Table 1

Gym EYFS	Gym 1 and 2	Gym 3 and 4	Gym 5 and 6	Dance EYFS & KS1	Dance KS2	Athletics EYFS
Stopping	Stopping	Stopping	Stopping	Action	Action	Walk
Parts High	Parts High	Parts High	Parts High	Movement	Movement	Jog
Parts Low	Parts Low	Parts Low	Parts Low	Travel	Travel	Throw
Bouncing	Bouncing	Bouncing	Bouncing	Direction	Direction	Target
Landing	Landing	Landing	Landing	Space	Space	Jump
Bend	Bend	Bend	Bend	Routine	Routine	Run
Take-off	Take-off	Take-off	Take-off	Rhythm	Rhythm	Hop
Star Jump	Star Jump	Star Jump	Star Jump	Speed	Speed	Skip
Pencil Jump	Pencil Jump	Pencil Jump	Pencil Jump	Levels	Levels	Fast
Control	Control	Control	Control	Gesture	Gesture	Pass
Tucked	Tucked	Tucked	Tucked		Formation	React
Sequence	Sequence	Sequence	Sequence		Cannon	Coordinate
Leaps	Leaps	Leaps	Leaps		Mirroring	
	Forwards	Forwards	Forwards		Isolation	
	Backwards	Backwards	Backwards		Improvise	
	Sideways	Sideways	Sideways		Motif	
	Roll	Roll	Roll		Stimulus	
	Slow	Slow	Slow		Dynamics	
	Body parts	Body parts	Body parts		Choreograph	
	Shape	Shape	Shape			
	Jump	Jump	Jump			
	Travel	Travel	Travel			
	Stretch	Stretch	Stretch			
	Wide	Wide	Wide			
	Narrow	Narrow	Narrow			
	Points	Points	Points			
	Patches	Patches	Patches			
	Curled	Curled	Curled			
	Turning	Turning	Turning			
	Twisting	Twisting	Twisting			
	Arching	Arching	Arching			
	Zigzag	Zigzag	Zigzag			
		Symmetry	Symmetry			
		Asymmetry	Asymmetry			
		Transitions	Transitions			
		Unison	Unison			
			Fluency			
			Refine			

Athletics 1 and 2	Athletics 5 and 6	Invasion Games EYFS	Invasion Games 1 and 2	Striking and Fielding Games EYFS
Walk	Walk	Space	Space	Throw
Jog	Jog	Run	Run	Catch
Throw	Throw	Walk	Walk	Bounce
Target	Target	Balance	Balance	Hit
Jump	Jump	Throw	Throw	Move
Run	Run	Catch	Catch	
Hop	Hop	Bounce	Bounce	
Skip	Skip	Hit	Hit	
Fast	Fast	Jump	Jump	
Pass	Pass	Hop	Hop	
React	React	Carry	Carry	
Coordinate	Coordinate	Forwards	Forwards	
Sustain	Sustain	Backwards	backwards	
Efficiency	Efficiency		Roll	
Distance	Distance		Underarm	
Obstacle	Obstacle		Move	
	Sprint		Safely	
	Hurdle		Kick	
	Scissor Kick		Rules	
	Javelin		Striking	
	Baton		Team	
	Shot Putt		Speed	
	Hammer throw		Direction	
	100 metres		Force	
	Long Jump		Passing	
	Triple Jump		Dodging	
	High Jump		Sprinting	
	Marathon		Momentum	
			Tatics	

Striking and Fielding Games 1 and 2	Net and Wall Games EYFS	Net and Wall Games 1 and 2	Invasion Games (No sport specific)
Throw	Send	Send	Pass
Catch	Receive	Receive	Move
Bounce	Strike	Strike	Team
Hit	Rally	Rally	Attack
Move	Volley	Volley	Defend
Striking	Dig	Dig	Dodge
Fielding	Accuracy	Accuracy	Pitch
Target	Power	Power	Overlap
Opponent		Ready	Overload
Batter		Return	Track
Bowler		Forehand	Press
Pass		Backhand	Runs
Aiming		Opponent	
Rules			

Striking and Fielding Games 1 and 2	Net and Wall Games EYFS	Net and Wall Games 1 and 2	Invasion Games (No sport specific)

Cricket	Netball	Basketball	Dodgeball	Football	Hockey	Tag Rugby
Striking	Pass	Pass	Pass	Pass	Striking	Pass
Fielding	Dodge	Bounce	Dodge	Receive	Defend	Tackle
Target	Sprint	Dodge	Duck	Dribble	Attack	Dodge
Opponent	Balance	Dribble	Retrieve	Shot	Possession	Step
Batter	Momentum	Shield	Block	Target	Space	Handle
Bowler	Agility	Triple threat	Space	Opponent	Marking	Backwards
No-Ball	Stability	Double Dribble	Avoid	Dodging	Tracking	Dummy
Overarm	Flexibility	Travelling	Protect	Attack	Pass	Overlap
Wicket-Keeper	Intercept	V Cut	Catch	Defend	Dribble	Knock on
Crease	Opponent	L Cut	Throw	Intercept	Indian Dribble	Offside
Back Up	Possession	Chest Pass	Underarm	Possession	Goal Keeper	Forward Pass
Wide	Attack	Bounce Pass	Overarm	Control	Press	Attack
Pace	Defend	Shoulder Pass	Bounce	Hold	Track	Defend
Spin	Centre	Over head Pass	Tactics	Press	Intercept	Scoop
On side	Goal Keeper	Attack		Head	Hold	Try
Leg Side	Goal Attack	Defend		Goal Keeper	Tactics	Tagged
Drive	Goal Defence	Intercept		Defender		Pocket Pass
Pull	Goal Shooter	Opponent		Midfielder		Target
Cut	Wing Attack	Guard		Attacker		Tactics
Barrier	Wing Defence			Combine		
	Pivot			Goal Kick		
	Footwork			Corner		
	Switch			Throw in		
	Press			Free Kick		
	Retreat			Penalty		
	Chest Pass			Goal		
	Bounce Pass			Offside		
	Shoulder Pass			Foul		
	Over head Pass			Tactics		

Handball	Badminton	Volleyball	Rounders	Tennis	Health Related Fitness
Pass	Shuttle	Bump	Catch	Grip	Pace
Move	Forehand	Dig	Throw	Racket	Fitness
Shoot	Backhand	Net	Run	Net	Sustain
Dribble	Serve	Send	Bowl	Baeline	Motivate
Block	Accuracy	Recieve	Bat	Ready position	Physical
Bounced Shot	Grip	Block	Base	Serve	Wellbeing
Foul	Shuttle	Spike	Field	Forehand	Determination
Free throw	Split Step	Set	Space	Backhand	Perseverance
Attack	Chasse	Serve	Barrier	Return	Run
Defend	Strike	Defend	Backstop	Volley	Exercise
Combine	Overhand	Attack	Back up	Pass	Technique
Marking	Drop shot	Team	Return	Deft	Stretching
Tracking	Umpire	Communicate	Offside	Smash	Relaxation
Possession	Ace	Tip		Lob	Personal Best
	Baseline				Circuit
	Net				Shuttle
	clear				Flexibility
	Fault				Lunge
	rally				Bounce
	Smash				Squat

Flag Football	Ultimate Frisbee	OAA
Pass	Throw	Rules
Move	Catch	Maps
Javelin	Forehand	Partner and Team Work
Tag	Backhand	Competition
Snap	Intercept	Direction
Space	Mark	Skills
Quarterback	Run	Symbols
Running back	Dummy	Move/Travel Safely
Guard	Possession	Instructions
Offence	Retain	Route
Defence	Breach	Trust
Dodge	Attack	Team Building
Step	Defend	Problem Solving
Evade	Communicate	Strategy
Hand off		Communication
Lines		navigate
Tactics		solutions
Strategy		challenges
Man t amn		controls
Zonal		ordnance survey
Scrimmage		

Table 1

OAA	Games	Dance		
Rules	Year 1 and Year 2	Movement, speed, style, perform, routine, dance		
Maps				
Partner and Team Work	Striking Catching Own space Team Speed Direction Passing Controlling Shooting Scoring			
Competition	Year 3 and Year 4			
Direction	Keep possession Scoring goals Keeping score Making space Pass/send/receive Travel with a ball Make use of space Points/goals Rules Tactics Batting Fielding Defending Hitting			
Skills	Year 5 and Year 6			
Symbols	Keeping possession Passing Dribbling Shooting Support Marking Attackers/ defenders Marking			
Move/Travel Safely	Team play Batting Fielding Bowler Defending Hitting			
Instructions	Games Vocabulary			
Route				
Trust	Offside			
Team Building	Pitch Forehand/ backhand			
Problem Solving				
Strategy				
Communication (verbal and non-verbal) Algorithm				