End of Early Years Foundation Stage expectation			National Curriculum end of Key Stage 1expectation		
ELG 7 Moving and Handling Children show good control and coordination in large and small movements. They move confidently in a range of ways, safely negotiating space.  ELG 8 Health and Self-Care Children know the importance of good health and physical exercise, and a healthy diet and talk about ways to keep healthy and safe.			To ensure that all pupils:      develop competence to excel in a broad range of physical activities     are physically active for sustained periods of time     engage in competitive sports and activities     lead healthy, active lives. Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations. Pupils should be taught:     master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities Participate in team games, developing simple tactics for attacking and defending		
Acquiring and Developing (Hands)	FS1 (30-50 months) Runs skilfully and negotiates space successfully, adjusting speed or direction to avoid obstacles  Moves freely and with pleasure and confidence in a range of ways, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping.  Can stand momentarily on	FS2 (40-60 months)  Experiments with different ways of moving, confidently moving in a range of ways.  Shows good control and coordination in large and small movements.  Shows increasing control over an object in pushing and patting, throwing, catching or kicking it	Y1 Turn to change direction  Travel from one space to another using different pathways  Throw underarm  Hit a ball with a bat  Throw and catch a ball with both hands  Throw and kick a ball in different ways	Travel from one space to another by: changing speed - smooth to sharp changing level - high to low changing direction — different shaped pathways  Control small apparatus by hitting, kicking and/or rolling it during a game	

	one foot when shown		
	Catches a large ball		
Selecting and Applying (Head)		Begin to understand simple tactics for attacking and defending	Begin to understand simple tactics for attacking and defending
		Understand simple techniques used when sending and receiving in a variety of activities	Understand simple techniques used when sending and receiving in a variety of activities
			Decide the best space to be in during a game
Evaluating and improving		Shows awareness of simple rules	Use simple tactics in a game
		Enjoy competing against self and others, individually or in team games	Follow rules
		, J	Enjoy competing against self and others, individually or in team games

Knowledge	Beginning to recognise danger	Negotiates space	To travel safely and be aware of	Find and use space safely showing
and	and seeks support of	successfully and safely,	others	awareness of others
Understanding	significant adults for help	adjusting speed or changing		
of Fitness and		direction to avoid obstacles.	Understand how to use space and	Know how to carry and place
Health	Observes the effects of activity		apparatus safely	apparatus safely
(Heart)	on their bodies, notices they	Shows understanding of the		
	are warmer, sweaty and they	need of safety and	Shows some understanding that	To understand that their breathing
	feel puffed out	considers and manages	exercise is important to good health.	increases when they are active and
		some risks		know why it is important to warm up
		Shows understanding of		Understand that muscles become
		how to transport and store		harder when tensed or stretched.
		equipment safely		
		Practices some appropriate		
		safety measures without		
		direct supervision		