Subject Specific-Skills: Age-related expectations in Physical Education

Year	Gym	Dance	Games	Outdoor and Adventurous
1	To be able to: Make my body curled, tensed, stretched and relaxed. Control my body when travelling and relaxing. Copy sequences and repeat them. Roll, curl, travel and balance in different ways.	To be able to:	To be able to: Throw underarm Hit a ball with a bat Move and stop safely Throw and catch a ball with both hands. Throw and kick in different ways.	
2	To be able to: Plan and perform a sequence of movement. Improve my sequence based on feedback. Thin of more than one way to create a sequence that follows some 'rules. Work on my own and with a partner.	To be able to: Change rhythm, speed, level and direction in a dance. Dance with control and coordination Make a sequence by linking sections together, Use a dance to show a mood or feeling.	To be able to: Use hitting, kicking and/ or rolling in a game, Decide the best space to be in during a game. Use one tactic in a game and follow rules.	
3	To be able to: Adapt sequences to suit different types of apparatus. Explain how strength and suppleness affect performance. Compare and contrast gymnastic sequences.	To be able to: Improvise feely and translate ideas from a stimulus to a movement. Share and create phases with a partner and a small group. Repeat, remember and perform phases.	To be able to: Throw and catch with control. Am aware of space and use it to support team mates. Know and use rules fairly	To be able to: Follow a map in a familiar context Use clues to follow a route Follow a route safely
4	To be able to: Work in a controlled way Include changes of speed and direction Include a range of shapes Work with a partner to create, repeat and improve a sequence with at least 3 phases.	To be able to: Take the lead when working with a group. Use dance to communicate an idea.	To be able to: Throw and catch accurately. Catch with one hand. Hit a ball accurately with control. Keep possession of a ball. Vary tactics and adapt skills depending on the state of the game.	To be able to: Follow a map in a familiar context. Follow a route within a time limit.
5	To be able to: Make complex and extended sequences. Combine action, balance and shape. Perform consistently to audiences.	To be able to: Compose my own dances in a creative way. Perform to an accompaniment. Show clarity, fluency, accuracy and consistency through my own dance.	To be able to: Gain possession, working in a team. Pass in different ways and use a number of different techniques to pass, dribble, shoot. Use backhand and forehand with a racquet. Choose a tactic for attacking and defending.	To be able to: Follow a map in an unknown location. Use clues and compass to navigate a route. Change my route to overcome a problem. Use new information to change my route.
6	To be able to: Combine my own work with that of others. Link sequences to specific things,	To be able to: Develop sequences in a specific style, Choose my own music and style.	To be able to: Play to agreed rules Explain rules, and umpire. Lead others in a games situation.	To be able to: Plan a route and a series of clues for someone else. Plan with others, taking account of safety and danger.