Milestone 2: Movement knowledge for games, gymnastic and dance

Games	Gymnastics	Dance	
Use a variety of locomotor skills in combination with object-control skills, e.g. jogging while dribbling a ball. Be able to transition fluently from one type of locomotion skill to another. Throw underarm to a partner or towards a target accurately. Throw overarm for distance with increasing accuracy. Catch a small ball thrown from a partner. Catch a large ball thrown from a partner, while on the move. Dribble a ball with hands or feet, while changing speed and direction. Send and receive a ball to and from a partner in a variety of ways, kicking, throwing, striking with a variety of implements (including long-handled implements, e.g. hockey sticks) while stationary initially. Use a balanced stance to send or receive a ball. Be able to change direction quickly.	Travel in a variety of ways (skipping, galloping). Balance on a variety of large and small body parts (front, back and side support, shoulder stand). Move in a clear, fluent and expressive manner. Work alongside, away from and towards a partner. Perform a variety of rolls (teddy bear roll, backward roll to straddle and forward roll, dish and arch rolls). Take weight on hands (progressions towards a cartwheel). Use the five basic jumps and vary them using turns and shape. Perform simple partner balances (simple contact, no weight bearing), matching, mirroring and contrasting. Vault on to a small box placed longways.	Choreograph a sequence of between four and six movements, which can be recalled and repeated. Use real-life situations or stimuli, e.g. a poem or a picture, as a basis to create imaginative movements. Participate in a group dance and talk about individual and group contributions. Identify and describe shapes and pathways within a dance. Identify and describe dance styles from different eras. View and describe dances from other cultures and know where they come from. Demonstrate a simple dance from a different culture. Describe what they like or dislike about a dance.	



Movement



Tactics and strategy



Personal and social



Leadership



Healthy lifestyle



Milestone 2: Tactics and strategy knowledge for games, gymnastic and dance

Games	Gymnastics	Dance	
Recognise how to use space to make it easy for a teammate, e.g. passing towards them, or difficult for an opponent, e.g. passing away from them.	Design sequences to demonstrate fluency, changes in dynamics, shape and level, both individually and with a partner.	Perform expressively by varying the movements in a sequence, using dynamics, space and relationships.	
Evade an opponent. Make more complex decisions, e.g. which pass to use when under pressure, which teammate to pass to. Maintain possession by supporting the ball carrier. See pitch and court spaces, long and short. Cover the court as a team. Determine when to run on or stop at a base.	Link a variety of movements into a sequence of ten moves to include floor and apparatus, starting and finishing positions and simple partner balances. Choose skills which both partners can perform well. Choose when and how to use techniques like unison and canon to add interest to the sequence. Use the apparatus to support more complex movements, e.g. handstand against a movement table.	Express emotions with realistic actions, e.g. stamp when angry, skip when happy. Explain how a movement can represent an idea. Create movements and phrases that convey a definite idea or sequence of events. Structure a dance to tell a story. Use action reaction techniques. Use compositional devices of canon and unison. Choose the order of the dance for maximum spectator impact	











Tactics Personal and strategy and social





Milestone 2: Movement knowledge for swimming, athletics and outdoor and adventurous activities

Swimming	Athletics	Outdoor and adventurous activities	
Jump into the water and submerge. Pick up an object from the bottom of the pool. Swim using front/back crawl and breaststroke echniques. Fread water. Rotate from back to front and front to back and egain an upright position. Coordinate breathing as appropriate for the stroke being used. Swim at least 25 metres unaided. Swim through a hoop held vertically under water. Change body shape while floating.	Accelerate and decelerate quickly, demonstrating control and stability. Sprint over short distances. Run over a longer distance, demonstrating endurance. Run with good rhythm and coordination over small obstacles. Use a range of throwing techniques (pull, push and sling). Throw for distance within a marked zone. Jump for height and distance, showing control in landings. Perform jump combinations with rhythm and control. Compete against self, aiming to improve personal best performances.	Use maps and diagrams to orientate themselves and travel around a simple course. Complete a star orienteering activity. Find solutions to problems and challenges. Show resilience when plans do not work and initiative to try new ways of working. Take part in activities in the natural world. Work confidently in familiar and changing environments. Arrive properly equipped for outdoor and adventurous activity.	







Tactics and strategy



Personal and social



Leadership



Healthy lifestyle



Milestone 2: Tactics and strategy knowledge for swimming, athletics and outdoor and adventurous activities

Swimming	Athletics	Outdoor and adventurous activities	
Choose the best shapes for floating Demonstrate an understanding of streamlining	Choose a sequence to combine jumps efficiently Make decisions about the best take-off leg Vary the pace to sustain running over a period of time. Make decisions on how to increase the height and distance of a throw	Choose the best pace for running between checkpoints. Choose the best methods of communicating with a partner Work out a strategy as a team	







Tactics and strategy



Personal and social



Leadership



Healthy lifestyle



Milestone 2: Personal and social, leadership and healthy lifestyle knowledge (in all disciplines)

Personal and social knowledge	Leadership knowledge	Healthy lifestyle knowledge
Recognise and respond appropriately to a wide range of feelings in others.	Plan and deliver a warm-up. Give clear instructions.	Keep a diary of participation in physical activities outside PE lessons, e.g. before and after school, at home, at the park, with friends, with family.
Encourage teammates when they are not successful or make a wrong decision.	Make sure the area is safe.	Describe how being physically active contributes to a healthy body.
Congratulate an opponent on a good shot.	Explain rules.	Engage actively in PE lessons without teacher prompting.
Follow the etiquette of games, e.g. be quiet	Keep score.	Recognise the importance of a warm-up and cool-down.
when another is taking a shot in golf.	Time games.	Recognise that different types of fitness are needed for different physical
Make decisions on the order of play.	Include everyone.	activities.
Work cooperatively with a team.	Encourage others to join in.	Identify foods that are appropriate to eat before and after physical activity.
Work competitively against an opponent.	Contribute to team talks	Compare physical activities that bring confidence and challenge.
Demonstrate cooperation and empathy while	about strategies and tactics.	
solving conflicts without teacher intervention.	Set up equipment.	Discuss the challenges involved in learning a new physical activity.
Demonstrate good sportsmanship.	Give feedback to others on what they did well and how to improve.	Describe the positive social interactions that come from working with others
Listen respectfully to feedback from peers.		during physical activity.
Listen and respond respectfully to a wide range of people: peers, teachers and coaches.		Describe how demanding physical activity has an impact on the body, both physically and mentally.
Feel confident to tell others their ideas and raise their own concerns.		Recognise the importance of correct nutrition to replace the energy lost during physical activity.
Recognise and care about other people's feelings and try to take into account the views of others.		Recognise how identifying strengths while playing a game, and being proud of achievements, makes you feel good.



Movement



Tactics and strategy



Personal and social



Leadership



Healthy lifestyle

