)								
	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Skills	I can explain how to walk, swinging our arms with opposite arm and leg action. I know where to walk by staying in a space. I can explore walking in different pathways. I can sustain walking and explore marching . I can apply walking skills into a game.	I know how to run, pumping my arms, using the balls of my feet and looking ahead. I can apply my knowledge of running into a game. I can use acceleration to run at different speeds I can use my skills in running to run in a team. I can apply running into a competitive game.	I can use the right technique to dodge - I keeping my head up with a low body position, bending my knees, planting one foot on the floor, leaning my body to one side and then moving the other way quickly I know when and where to dodge to avoid an attacker. I can apply my dodging skills into games.	I can understand and apply tactics when running for distance I can change my stride pattern to accelerate at the start of a race I know how to throw for distance and why the correct technique is essential to send the object further. I can throw an object sideways on, with my arm up and elbow bent above my shoulder. I can release the object when it is just past my head. I know how to run when running for speed - creating a pumping action with my arms and elbows bent, springing off the balls of our feet.	I know why we need to pace ourselves when running for distance. I know how to use my body to throw with greater distance. I can increase my stride pattern to enable me to maintain my speed during the middle third of a race. I can evaluate my own and others sprinting technique making suggestions on how we can improve our own and others performance.	I understand why we need to maintain our speed until we cross the finish line. I know how to hurdle safely, applying the correct technique. I can evaluate my own and others sprinting technique making suggestions on how we can improve our own and others performance. I know when and where the changeovers take place on a curved track.	I know why we need to apply accurate head, arm and foot technique to make ourselves run quicker. I know why we need to select certain pupils for certain events in order for our team to be successful. I can transfer my body weight to push (put) the shot put and throw the javelin further. Tactics, teamwork, speed, distance, evaluation, false start, events	
Agility	Walk at different speeds Walk using opposite arm and leg action. Walk into space.	Run at different speeds - jog, run, sprint. Accelerate into different places. Use knowledge of running in a game,	Run around obstacles Side step to move direction Run backwards with control Dodge around obstacles using the correct body position.	Switch between movements of side step, backwards and forwards running.	Increase control and timing by adding obstacles such as hurdles. Increase control using others such as a relay.	Run with accurate technique. Explain the running style/ technique.		
Vocabul ary	Defender, change of direction, space, speed, walking, marching, tag	attacker, defender, space, speed, acceleration, tagging or tag	Attacker, defender, space, dodge, tagging or tag	Tactics, speed, acceleration, distance, accuracy, relay, change over, backwards, forward.	Tactics, speed, distance, pace, power, stride pattern	Tactics, teamwork, speed, distance, evaluation, false start, events	Tactics, teamwork, speed, distance, evaluation, false start, events	





Athletics - Jumping							
	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Skills	I know that you need to bend my knees to land but straight to jump. I can jump forward, backwards, sidewards I can jump fast, slow, high, and low. I know the correct skill for jumping: head down, looking up, moving side to side and looking straight ahead. I can jump with my arms swinging above my head. I can understand what type of jump is needed in each sport.	I can apply my knowledge of jumping by jumping in and out of hoops. I can apply my knowledge of jumping to create a shape - star jump. I can combine all three elements when jumping (head, arms, legs) in a variety of jumps (tuck, frog, 2 feet to 2 feet, leaping over a rope, shuttle jumping, shuttle hopping, shuttle leaping. I can skip high, low, fast and slow. I can skip forwards and backwards. I can use my knowledge of skipping to move into spaces.	I can combine running, skipping and jumping and jump with the correct technique. I can use my arms to jump a good distance. I can combine jumps into a sequence. I can change direction by jumping. I can change the speed of my jumps in a sequence. I can select the correct jump for the correct activity.	I can use my arms and legs to jump the furthest in standing long jump. I explore how to improve speed and accuracy of jumping. (Using different arm, legs and height levels)	I can use my knowledge of jumping to explore how far I can jump. I can link a hop and skip together with no break in between. I can build on my knowledge of jumping from one to two feet to create my longest jump. I can use my body to jump as far as possible, using a combination of jumps.	I can understand how to hurdle safely. I can apply a stride pattern to develop my hurdling technique. I can understand how to hurdle with a leading leg.	I can apply my knowledge of jumping to compete in standing long jump, long jump and triple jump.
Agility	Jump from one foot to two feet. Jump from two feet to two feet. Jump one foot to one foot Jump at different heights whilst stationary. Jump in one movement (forwards, backwards, sidewards)	Jump with an element of travel (there may be some wobble on landing). Skip at different speeds and directions.	Jump with some control on landing. Jump to and from the dominant foot. Link jumps together.	Make a steady landing jump without wobbling or swinging of arms. Jump between heights Link the run and jump	Land a jump without wobbling. Make links with running and jumping.	Make complex links between running and jumping	
Vocabulary	Jump, feet, forward, backwards, high, low straight, landing,	Acceleration, accuracy, agility, aiming, aiming, distance jump, landing, skip, hop, jump	Acceleration, accuracy, agility, aiming, aiming, distance jump, landing, skip, hop, jump	Acceleration, accuracy, agility, aiming, aiming, distance jump, landing, skip, hop, jump, height,	Acceleration, accuracy, agility, aiming, aiming, distance jump, landing, skip, hop, jump, triple jump	Acceleration, accuracy, agility, aiming, aiming, distance jump, landing, skip, hop, jump, hurdle, stride pattern	Acceleration, accuracy, agility, aiming, aiming, distance jump, landing, skip, hop, jump, long jump, hurdle.





Athletics - throwing									
	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Skills	I can explore how to throw a beanbag into a hoop using my own ideas. I can throw my underarm throw with my dominant and non-dominant hand. I can throw with increasing accuracy by aiming at a cone. I can explore throwing over arm by changing my movements of hips and arm.s I can throw different size balls and adjust my technique. I can roll a ball accurately.	I can use my arm to aim a throw. I can step forward to perform an underarm throw. I can understand how to release the ball to make the pass accurately. I can throw an object from 3m away.	I can apply my skills of throwing to impede the speed of power of the technique. I can throw an underarm over a net -remembering to release the ball at the correct time. I can throw an over arm throw by having my arm above my head and releasing the ball above their head. I can understand how to rotate my hips to throw the ball accurately. I can collect a ball from the floor and throw it to a partner. I can select the correct throw for the activity.	I can understand how to stand to throw the farthest. I can explore how to release a bean bag, to see if it impacts the distance.	I can understand the grip to hold a javelin. I can stand with my feet shoulder width apart and hold the javelin correctly when throwing. I can rotate my hips when releasing the javelin.	I can understand where and how to hold the shot put. I can understand the stance when shot putting. I can extend my arm to throw the shot put the furthest. I can rotate my hips to extend the release phase. I can transfer my weight to throw the shot put. I can compare different throwing activities.	I can transfer my body weight to push (put) the shot put and throw the javelin further.		
Agility	Throw with both hands. Throw a ball to hit the target. Throw balls of different sizes.	Throw underarm with dominant arm. Throw a ball to hit a target.	Throw different objects Adjust the height or speed of the throw.	Throw an underarm throw with a small ball/object Throw an object with an overarm throw.	Throw the overarm pass with precision. Throw a ball with accuracy for someone to catch	Throw a ball to be able to catch in a 10 metre distance. Be confident in throwing techniques - overarm, bowling, two handed and chestpass)	Throw whilst running with accuracy. Throw with movement such as sidestep		
Vocabulary	Rolling, moving, arm, over arm, under arm, space, speed, throwing	Acceleration, accuracy, agility, aiming, aiming, throwing, space,	Acceleration, accuracy, agility, aiming, aiming, throwing, space,	Acceleration, accuracy, agility, aiming, aiming, throwing, space,	Acceleration, accuracy, agility, aiming, aiming, throwing, space, javelin rotation	Acceleration, accuracy, agility, aiming, aiming, throwing, space, shot put, rotation	Acceleration, accuracy, agility, aiming, aiming, throwing, space, javelin, shot put		