

Children should be taught to:	Progression of skills, knowledge and understanding by end of phase Children will be able to:			
	Year 2	Year 4	Year 6	
To perform	Take part in singing, accurately following the melody.	Sing from memory with accurate pitch.	Sing or play from memory with confidence.	
	• Follow instructions on how and when to	• Sing in tune.	• Perform solos or as part of an ensemble.	
	sing or play an instrument.	Maintain a simple part within a group.	Sing or play expressively and in tune.	
	Make and control long and short sounds, using voice and instruments.	Pronounce words within a song clearly.	Hold a part within a round.	
	Imitate changes in pitch.	Show control of voice.	Sing a harmony part confidently and accurately.	
		• Play notes on an instrument with care so that they are clear.	Sustain a drone or a melodic ostinato to accompany singing.	
		Perform with control and awareness of others.	Perform with controlled breathing (voice) and skillful playing (instrument).	



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To compose	Create a sequence of long and short sounds.	Compose and perform melodic songs.	Create songs with verses and a chorus.		
	Clap rhythms.	Use sound to create abstract effects.	• Create rhythmic patterns with an awareness of timbre and duration.		
		Create repeated patterns with a range			
	• Create a mixture of different sounds (long and short, loud and quiet, high and low).	of instruments.	<ul> <li>Combine a variety of musical devices, including melody, rhythm and chords.</li> </ul>		
		Create accompaniments for tunes.			
	Choose sounds to create an effect.		<ul> <li>Thoughtfully select elements for a piece in</li> </ul>		
		Use drones as accompaniments.	order to gain a defined effect.		
	Sequence sounds to create an overall	·			
	effect.	Choose, order, combine and control sounds to create an effect.	• Use drones and melodic ostinati (based on the pentatonic scale).		
	Create short, musical patterns.				
		Use digital technologies to compose pieces	Convey the relationship between the lyrics		
	Create short, rhythmic phrases.	of music.	and the melody.		
			• Use digital technologies to compose, edit and refine pieces of music.		



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To transcribe	Use symbols to represent a composition and use them to help with a performance.	Devise non-standard symbols to indicate when to play and rest.	Use the standard musical notation of crotchet, minim and semibreve to indicate how many beats to play.		
		Recognise the notes EGBDF and FACE on the musical stave.	Read and create notes on the musical stave.		
		Recognise the symbols for a minim, crotchet and semibreve and say how many beats they represent.	<ul> <li>Understand the purpose of the treble and bass clefs and use them in transcribing compositions.</li> </ul>		
			• Understand and use the # (sharp) and   (flat) symbols.		
			Use and understand simple time signatures.		



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To describe music	Identify the beat of a tune.     Recognise changes in timbre, dynamics and pitch.	<ul> <li>Use the terms: duration, timbre, pitch, beat, tempo, texture and use of silence to describe music.</li> <li>Evaluate music using musical vocabulary to identify areas of likes and dislikes.</li> <li>Understand layers of sounds and discuss their effect on mood and feelings.</li> </ul>	Choose from a wide range of musical vocabulary to accurately describe and appraise music including:  pitch dynamics tempo timbre texture lyrics and melody sense of occasion expressive solo rounds harmonies accompaniments drones cyclic patterns combination of musical elements cultural context.		
			Describe how lyrics often reflect the cultural context of music and have social meaning.		



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To develop practical skills in order to participate, compete and lead a healthy lifestyle	Games	<ul> <li>Use the terms 'opponent' and 'teammate'.</li> <li>Use rolling, hitting, running, jumping, catching and kicking skills in combination.</li> <li>Develop tactics.</li> <li>Lead others when appropriate.</li> </ul>	<ul> <li>Throw and catch with control and accuracy.</li> <li>Strike a ball and field with control.</li> <li>Choose appropriate tactics to cause problems for the opposition.</li> <li>Follow the rules of the game and play fairly.</li> <li>Maintain possession of a ball (with, e.g. feet, a hockey stick or hands).</li> <li>Pass to team mates at appropriate times.</li> <li>Lead others and act as a respectful team member.</li> </ul>	Choose and combine techniques in game situations (running, throwing, catching, passing, jumping and kicking, etc.).  • Work alone, or with team mates in order to gain points or possession.  • Strike a bowled or volleyed ball with accuracy.  • Use forehand and backhand when playing racket games.  • Field, defend and attack tactically by anticipating the direction of play.  • Choose the most appropriate tactics for a game.  • Uphold the spirit of fair play and respect in all competitive situations.  • Lead others when called upon and act as a good role model within a team.



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Dance	<ul> <li>Copy and remember moves and positions.</li> <li>Move with careful control and coordination.</li> <li>Link two or more actions to perform a sequence.</li> <li>Choose movements to communicate a mood, feeling or idea.</li> </ul>	<ul> <li>Plan, perform and repeat sequences.</li> <li>Move in a clear, fluent and expressive manner.</li> <li>Refine movements into sequences.</li> <li>Create dances and movements that convey a definite idea.</li> <li>Change speed and levels within a performance.</li> <li>Develop physical strength and suppleness by practising moves and stretching.</li> </ul>	<ul> <li>Compose creative and imaginative dance sequences.</li> <li>Perform expressively and hold a precise and strong body posture.</li> <li>Perform and create complex sequences</li> <li>Express an idea in original and imaginative ways.</li> <li>Plan to perform with high energy, slow grace or other themes and maintain this throughout a piece.</li> <li>Perform complex moves that combine strength and stamina gained through gymnastics activities (such as cartwheels or handstands).</li> </ul>	



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Gymnastics	Copy and remember actions.  • Move with some control and awareness of space.  • Link two or more actions to make a sequence.  • Show contrasts (such as small/tall, straight/curved and wide/narrow).  • Travel by rolling forwards, backwards and sideways.  • Hold a position whilst balancing on different points of the body.  • Climb safely on equipment.	<ul> <li>Plan, perform and repeat sequences.</li> <li>Move in a clear, fluent and expressive manner.</li> <li>Refine movements into sequences.</li> <li>Show changes of direction, speed and level during a performance.</li> <li>Travel in a variety of ways, including flight, by transferring weight to generate power in movements.</li> <li>Show a kinesthetic sense in order to improve the placement and alignment of body parts (e.g. in balances experiment to find out how to get the centre of gravity successfully over base and organise</li> </ul>	Create complex and well-executed sequences that include a full range of movements including:  travelling balances swinging springing flight vaults inversions rotations bending, stretching and twisting gestures linking skills.  Hold shapes that are strong, fluent and expressive.	
	Stretch and curl to develop flexibility.	body parts to create an interesting body shape).		



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Gymnastics Cont	Stretch and curl to develop flexibility.      Jump in a variety of ways and land with increasing control and balance.	• • Swing and hang from equipment safely (using hands).	<ul> <li>Include in a sequence set pieces, choosing the most appropriate linking elements.</li> <li>Vary speed, direction, level and body rotation during floor performances</li> <li>Practise and refine the gymnastic techniques used in performances (listed above).</li> <li>Demonstrate good kinesthetic awareness (placement and alignment of body parts is usually good in well-rehearsed actions).</li> <li>Use equipment to vault and to swing (remaining upright).</li> </ul>	



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	Swimming	Swim unaided up to 25 metres.	Swim between 25 and 50 metres unaided.	Swim over 100 metres unaided.
		<ul> <li>Use one basic stroke, breathing correctly.</li> <li>Control leg movements.</li> </ul>	<ul> <li>Use more than one stroke and coordinate breathing as appropriate for the stroke being used.</li> <li>Coordinate leg and arm movements.</li> <li>Swim at the surface and below the water.</li> </ul>	<ul> <li>Use breast stroke, front crawl and back stroke, ensuring that breathing is correct so as not to interrupt the pattern of swimming.</li> <li>Swim fluently with controlled strokes.</li> </ul>
				• Turn efficiently at the end of a length.
	Athletics	Athletic activities are combined with games in Years 1 and 2.	• Sprint over a short distance up to 60 metres.	Combine sprinting with low hurdles over 60 metres.
			Run over a longer distance, conserving	Choose the best place for running over a variety of distances.
			energy in order to sustain performance.	Thurst and a fine a sufficient
			Use a range of throwing techniques (such as under arm, over arm).	• Throw accurately and refine performance by analysing technique and body shape.



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Athletics Cont		• Throw with accuracy to hit a target or cover a distance.	Show control in take off and landings when jumping.	
		• Jump in a number of ways, using a run up where appropriate.	<ul> <li>Compete with others and keep track of personal best performances, setting targets for improvement.</li> </ul>	
		• Compete with others and aim to improve personal best performances.		
Outdoor and adventur	Not applicable.	Arrive properly equipped for outdoor and adventurous activity.	Select appropriate equipment for outdoor and adventurous activity.	
activities		• Understand the need to show accomplishment in managing risks.	<ul> <li>Identify possible risks and ways to manage them, asking for and listening carefully to expert advice.</li> </ul>	
		• Show an ability to both lead and form part of a team.	Embrace both leadership and team roles and gain the commitment and respect of	
		• Support others and seek support if required when the situation dictates.	a team.	



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Outdoor and adventurous activities Cont		<ul> <li>Show resilience when plans do not work and initiative to try new ways of working.</li> <li>Use maps, compasses and digital devices to orientate themselves.</li> <li>Remain aware of changing conditions and change plans if necessary.</li> </ul>	<ul> <li>Empathise with others and offer support without being asked. Seek support from the team and the experts if in any doubt.</li> <li>Remain positive even in the most challenging circumstances, rallying others if need be.</li> <li>Use a range of devices in order to orientate themselves.</li> <li>Quickly assess changing conditions and adapt plans to ensure safety comes first.</li> </ul>



## **Progression in Physical Education**

#### **Physical education opportunities**

- Play competitive sports such as football, netball, rounders, cricket, hockey, basketball, badminton, tennis and rugby, athletics and gymnastics.
- Perform dances using advanced movement patterns.
- Take part in outdoor and adventurous activities which present mental and physical challenges and be encouraged to work in a team.

#### **Developing practical skills**

- Develop techniques and improve performances.
- Compare performances with previous ones to achieve a personal best.
- Become more competent, confident and expert in techniques.
- Understand what makes a performance effective and apply these principles to own and others' work.

#### **Being physically active**

- Take part in competitive sports and activities outside school through community links or sports clubs.
- Develop the confidence and interest to get involved in exercise and sports and activities out of school and in later life.

#### Competing

• Use a range of tactics and strategies to overcome opponents in face-to-face competition through team and individual games.