

Y1

Athletics	<ul style="list-style-type: none">- Run at different speeds- Jump with accuracy into and out of areas from a standing position- Throw a variety of objects, using a small range of techniques	WTS
	<ul style="list-style-type: none">- Run at fast, medium and slow speeds, changing speed and direction- Link running and jumping activities with some fluency, control and consistency- Throw a variety of objects, changing their action for accuracy and distance	EXS
	<ul style="list-style-type: none">- Show greater difference between slow and fast speeds- Start at a medium pace for a longer distance- Throw more accurately and greater distances- Show consistency, control and accuracy when throwing objects into targets from increasing distances	GDS
Games Units	<ul style="list-style-type: none">- Use a small range of under-arm throwing and rolling skills accurately- Use a small range of collecting and receiving skills- Use basic under-arm and rolling skills	WTS
	<ul style="list-style-type: none">- Sometimes catch a bean bag and a medium sized ball- Intercept, retrieve and stop a bean bag and a medium sized ball with some consistency- Track balls and other equipment sent to them, moving in line with the ball to collect it- Throw a ball in a variety of ways depending on the needs of the game	EXS
	<ul style="list-style-type: none">- Track, intercept, stop and catch balls and bean bags consistently- Move fluently- Control their body and limbs well	GDS

Y2

Athletics	<ul style="list-style-type: none">- Run at different speeds- Jump with accuracy into and out of areas from a standing position- Throw a variety of objects, using a small range of techniques	WTS
	<ul style="list-style-type: none">- Run at fast, medium and slow speeds, changing speed and direction- Link running and jumping activities with some fluency, control and consistency- Throw a variety of objects, changing their action for accuracy and distance	EXS
	<ul style="list-style-type: none">- Show greater difference between slow and fast speeds- Start at a medium pace for a longer distance- Throw more accurately and greater distances- Show consistency, control and accuracy when throwing objects into targets from increasing distances	GDS
Games Units	<ul style="list-style-type: none">- Work to improve basic skills- Catch and throw in games when they are standing still- Play a small part in games and activities in small groups	WTS
	<ul style="list-style-type: none">- Perform basic skills of rolling, striking and kicking with more confidence- Apply skills in a variety of simple games	EXS
	<ul style="list-style-type: none">- Perform basic techniques of catching, throwing and kicking with a good level of consistency- Begin to use these skills thoughtfully in simple competitive games	GDS