

	Gymnastics	Games	Dance	Athletics
EYFS	Body parts	Space	Travel	Walk
	Stretch	Rolling	Stillness	Jog
	Shape	Catching	Direction	Throw
	Travel	Throwing	Space	Target
	Forwards	Team	Body parts	Jump
	Backwards	Passing	Levels	Run
	Slow	Scoring	Speed	Нор
	Fast			Skip
	Roll			Fast
	Jump			Pass
				In pairs
Years	Forwards	Striking	Travel	Throw
1 and 2	Backwards	Catching	Stillness	High
	Sideways Roll	Own space	Direction	Low
	Slow	Team	Space	Skip
	Body parts	Speed	Body parts	Aim
	Shape	Direction	Levels	Fast
	Jump	Passing	Speed	Slow
	Travel	Controlling		Safely
	Stretch	Shooting		Step
	Wide	Scoring		Bounce
	Narrow			Jump
				Leap
				Нор
				Repeat
				Run
				Target
				Overarm
				Underarm
				Walking
				Jogging
				Accelerate
				Baton
				Relay
				Push
				Take off
				Landing
				Evaluate
				Improve



Years	stretch	Keep possession	Space	Sling
3 and 4	push	Scoring goals	Repetition	Pull
	pull	Keeping score	Action and	Distance
	step	Making space	reaction	Sprint
	spring	Pass/send/receiv	Pattern	Steady pace
	crawl	e		Accuracy
	still	Travel with a		Height
	slowly	ball		Record
	tall	Make use of		Joints
	long forwards	space Deinta/acala		Rhythm
		Points/goals		Leading leg
	high	Rules		Measure
	low	Tactics		Underarm
	roll	Batting		Overarm
	сору	Fielding		Heart beat
	jump	Defending		Pulse rate
	land	Hitting		Jogging
	balance			Walk
				Hurdles
				Landing
				Control
				Preferred
				Landing foot
				Time
				Stamina
				Obstacles
				Stance
				Diagonal
				Approach
				Speed
				Relay
Years	Muscles	Keeping	Dance style	Sprint
5 and 6	Joints	possession	Technique	Team
	Symmetrical/asym	Passing	Pattern	Distance
	metrical	Dribbling	Rhythm	Measure
	Gymnastics	Shooting	Variation	Height
	Vocabulary	Support	Unison	Target
	Rotation	Marking	Canon	Pacing
	Turn	Attackers/defen	Action	Rhythm
	Shape	ders	Reaction	Obstacles
	Landing	Marking		Leading leg
	Take-off	Team play		Hurdles
	Flight	Batting		Throwing
	Performance/evalua	Fielding		Speed
	tion	Bowler		Accuracy
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Defending	Take off
Hitting	Stamina
Games	Time
Vocabulary	Projectory
Offside	Release
Pitch	Performance
Forehand/backh	Accuracy
and	Take off
	Distance
	Target
	Time
	Position
	Measure
	Control
	Height
	Run up
	Hurdles