

Fundamentals, Fitness and Athletics

EYFS statutory framework for group and school-based providers		These unit link to the following strands of the NC:					
EYFS:		KS1: master basic movements including running, jumping and throwing. Develop balance, agility and co-ordination, and begin to apply these in a range of activities.		KS2: use running, jumping and throwing in isolation and in combination. Develop flexibility, strength, technique, control and balance.			
FS1	FS2	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Run and stop with some control.		Attempt to run at different speeds showing an awareness of technique.	Show balance and coordination when running at different speeds.	Show balance, coordination and technique when running at different speeds, stopping with control.	Demonstrate how and when to speed up and slow down when running.	Run at the appropriate speed over longer distances or for longer periods of time.	Demonstrate a controlled running technique using the appropriate speed over longer distances or for longer periods of time.
To begin & develop running and stopping.	To develop running and stopping.						
Explore skipping as a travelling action.		Begin to link running and jumping movements with some control.	Link running and jumping movements with some control and balance.	Link running, hopping and jumping actions using different take offs and landing.	Link hopping and jumping actions with some control	Show control at takeoff and landing in more complex jumping activities.	Link running, jumping and hopping actions with greater control and co-ordination.
To begin & develop skipping and stopping.	To develop skipping and stopping.						
Jump & hop with bent knees.		Jump, leap and hop and choosing which allows them to jump the furthest.	Show hopping and jumping movements with some balance and control.	Jump for distance and height with an awareness of technique.	Jump for distance and height showing balance and control.	Perform a range of more complex jumps showing some technique.	Perform jumps for height and distance using good technique.
To develop jumping and landing. To develop hopping and landing with control.	To develop jumping. To develop hopping						
Throwing larger balls & beanbags into space.		Throw towards a target.	Change technique to throw for distance.	Throw a variety of objects, changing action for accuracy and distance.	Throw with some accuracy and power towards a target area.	Show accuracy and power when throwing for distance.	Show accuracy and good technique when throwing for distance.
Balance whilst stationary & on the move.		Show some control and balance when travelling at different speeds.	Show control and balance when travelling at different speeds.	Demonstrate balance when performing other fundamental skills.	Demonstrate good balance when performing other fundamental skills.	Demonstrate good balance and control when performing other fundamental skills.	Show fluency and control when travelling, landing, stopping and changing direction.
To develop balancing whilst stationary and on the move.	To develop balancing.						
Change direction at a slow pace.		Begin to show balance and co-ordination when changing direction.	Demonstrates balance and co-ordination when changing direction.	Show balance when changing direction in combination with other skills.	Show balance when changing direction at speed in combination with other skills.	Demonstrate improved body posture and speed when changing direction.	Change direction with a fluent action and can transition smoothly between varying speeds.
To develop changing direction.	To develop changing direction at various paces.						
Explore moving different body parts together.		Use co-ordination with and without equipment	Perform actions with increased control when co-ordinating their body with and without equipment.	Can co-ordinate their bodies with increased consistency in a variety of activities.	Begin to co-ordinate their body at speed in response to a task	Can co-ordinate a range of body parts at increased speed.	Can co-ordinate a range of body parts with a fluent action at a speed appropriate to the challenge.
To explore different ways to travel.	To explore different ways to travel using equipment & body parts						