Park Primary School

Our Learning Journey for PE



	Foundation Stage	KS1		LKS2		UKS2	
	FS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Health and Fitness	Describe how the body feels when still and when exercising.	Describe how the body feels before, during and after exercise. Carry and place equipment safely.	Recognise and describe how the body feels during and after different physical activities. Explain what they need to stay healthy.	Recognise and 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.	Describe how 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.	Know and understand the reasons for warming up and cooling down. Explain some safety principles when preparing for and during exercise.	Understand the 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.
Competitive / team games Striking and Hitting	Hit a ball with a bat or racquet.	Use hitting skills in a game. Practise basic striking, sending and receiving.	Strike or hit a ball with increasing control. Learn skills for playing striking and fielding games. Position the body to strike a ball.	Demonstrate successful hitting and striking skills. Develop a range of skills in striking and fielding. Practise the correct batting technique and use it in a game. Strike the ball for distance.	Use a bat, racquet or hockey stick to hit a ball (shuttlecock) with accuracy and control. Accurately serve underarm. Build a rally with a partner. Use at least two different shots in a game situation. Use hand-eye coordination to strike a moving and stationary ball.	Use different techniques to hit a ball. Identify and apply techniques for hitting a tennis ball. Explore when different shots are best performed. Develop a backhand technique and use it in a game. Practise techniques for all batting strokes. Play a tennis game using an overhead serve.	Hit a bowled ball over longer distances. Use good hand-eye coordination to be able to direct a ball when striking or hitting. Understand how to serve in order to start a game.
Throwing and Catching	Roll equipment in different ways. Throw an object at a target. Catch equipment using two hands.	Throw underarm and overarm. Catch and bounce a ball. Use rolling skills in a game. Practise accurate throwing and consistent catching.	Throw different types of equipment in different ways – for accuracy and distance. Throw, catch and bounce a ball with a partner. Use throwing and catching skills in a game. Throw a ball for distance. Use hand-eye coordination to control a ball. Vary types of throw used.	Throw and catch with greater control and accuracy. Practise the correct technique for catching a ball and use it in a game. Perform a range of catching and gathering skills with control. Catch with increasing control and accuracy.	Develop different ways of throwing and catching.	Consolidate different ways of throwing and catching and know when each is appropriate in a game.	Throw and catch accurately and successfully under pressure in a game.

Travelling with a ball	Move a ball in different ways – including bouncing and kicking. Use equipment to control a ball.	Travel with a ball in different ways. Travel with a ball in different directions (side to side, forwards and backwards) with control and fluency.	Bounce and kick a ball whilst moving. Use kicking skills in a game. Use dribbling skills in a game.	Throw a ball in different ways (e.g. high, low, fast or slow). Develop a safe and effective overarm bowl. Move with the ball in a variety of ways with some control. Use two different ways of moving with a ball in a game.	Move with the ball using a range of techniques – showing control and fluency.	Use a variety of ways to dribble in a game with success. Use ball skills in various ways and begin to link them together.	Show confidence in using ball skills in various ways in a game situation and link these together effectively.
Passing a ball	Know how to pass the ball in different ways.	Pass the ball two different ways in a game situation with some success.	Pass the ball with increasing speed, accuracy and success in a game situation.	Pass a ball with speed and accuracy using appropriate techniques in a game situation.	Pass a ball with speed and accuracy using appropriate techniques in a game situation.	Pass a ball with speed and accuracy using appropriate techniques in a game situation.	Choose and make the best pass in a game situation and link a range of skills together with fluency (e.g. passing and receiving the ball on the move).
Possession				Know how to keep and win back possession of the ball in a team game.	Occasionally contribute towards helping their team to keep and win back possession of the ball in a team game.	Keep and win back possession of the ball effectively in a team game.	Keep and win back possession of the ball effectively and in a variety of ways in a team game.
Using space	Move safely around the space and equipment. Travel in different ways – including sideways and backwards.	Use different ways of travelling in different directions or pathways. Run at different speeds. Begin to use space in a game.	Use different ways of travelling at different speeds and following different pathways, directions or courses. Change speed and direction whilst running. Begin to choose and use the best space in a game.	Find a useful space and get into it to support teammates.	Make the best use of space to pass an receive the ball.	Demonstrate an increasing awareness of space.	Demonstrate a good awareness of space.

Attacking and Defending	Play a range of chasing games.	Begin to use the terms attacking and defending. Use simple defensive skills such as marking a player or defending a space. Use simple attacking skills such as dodging to get past a defender.	Begin to use and understand the terms attacking and defending. Use at least one technique to attack or defend to play a game successfully.	Use simple attacking and defending skills in a game. Use fielding skills to stop a ball from travelling past them.	Use a range of attacking and defending skills and techniques in a game. Use fielding skills as an individual to prevent a player from scoring.	Choose the best tactics for attacking and defending. Shoot in a game. Use fielding skills as a team to prevent the opposition from scoring.	Think ahead and create a plan of attack or defence. Apply knowledge of skills for attacking and defending. Work as a team to develop fielding strategies to prevent the opposition from scoring.
Tactics and Rules	Follow simple rules.	Follow simple rules to play games – including team games. Use simple attacking skills such as dodging to get past a defender. Use simple defensive skills such as marking a player or defending a space.	Understand the importance of rules in games. Use at least one technique to attack or defend to play a game successfully.	Apply and follow rules fairly. Understand and begin to apply the basic principles of invasion games. Know how to play a striking and fielding game fairly.	Vary the tactics they use in a game. Adapt rules to alter games	Know when to pass and when to dribble in a game. Devise and adapt rules to create their own game.	Follow and create complicated rules to play a game successfully. Communicate plans to others during a game. Lead others during a game.
Compete and Perform	Control my body when performing a sequence of movements. Participate in simple games.	Perform using a range of actions and body parts with some coordination. Begin to perform learnt skills with some control. Engage in competitive activities and team games.	Perform sequences of their own composition with coordination. Perform learnt skills with increasing control. Compete against self and others.	Develop the 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.	Perform and apply skills and techniques with control and accuracy. Take part in a range of competitive games and activities.	Consistently perform and apply skills and techniques with accuracy and control. Take part in competitive games with a strong understanding of tactics and composition.	Perform and apply a variety of skills and techniques confidently, consistently and with precision. Take part in competitive games with a strong understanding of tactics and composition.
Evaluate	Talk about what they have done. Talk about what others have done.	Watch and describe performances. Begin to say how they could improve.	Watch and describe performances and use what they see to improve their own performance. Talk about the differences between their work and that of others.	Watch, describe and evaluate the effectiveness of a performance. Describe how their performance has improved over time.	Watch, describe and evaluate the effectiveness of performances – giving ideas for improvements. Modify their use of skills or techniques to achieve a better result.	Choose and use criteria to evaluate own and others' performances. Explain why they have used particular skills or techniques and the effect they have had on their performance.	Thoroughly evaluate their own and other's work — suggesting thoughtful and appropriate improvements.

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GYMNASTICS	Create a short sequence	Create and perform a	Copy, explore and	Choose ideas to compose	Create a sequence of	Select ideas to	Create their own complex
(Develop	of movements.	movement sequence.	remember actions and	a movement sequence	actions that fit a theme.	compose specific	sequences involving the
•	Dall in different constitution	C	movements to create	independently and with	Han an in autonian manne of	sequences of	full range of actions and
flexibility,	Roll in different ways with control.	Copy actions and movement sequences	their own sequence.	others.	Use an increasing range of actions, directions and	movements, shapes and balances.	movements: travelling, balancing, holding shapes,
strength,	control.	with a beginning, middle	Link actions to make a	Link combinations of	levels in their sequence.	and palances.	jumping, leaping,
=	Travel in different ways.	and end.	sequence.	actions with increasing	levels in their sequence.	Adapt their sequences	swinging, vaulting and
technique,	Traver in different ways.	and cha.	sequence.	confidence – including	Move with clarity, fluency	to fit new criteria or	stretching.
control and	Stretch in different ways.	Link two actions to make	Travel in a variety of ways	changes of directions,	and expression.	suggestions.	
balance)	·	a sequence.	– including rolling.	speed or level.			Demonstrate precise and
balance	Jump in a range of ways				Show changes of direction,	Perform jumps, shapes	controlled placement of
	from one space to	Recognise and copy	Hold a still shape whilst	Develop the quality of	speed and level during a	and balances fluently	body parts in their
	another with control.	contrasting actions	balancing on different	their actions, shapes and	performance.	and with control.	actions, shapes and
		(small/tall, narrow/wide).	points of the body.	balances.	- 1: 1:cc		balances.
	Begin to balance with	- 1: 1:ss			Travel in different ways –	Confidently develop	
	control.	Travel in different ways – changing direction and	Jump in a variety of ways and land with increasing	Move with coordination, control and care.	including using flight.	the placement of their body parts in balances	Confidently use equipment to vault and
	Move around, under,	speed.	control and balance.	control and care.	Improve the placement and	- recognising the	incorporate this into
	over and through objects	speed.	control and balance.	Use turns whilst travelling	alignment of body parts in	position of their centre	sequences.
	and equipment.	Hold still shapes and	Climb onto and jump off	in a variety of ways.	balances.	of gravity and where it	
		simple balances.	the equipment safely.			should be in relation to	Apply skills and
				Begin to use equipment	Use equipment to vault in a	the base of the	techniques consistently –
		Carry out simple	Move with increasing	to vault.	variety of ways.	balance.	showing precision and
		stretches.	control and care.				control.
				Create interesting body	Carry out balances –	Confidently use	
		Carry out a range of		shapes whilst holding	recognising the position of	equipment to vault in a	Develop strength,
		simple jumps – landing		balances with control and confidence.	their centre of gravity and how this affects the balance.	variety of ways.	technique and flexibility throughout
		safely.		confidence.	now this affects the balance.	Apply skills and	performances.
		Move around, under,		Begin to show flexibility in	Begin to develop good	techniques	performances.
		over and through		movements.	technique when travelling,	consistently.	
		different objects and			balancing and using	,	
		equipment.			equipment.	Develop strength,	
						technique and	
		Begin to move with			Develop strength, technique	flexibility throughout	
		control and care.			and flexibility throughout	performances.	
					performances.		
						Combine equipment	
						with movement to	
						create sequences.	
	Curled side roll (egg roll).	Log roll [controlled].	Rocking forward roll.	Forward roll from	Straddle forward roll.	Pike forward roll.	Dive forward roll.
				stranding.			
	Log roll (pencil roll).	Curled side roll	Crouched forward roll.		Backward roll to straddle.	Tucked backward roll.	Backward roll to standing
		[controlled].		Tucked backward roll.			pike.
	Teddy bear roll.						
		Teddy bear roll					Pike backward roll.
		[controlled].					

Straight jump (pencil jump).	Cat spring.	Cat spring to straddle.	Star jump.	Cat leap half-turn.	Split leap.	Stag leap.
Tuck jump.			Straddle jump.			
			Pike jump.			
Jumping jack.			Straight jump half-turn.			
Half turn jump			Straight jump full turn.			
			Cat leap.			
	Straight jump off	Hurdle step onto	Squat on vault.	Straddle on vault.	Squat through vault.	Straddle over vault.
	springboard.	springboard.	Star jump off vault.			
		Tuck jump off springboard.	Tuck jump off vault.			
			Straddle jump off vault.			
			Pike jump off vault.			
Bunny hop.						
винну пор.	Front support wheelbarrow with	T-lever.	Handstand.	Lunge into cartwheel.	Lunge into round-off.	Hurdle step.
	partner. Scissor kick	Scissor kick.	Lunge into handstand.			Hurdle step into
			Cartwheel.			cartwheel.
						Hurdle step into round- off.
	Hopscotch.	Straight jump half-turn.		Straight jump full turn		Cat leap full turn.
Tiptoe, step, jump and hop.		or angles jump that the same	Chassis steps.	Cat leap half-turn.		
	Skipping.		Cat leap.	Pivot.		
	Galloping.					
Standing balances.	Kneeling balances.	Large body part balances.	Large and small body part balances – including	1, 2, 3- and 4-point	Part body weight partner balances.	Full body weight partner
	Pike, tuck, star, straight,	Balances on apparatus.	standing and kneeling balances.	balances.		balances.
	straddle shapes.	Balances with a partner.		Balances with and against a partner.		
			Matching and contrasting partner balances.			
			Front and back support.			

	Control my body when performing a sequence of movements.	Perform using a range of actions and body parts with some coordination. Begin to perform learnt skills with some control.	Perform sequences of their own composition with coordination. Perform learnt skills with increasing control.	Develop the 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.	Perform and create sequences with fluency and expression. Perform and apply skills and techniques with control and accuracy.	Perform own longer, more complex sequences in time to music. Consistently perform and apply skills and techniques with accuracy and control.	Link actions to 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 them.
	Talk about what they have done. Talk about what others have done.	Watch and describe performances. Begin to say how they could improve.	Watch and describe performances and use what they see to improve their own performance. Talk about the differences between their work and that of others.	Watch, describe and evaluate the effectiveness of a performance. Describe how their performance has improved over time.	Watch, describe and evaluate the effectiveness of performances – giving ideas for improvements. Modify their use of skills or techniques to achieve a better result.	Choose and use criteria to evaluate own and others' performances. Explain why they have used particular skills or techniques and the effect they have had on their performance.	Thoroughly evaluate their own and other's work — suggesting thoughtful and appropriate improvements.
Dance Dance Skills Compete and Perform	Join a range of different movements together. Change the speed of their actions. Change the style of their movements. Create a short movement phrase which demonstrates their own ideas.	Copy and repeat actions. Put a sequence of actions together to create a motif. Vary the speed of their actions. Use simple choreographic devices such as unison, canon and mirroring. begin to improvise	Copy remember and repeat actions. Create a short motif inspired by a stimulus. Change the speed and level of their actions. Use simple choreographic devices such as unison, canon and mirroring. Use different transitions	Begin to improvise with a partner to create a simple dance. Create motifs from different stimuli. Begin to compare and adapt movements and motifs to create a larger sequence. Use simple dance	Identify and repeat the movement patterns and actions of a chosen dance style. Compose a dance that reflects the chosen dance style. Confidently improvise with a partner or on their own. Compose longer dance	Identify and repeat the movement patterns and actions of a chosen dance style. Compose individual, partner and group dances that reflect the chosen dance style. Show a change of pace and timing in their	Identify and repeat movement patterns and actions of a chosen dance style. Compose individual, partner and group dances that reflect the chosen dance style. Use dramatic expression in dance movements and
Evaluate	Control my body when performing a sequence of movements. Talk about what they have done. Talk about what others have done.	independently to create a simple dance. Perform using a range of actions and body parts with some coordination. Begin to perform learnt skills with some control. Watch and describe performances.	within a dance motif. Move in time to music. Improve the timing of their actions. Perform sequences of their own composition with coordination. Perform learnt skills with increasing control.	vocabulary to compare and improve work. Perform with some awareness of rhythm and expression. Develop the quality of the actions in their performances.	sequences in a small group. Demonstrate precision and some control in response to stimuli. Begin to vary dynamics and develop actions and motifs in response to stimuli. Demonstrate rhythm and spatial awareness. Change parts of a dance as a result of self-evaluation.	movements. Develop an awareness of their use of space. Demonstrate imagination and creativity in movements they devise in response to stimuli. Use transitions to link motifs smoothly together.	motifs. Perform with confidence – using a range of movement patterns. Demonstrate strong and controlled movements throughout a dance sequence. Combine flexibility, techniques and

		Begin to say how they	Compete against self and	Perform learnt skills and	Use simple dance	Improvise with	movements to create a
		could improve.	others.	techniques with control	vocabulary when comparing	confidence – still	movements to create a fluent sequence.
				and confidence.	and improving work.	demonstrating fluency	Move appropriately and
			Watch and describe	Compete against self and		across the sequence.	with the required style in
			performances and use	others in a controlled	Perform and create	Ensure their actions fit	relation to the stimulus,
			what they see to improve	manner.	sequences with fluency and	the rhythm of the	e.g. using various levels,
			their own performance.		expression.	music.	ways of travelling and
			Talk about the differences	Watch, describe and	Perform and apply skills and	Modify parts of a	motifs.
			between their work and	evaluate the effectiveness	techniques with control and	sequence as a result of	Show a change of pace
			that of others.	of a performance.	accuracy.	self and peer	and timing in their
				Describe how their	Add to be added the second	evaluation.	movements.
				performance has improved over time.	Watch, describe and evaluate the effectiveness	Use more complex dance vocabulary to	Move rhythmically and accurately in dance
				improved over time.	of performances – giving	compare and improve	sequences.
					ideas for improvements.	work.	Improvise with
					Modify their use of skills or	WOTK.	confidence – still
					techniques to achieve a	Perform own longer,	demonstrating fluency
					better result.	more complex	across the sequence.
						sequences in time to	Dance with fluency and
						music.	control – linking all
						Consistently perform	movements and ensuring
						and apply skills and	that transition flow.
						techniques with	Demonstrate consistent
						accuracy and control.	precision when
						Character of the Character of	performing dance
						Choose and use criteria	sequences.
						to evaluate own and others' performances.	Modify some elements of a sequence as a result of
						Explain why they have	self and peer evaluation.
						used skills or	Use complex dance
						techniques and the	vocabulary to compare
						effect they have had on	and improve work.
						their performance.	
							Link actions to create a
							complex sequence using a
							full range of movement.
							Perform the sequence in
							time to music.
							Perform and apply a variety of skills and
							techniques confidently,
							consistently and with
							precision.
							F
							Thoroughly evaluate their
							own and other's work –
							suggesting thoughtful and
							appropriate
							improvements.
Athletics	Run in different ways for	Vary their pace and speed	Run at different paces,	Identify and demonstrate	Confidently demonstrate an	Accelerate from a	Recap, practise and refine
	a variety of purposes.	when running.	describing the different	how different techniques	improved technique for	variety of starting	an effective sprinting
		Run with basic technique	paces.	can affect their	sprinting.	positions and select	technique – including
		over different distances.		performance.			reaction time.

Running

Jumping

Throwing

Compete and Perform

Evaluate

Jump in range of ways landing safely.

Roll equipment in different ways. Throw underarm. Throw an object at a target.

Control my body when performing a sequence of movements. Participate in simple games.

Talk about what they have done. Talk about what others have done.

Show good posture and balance.

> Jog in a straight line. Change direction when jogging. Sprint in a straight line. Change direction when

sprinting. Maintain control as they change direction when jogging or sprinting.

Perform different types of iumps (for example two feet to two feet; one foot to one foot). Perform a short jumping sequence. Jump as high as possible.

Jump as far as possible. Land safely and with control. Work with a partner to develop the control

Throw underarm and overarm. Throw a ball towards a target with increasing accuracy. Improve the distance they can throw by using more power.

Begin to perform learnt skills with some control. Engage in competitive activities and team games.

Watch and describe performances. Begin to say how they could improve.

Use a variety of different stride lengths.

Travel at different speeds. Begin to select the most suitable pace and speed for distance. Complete an obstacle

course. Vary the speed and direction in which they are travelling. Run with basic techniques

following a curved line. Be able to maintain and control a run over different distances.

Perform and compare different types of jumps (for example two feet to two feet; one foot to one foot).

Combine different jumps together with some fluency and control. Jump for distance from a standing position with accuracy and control. Investigate the best jumps to cover different distances. Choose the most appropriate jumps to

cover different distances. Know that the leg muscles are used when performing a jumping action.

Throw different types of equipment in different ways – for accuracy and distance. Throw with accuracy at targets of different heights. Investigate ways to alter their throwing technique

to achieve greater

distance.

Perform learnt skills with increasing control.

Focus on their arm and leg action to improve their sprinting technique. Begin to combine running with jumping over hurdles. Focus on trail leg and lead

leg action when running over hurdles. Understand the importance of adjusting running pace to suit the distance being run.

Use one and two feet to take off and to land with. Develop an effective takeoff for the standing long jump.

Develop an effective flight phase for the standing long jump. Land safely and with control.

Throw with greater control and accuracy. Show increasing control in their overarm throw. Perform a push throw. Continue to develop techniques to throw for increased distance.

Perform learnt skills and techniques with control and confidence.

Compete against self and others in a controlled manner.

Watch, describe and evaluate the effectiveness of a performance.

Describe how their performance has improved over time. Carry out an effective sprint finish.

Perform a relay – focusing on the baton changeover technique.

Speed up and slow down smoothly.

Learn how to combine a hop, step and jump to perform the standing triple Land safely and with

control. Begin to measure the distance iumped.

Perform a pull throw. Measure the distance of their throws. Continue to develop techniques to throw for increased distance.

Perform and apply skills and techniques with control and accuracy. Take part in a range of competitive games and activities.

Watch, describe and evaluate the effectiveness of performances – giving ideas for improvements.

Modify their use of skills or techniques to achieve a better result.

their preferred position. Identify their reaction times when performing a sprint start. Continue to practise and refine their technique for sprinting – focusing on an effective sprint start.

suitable pace for the distance and their fitness level in order to maintain a sustained run. Identify and demonstrate stamina explaining its importance for runners.

Select the most

Improve techniques for jumping for distance. Perform an effective standing long jump. Perform the standing triple jump with increased confidence. Develop an effective technique for the standing vertical jump including take-off and flight.

Land safely and with control.

Measure the distance and height jumped with accuracy. Investigate different jumping techniques.

Perform a fling throw. Throw a variety of implements using a range of throwing techniques. Measure and record the distance of their throws. Continue to develop their techniques to

a sprint finish. Run over hurdles with fluency – focusing on the lead leg technique and a consistent stride pattern. Accelerate to pass other competitors. Work as a team to competitively perform a relav. Confidently and independently select the most appropriate pace for different distances and different parts of the run.

Demonstrate endurance

and stamina over longer

distances in order to maintain a sustained run.

Build up speed quickly for

Develop the technique for the standing vertical jump. Maintain control at each of the different stages of the triple jump. Land safely and with control. Develop and improve their techniques for jumping for height and distance. Support others in improving their performance. Perform and apply different types of jumps in other contexts.

Set up and lead jumping activities including measuring jumps with confidence and accuracy.

Perform a heave throw. Measure and record the distance of their throws. Continue to develop techniques to throw for increased distance and support others in improving their personal best.

			Compete against self and			throw for increased	1
			others.			distances.	Develop and refine
							techniques to throw for
			Watch and describe			Consistently perform	accuracy.
			performances and use			and apply skills and	
			what they see to improve			techniques with	Perform and apply a
			their own performance.			accuracy and control.	variety of skills and
			Talk about the differences			Take part in	techniques confidently,
			between their work and			competitive games	consistently and with
			that of others.			with a strong	precision.
						understanding of	Take part in competitive
						tactics and composition.	games with a strong
						composition.	understanding of tactics and composition.
						Choose and use criteria	and composition.
						to evaluate own and	Thoroughly evaluate their
						others' performances.	own and other's work –
						Explain why they have	suggesting thoughtful and
						used skills or	appropriate
						techniques and the	improvements.
						effect they have had on	·
						their performance.	
Outdoor				Orientate themselves	Orientate themselves with	Start to orientate	Orientate themselves
	N/A	N/A	N / A	with increasing	accuracy around a short	themselves with	with confidence and
Adventurous	117 / 1	1,7,7,	14 / / /	confidence and accuracy	trail.	increasing confidence	accuracy around an
Activities				around a short trail.	Create a short trail for	and accuracy around	orienteering course when
					others with a physical	an orienteering course.	under pressure.
				Identify and use effective	challenge.	Design an orienteering	Design an orienteering
Trails				communication to begin	Start to recognise features	course that can be	course that is clear to
				to work as a team. Identify symbols used on	of an orienteering course.	followed and offers	follow and offers
5 11 61:				a key.	Communicate clearly with	some challenge to others.	challenges to others. Use navigation
Problem Solving				a key.	other people in a team and	Begin to use navigation	equipment (maps,
				Begin to choose	with other teams.	equipment to orientate	compasses) to improve
Droporation and				equipment that is	Have experience of a range	around a trail.	the trail.
Preparation and				appropriate for an	of roles within a team and		
Organisation				activity.	begin to identify the key	Use clear	Use clear communication
					skills required to succeed at	communication to	to effectively complete a
				Communicate with	each.	effectively complete a	role in a team.
Communication				others.	Associate the meaning of a	role in a team.	Compete in orienteering
					key in the context of the		activities both as part of a
Compate and				Begin to complete	environment.	Complete orienteering	team and independently.
Compete and				activities in a set period of		activities both as part	Use a range of map styles
Perform				time.	Try a range of equipment	of a team and	and make and informed
				Begin to offer an	for creating and completing	independently.	decision on the most
				evaluation of personal	an activity.	Identify a key on a mar-	effective.
Evaluate				performances and activities.	Make an informed decision on the best equipment to	Identify a key on a map and begin to use the	Choose the best
				activities.	use for an activity.	information in	equipment for an outdoor
				Watch, describe and	Plan and organise a trail that	activities.	activity
				evaluate the effectiveness	others can follow.	activities.	Prepare an orienteering
				of a performance.	carrie and the same and the sam		course for others to
				a pariaritation			follow.
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	Describe how their	Communicate clearly with	Choose the best	Identify the quickest
	performance has improve	others.	equipment for an	route to accurately
	over time.	Work as part of a team.	outdoor activity.	navigate an orienteering
		Begin to use a map to	Create an outdoor	course.
		complete an orienteering	activity that challenges	Manage an orienteering
		course.	others.	event for others to
			Create a simple plan of	compete in.
		Complete an orienteering	an activity for others to	compete iii.
		course more than once and	follow.	Communicate clearly and
		begin to identify ways of	Identify the quickest	effectively with others
			route to accurately	
		improving completion time.	,	when under pressure
		Offer an evaluation of both	navigate an	
		personal performances and	orienteering course.	Work effectively as part
		activities.		of a team –
		Start to improve trails to	Communicate clearly	demonstrating leadership
		increase the challenge of	and effectively with	skills when necessary.
		the course.	others.	Successfully use a map to
				complete an orienteering
		Watch, describe and	Work effectively as part	course.
		evaluate the effectiveness	of a team.	Use a compass for
		of performances – giving	Successfully use a map	navigation.
		ideas for improvements.	to complete an	Organise an event for
		Modify their use of skills or	orienteering course.	others.
		techniques to achieve a	Begin to use a compass	others.
		better result.		Complete an exicuteoring
		better result.	for navigation.	Complete an orienteering
				course on multiple
			Complete an	occasions in a quicker
			orienteering course on	time due to improved
			multiple occasions in a	technique.
			quicker time due to	
			improved technique.	Offer a detailed and
				effective evaluation of
			Offer a detailed and	both personal
			effective evaluation of	performances and
			both personal	activities with an aim of
			performances and	increasing challenge and
			activities.	improving performance.
				, - Op
			Improve a trail to	Listen to feedback and
			increase the challenge	improve an orienteering
			of the course.	course from it.
			or the course.	course monnit.
			Channel and the mile of	The are confidence in the state of the Co
			Choose and use criteria	Thoroughly evaluate their
			to evaluate own and	own and others' work
			others' performances.	suggesting throughout
			Explain why they have	and appropriate
			used skills or	improvements.
			techniques and the	
			effect they have had on	
			their performance.	
ı		ı	- Programme	