

## Neston Primary School – PE: Curriculum Endpoints

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	End of KS1	End of Lower KS2	
To develop practical	Games	Games	Games
skills in order to	<ul> <li>Use the terms 'opponent' and 'team-mate'.</li> </ul>	• Throw and catch with control and accuracy.	Choose ar
participate, compete	• Use rolling, hitting, running, jumping, catching and kicking	Strike a ball and field with control.	(running, throw
and	skills in combination. • Develop tactics.	• Choose appropriate tactics to cause problems for the	etc).
lead a healthy	<ul> <li>Lead others when appropriate.</li> </ul>	opposition.	• Work alone,
lifestyle	Dance	<ul> <li>Follow the rules of the game and play fairly.</li> </ul>	possession.
lilesiyle	<ul> <li>Copy and remember moves and positions.</li> <li>Move with careful control and coordination.</li> </ul>	• Maintain possession of a ball (with, e.g. feet, a hockey stick or hands).	<ul> <li>Strike a bow</li> <li>Use forehometer</li> </ul>
	<ul> <li>Link two or more actions to perform a sequence.</li> </ul>	Pass to team mates at appropriate times.	games.
	• Choose movements to communicate a mood, feeling or	• Lead others and act as a respectful team member.	• Field, defer
	idea.	Dance	direction of pl
	Gymnastics	<ul> <li>Plan, perform and repeat sequences.</li> </ul>	• Choose the
	Copy and remember actions.	• Move in a clear, fluent and expressive manner.	• Uphold the s
	<ul> <li>Move with some control and awareness of space.</li> </ul>	Refine movements into sequences.	situations.
	• Link two or more actions to make a sequence.	• Create dances and movements that convey a definite	Lead others
	• Show contrasts (such as small/tall, straight/ curved and	idea.	model within a
	wide/narrow).	• Change speed and levels within a performance.	Dance
	<ul> <li>Travel by rolling forwards, backwards and sideways.</li> </ul>	• Develop physical strength and suppleness by practising	Compose cr
	• Hold a position whilst balancing on different points of the	moves and stretching.	Perform expre
	body.	Gymnastics	posture.
	<ul> <li>Climb safely on equipment.</li> </ul>	<ul> <li>Plan, perform and repeat sequences.</li> </ul>	Perform and
	<ul> <li>Stretch and curl to develop flexibility.</li> </ul>	• Move in a clear, fluent and expressive manner. • Refine	<ul> <li>Express an id</li> </ul>
	• Jump in a variety of ways and land with increasing control	movements into sequences.	<ul> <li>Plan to per</li> </ul>
	and balance.	• Show changes of direction, speed and level during a	themes and m
	Athletics	performance.	Perform cc
	• Athletic activities are combined with games in Years 1	• Travel in a variety of ways, including flight, by transferring	stamina gain
	and 2.	weight to generate power in movements.	cartwheels or
	Outdoor and Adventurous Activities*	• Show a kinaesthetic sense in order to improve the	Gymnastics
	• Work both independently and as part of a team.	placement and alignment of body parts (e.g. in balances	Create co
	• Arrive properly equipped for outdoor and adventurous	experiment to find out how to get the centre of gravity	include a full
	activity.	successfully over base and organise body parts to create	
	Follow instructions and understand potential risks.	an interesting body shape).	rotations, ben
	Show resilience and determination to complete tasks and	• Swing and hang from equipment safely (using hands).	linking skills.
	overcome fears	Athletics	Hold shapes
		<ul> <li>Sprint over a short distance up to 60 metres.</li> <li>Run over a longer distance, conserving energy in order to</li> </ul>	Include in a
	*Outdoor and Adventurous Activities is nonstatutory for KS1	sustain performance.	<ul> <li>appropriate lin</li> <li>Vary speed,</li> </ul>
		• Use a range of throwing techniques (such as under arm,	performances
		over arm).	<ul> <li>Practise an</li> </ul>
		Throw with accuracy to hit a target or cover a distance.	performances
		• Jump in a number of ways, using a run up where	Demonstrate
		appropriate.	and alignme
		Compete with others and aim to improve personal best	rehearsed act
		performances.	Use equipment
		Outdoor and Adventurous Activities	Swimming
		Arrive properly equipped for outdoor and adventurous	• Swim comp
		activity.	distance of at
		• Understand the need to show accomplishment in	• Use a range
		managing risks.	



## End of Upper KS2

and combine techniques in game situations owing, catching, passing, jumping and kicking,

e, or with team mates in order to gain points or

wled or volleyed ball with accuracy. hand and backhand when playing racket

end and attack tactically by anticipating the play.

e most appropriate tactics for a game.

spirit of fair play and respect in all competitive

rs when called upon and act as a good role n a team.

creative and imaginative dance sequences. • ressively and hold a precise and strong body

nd create complex sequences.

idea in original and imaginative ways.

erform with high energy, slow grace or other maintain this throughout a piece.

complex moves that combine strength and ined through gymnastics activities (such as or handstands).

omplex and well-executed sequences that ull range of movements including: travelling, winging, springing, flight, vaults, inversions, ending, stretching and twisting, gestures and

es that are strong, fluent and expressive.

a sequence set pieces, choosing the most linking elements.

d, direction, level and body rotation during floor es.

and refine the gymnastic techniques used in es (listed above).

ate good kinaesthetic awareness (placement ent of body parts is usually good in wellctions).

ment to vault and to swing (remaining upright).

npetently, confidently and proficiently over a at least 25 metres.

e of strokes effectively.

Show an ability to both lead and form part of a team	• Perform sa
• Support others and seek support if required when the	situations.
situation dictates.	Athletics
• Show resilience when plans do not work and initiative to	Combine sp
try new ways of working.	Choose the b
• Use maps, compasses and digital devices to orientate	distances.
themselves.	<ul> <li>Throw accure</li> </ul>
• Remain aware of changing conditions and change plans	technique and
if necessary.	• Show control
	<ul> <li>Compete with</li> </ul>
	performances,
	Outdoor and A
	<ul> <li>Select approximation</li> </ul>
	adventurous ac
	<ul> <li>Identify possil</li> </ul>
	for and listening
	Embrace bot
	commitment a
	• Empathise w
	asked. Seek sup
	doubt.
	• Remain po
	circumstances,
	Use a range
	<ul> <li>Quickly asses</li> </ul>
	ensure safety c

safe self-rescue in different water-based

sprinting with low hurdles over 60 metres. • best place for running over a variety of

urately and refine performance by analysing nd body shape.

rol in take off and landings when jumping.

with others and keep track of personal best es, setting targets for improvement.

## Adventurous Activities

appropriate equipment for outdoor and activity.

ssible risks and ways to manage them, asking ing carefully to expert advice.

both leadership and team roles and gain the and respect of a team.

with others and offer support without being support from the team and the experts if in any

positive even in the most challenging es, rallying others if need be.

e of devices in order to orientate themselves. sess changing conditions and adapt plans to comes first.