			Cycle 1
Skippers	Autumn	Exploring travel and balance	Simple sequnces of movement
	Spring	Following simple rules	Respond to stimulus
	Summer	Equipment	Personal Best
Admirals	Autumn	Movement	Body shapes
		Equipment skills	Travel sequence
	Spring	Attacking and Defending	Express ideas through movement
		Scoring and rules	Change and adapt
	Summer	Equipment skills	Rolls
		1v1 competition	Calming strategies
Swallowtails	Autumn	Direction and speed	Fundamental movement skills
		Attacking and Defending	Healthy minds
	Spring	Pathways	Dynamics of movement
		Communication and collaboration	Body shapes and levels
	Summer	Small sided games	Movement patterns
		Strategies	Perform and evaluate
Emperors	Autumn	Attacking and defending	Twists, lifts, turns, rotations
		Stamina, technique, control	Respond to stimulus
	Spring	Specialised skills	Perform expressively
		Competitive games	Dealing with emotions
		Personal bests and targets	Movement with Precision and accuracy
	Summer	Water safety	Describe, analyse, interpret and evaluate

Cycle 2				
Object control	Respond imaginatively			
Rules and scoring	Perform and feedback			
Sending to a target	Adapt movements to stimulus			
Set own rules	Evaluate			
Hand/foot eye coordination	Jumping			
Compete teams	Develop ideas linked to theme			
Object control	Fundamental movement skills			
Rules and scoring	Create and perform			
Run, jump and throw	Apply fundamental movement skills			
Attacking and defending	Plan, perform and evaluate			
Application of skills	Create and perform linked to a topic			
Officiate and organise	Fairness and respect			
Fundamental movement skills (accuracy)	Link movement to wider curriculum			
Attacking and defending (competitive)	Connect ideas through mood, gesture and expression			
Specialist Movement patterns	Compose and perform dances			
Being physically active	Effective performance			
Teamwork and leadership	Styles and genre of movement			
Swim recognisable strokes	Variations in movement			