			G	ymnastics			
Key Skill	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Acquiring and	Create a	Create and	Copy, explore	Choose ideas	Create a	Select ideas to	Create their
developing	short	perform a	and remember	to compose a	sequence of	compose	own complex
	sequence of	movement	actions and	movement	actions that fit	specific	sequences
	movements.	sequence.	movements to	sequence	<mark>a theme.</mark>	sequences of	involving the
			create their	independently		movements,	full range of
	Roll in	Copy actions	own sequence.	and with	<mark>Use an</mark>	shapes and	actions and
	different	and movement		others.	<mark>increasing</mark>	balances.	movements:
	ways with	sequences	Link actions to		<mark>range of</mark>		travelling,
	control.	with a	make a	Link	<mark>actions,</mark>	Adapt their	balancing,
	Travel in	beginning,	sequence.	combinations	directions and	sequences to	holding shapes,
	different	middle and		of actions with	<mark>levels in their</mark>	fit new	jumping,
	ways.	end.	Travel in a	increasing	<mark>sequences.</mark>	criteria or	leaping,
	Stretch in		variety of	confidence,	<mark>Move with</mark>	suggestions.	swinging,
	different	Link two	ways, including	including	<mark>clarity, fluency</mark>		vaulting and
	ways.	actions to	rolling.	changes of	and expression.	Perform	stretching.
		make a		direction,		jumps, shapes	
	Jump in a	sequence.	Hold a still	speed or level.	Show changes	and balances	Demonstrate
	range of	Recognise and	shape whilst		of direction,	fluently and	precise and
	ways from	сору	balancing on	Develop the	speed and level	with control.	controlled
	one space to	contrasting	different	quality of	during a		placement of
	another with	actions	points of the	their actions,	performance.	Confidently	body parts in
	control.	(small/tall,	body.	shapes and		develop the	their actions,
		narrow/wide).	,	balances.	Travel in	placement of	shapes and
	Begin to		Jump in a	Move with	<mark>different</mark>	their body	balances.
	balance with	Travel in	variety of	coordination,	ways, including	parts in	
	control.	different	ways and land	control and	using flight.	balances,	Confidently
	Move	ways, changing	with increasing	care.		recognising	use equipment
	around,	direction and	control and		<mark>Improve the</mark>	the position of	to vault and
	under, over,	speed.	balance.	Use turns	<mark>placement and</mark>	their centre of	incorporate
	and through	Hold still		whilst	alignment of	gravity and	this into

different	shapes and	Climb onto and	travelling in a	<mark>body parts in</mark>	where it	sequences.
objects and	simple	jump off the	variety of	<mark>balances.</mark>	should be in	
equipment.	balances.	equipment	ways.		relation to the	Apply skills and
. ,	Carry out	safely.	·	Use equipment	base of the	techniques
	simple	,	Use a range of	to vault in a	balance.	consistently,
	stretches.	Move with	jumps in their	<mark>variety of</mark>		showing
		increasing	sequences.	ways.	Confidently	precision and
	Carry out a	control and	Begin to use		use equipment	control.
	range of	care.	equipment to	Carry out	to vault in a	
	simple jumps,		vault.	<mark>balances,</mark>	variety of	Develop
	landing safely.			recognising the	ways.	strength,
			Create	position of		technique and
	Move around,		interesting	their centre of	Apply skills	flexibility
	under, over,		body shapes	gravity and	and techniques	throughout
	and through		while holding	<mark>how this</mark>	consistently.	performances.
	different		balances with	<mark>affects the</mark>		
	objects and		control and	<mark>balance.</mark>	Develop	
	equipment.		confidence.		strength,	
				<mark>Begin to</mark>	technique and	
	Begin to move		Begin to show	<mark>develop good</mark>	flexibility	
	with control		flexibility in	<mark>technique when</mark>	throughout	
	and care.		movements	travelling,	performances.	
				<mark>balancing and</mark>		
				<mark>using</mark>	Combine	
				<mark>equipment.</mark>	equipment with	
				<mark>Develop</mark>	movement to	
				strength,	create	
				technique and	sequences.	
				flexibility		
				throughout		
				<mark>performances.</mark>		

Rolls	Curled side roll (egg roll)	Log roll (controlled)	Log roll (controlled)	Crouched forward roll	Forward roll from standing	Forward roll from standing	Forward roll from standing
	Log roll (pencil roll)  Teddy bear roll	Curled side roll (egg roll) (controlled)  Teddy bear roll (controlled)	Curled side roll (egg roll) (controlled)  Teddy bear roll (controlled)  Rocking for forward roll Crouched forward roll	Forward roll from standing Tucked backward roll	Straddle forward roll  Tucked backward roll  Backward roll to straddle	Straddle forward roll  Pike forward roll  Tucked backward roll  Backward roll to straddle	Straddle forward roll  Pike forward roll  Dive forward roll  Tucked backward roll to straddle  Backward roll to standing pike  Pike backward roll
Jumps	Straight jump	Straight jump	Straight jump	Straight jump	Straight jump	Straight jump	Straight jump

	Tuck jump	Tuck jump	Tuck jump	Tuck jump	Tuck jump	Tuck jump
Tuck jump	Jumping jack	Jumping jack	Jumping jack	Jumping jack	Jumping jack	Jumping jack
Jumping jack	Half turn	Half turn jump	Star jump	<mark>Star jump</mark>	Star jump	Star jump
Half turn	jump	Cat spring	Straddle jump	Straddle jump	Straddle jump	Straddle jump
jump	Cat spring	Cat spring to	Pike jump	Pike jump	Pike jump	Pike jump
		straddle	Straight jump	Straight jump	Stag jump	Stag jump
			half-turn	half-turn	Straight jump	Straight jump
			Cat leap	Straight jump	half-turn	half-turn
				<mark>full-turn Cat</mark> leap	Straight jump	Straight jump
				Cat leap half-	full-turn Cat leap	full-turn Cat
				<mark>turn</mark>	Cat leap half-	leap
					turn	Cat leap half- turn
					Split leap	Cat leap full- turn
						Split leap
						Stag leap

Vaulting		Straight jump off springboard	Hurdle step onto springboard  Straight jump off springboard  Tuck jump off springboard	Hurdle step onto springboard  Squat on vault  Star jump off  Tuck jump off  Straddle jump off  Pike jump off	Hurdle step onto springboard  Squat on vault  Straddle on vault  Star jump off  Tuck jump off  Straddle jump off  Pike jump off	Hurdle step onto springboard  Squat on vault  Straddle on vault  Star jump off  Tuck jump off  Straddle jump off  Pike jump off  Squat through vault	Hurdle step onto springboard  Squat on vault  Straddle on vault  Star jump off  Tuck jump off  Straddle jump off  Pike jump off  Squat through vault  Straddle over vault
Headstands, Cartwheels	Bunny hop	Bunny hop	Bunny hop	Handstand	Lunge into handstand	Lunge into handstand	Lunge into cartwheel
and Round offs		Front support wheelbarrow	Front support wheelbarrow	Lunge into handstand	<mark>Lunge into</mark>	Lunge into	Lunge into

		with partner	with partner T-lever Scissor kick	Cartwheel	<mark>cartwheel</mark>	cartwheel Lunge into round-off	round-off  Hurdle step  Hurdle step into cartwheel  Hurdle step into round-off
Travelling and Linking	Tiptoe, step, jump and hop	Tiptoe, step, jump and hop	Tiptoe, step, jump and hop	Tiptoe, step, jump and hop	Tiptoe, step, jump and hop	Tiptoe, step, jump and hop	Tiptoe, step, jump and hop
Actions						.,	
		Hopscotch	Hopscotch	Hopscotch	<mark>Hopscotch</mark>	Hopscotch	Hopscotch
		Skipping	Skipping	Skipping	<mark>Skipping</mark>	Skipping	Skipping
		Galloping	Galloping	Chassis steps	Chassis steps	Chassis steps	Chassis steps
			Straight jump half-turn	Straight jump half turn	Straight jump half turn	Straight jump half turn	Straight jump half turn
				Cat leap	Straight jump full turn	Straight jump full turn	Straight jump full turn
					Cat leap	Cat leap	Cat leap
					Cat leap half turn	Cat leap half turn	Cat leap half turn

					Pivot	Pivot	Cat leap full turn Pivot
Shapes and Balances	Standing balances	Standing balances  Kneeling balances  Pike, tuck, star, straight, straddle shapes	Standing balances  Kneeling balances  Large body part balances  Balances on apparatus	Large and small body part balances, including standing and kneeling balances  Balances on apparatus  Matching and	1, 2, 3 and 4- point balances  Balances on apparatus  Balances with and against a partner  Pike, tuck, star, straight,	1, 2, 3 and 4- point balances  Balances on apparatus  Part body weight partner balances  Pike, tuck, star, straight,	1, 2, 3 and 4- point balances  Balances on apparatus  Develop technique, control and complexity of part-weight partner
			Balances with a partner  Pike, tuck, star, straight, straddle shapes  Front and back support	contrasting partner balances  Pike, tuck, star, straight, straddle shapes  Front and back support	straddle shapes Front and back support	straddle shapes Front and back support	Front and back support

Compete and Perform	Control my body when performing a sequence of movements.  Participate in simple games.	Perform using a range of actions and body parts with some coordination.  Begin to perform learnt skills with some control.	Perform sequences of their own composition with coordination.  Perform learnt skills with increasing control.	Develop the quality of the actions in their performances.  Perform learnt skills and techniques with control and confidence.  Compete against self and others in a controlled manner.	Perform and create sequences with fluency and expression.  Perform and apply skills and techniques with control and accuracy.	Perform own longer, more complex sequences in time to music.  Consistently perform and apply skills and techniques with accuracy and control.	Link actions to create a complex sequence using a full range of movement that showcases different agilities, performed in time to music.  Perform and apply a variety of skills and techniques confidently, consistently and with precision.  Begin to record their peers' performances, and evaluate these.

Evaluate	Talk about what they have done. Talk about what others have done.	Watch and describe performances.  Begin to say how they could improve.	Watch and describe performances, and use what they see to improve their own performance.  Talk about the differences between their work and that of others.	Watch, describe and evaluate the effectiveness of a performance.  Describe how their performance has improved over time.	Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements.  Modify their use of skills or techniques to achieve a better result.	Choose and use criteria to evaluate own and others' performances.  Explain why they have used particular skills or techniques, and the effect they have had on their performance.	Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.