	Acquiring and developing skills in Gymnastics	Rolls, wheels and Jumps	Traveling and linking actions/ Shapes and balances	Compete/ Perform
Year One	 Create and perform a movement sequence. Copy actions and movement sequences with a beginning middle and end. Link to actions to make a sequence. Recognise and copy contrasting actions (small, tall, narrow, wide). Travel in different ways changing direction and speed. Hold still shapes and simple balances. Carry out simple stretches. Carry out a range of simple jumps landing safely. Move around, under, over and through different objects and equipment. Begin to move with control and care. 	 Log roll (controlled) Curled side role, (egg roll) (controlled). Rocking for forward roll. Teddy bear role (controlled). Straight jump. Tuck jump. Jumping jack. Half turn jump. 	 Tiptoe, step, jump and hop. Hopscotch. Skipping. Galloping. Standing balances. Kneeling balances. Pike, tuck, star, straight, straddle shapes. 	 Perform using a range of actions and body parts with some coordination. Begin to perform learnt skills with some control.
Year Two	 Copy, explore and remember actions and movements to create their own sequence. Link actions to make a sequence. Travel in a variety of ways including rolling. Hold a still shape was balancing on different points of the body. Jump in a variety of ways and land with increasing control and balance. Climb onto and jump off the equipment safety. Move with increasing control and care 	 Log roll (controlled). Curled side role, eggroll controlled. Teddy bear roll controlled. Rocking for forward roll. Crouched forward roll. 	 Tiptoe, step, jump and hop. Hopscotch. Skipping. Galloping. Straight jump half turn. Standing balances. Kneeling balances. Large body part balances. Balances on apparatus. Balances with partners. Pike, tuck, star, straight, straddle shapes. 	 Perform sequences of their own composition with coordination. Perform learnt skills with increasing control.

Year Three	 Choose ideas to compose a movement sequence independently and with others. Link combinations of actions with increasing confidence, including changes of direction and speed or level. Develop the quality of their actions, shapes and balances. Move with coordination, control and care. Use turns whilst travelling in a variety of ways. Use a range of jumps in their sequences. Create interesting body shapes while holding balances with control and confidence. Begin to show flexibility and movements. 	 Crouched forward role. Forward roll from standing. Tucked backwards roll Straight jump. Tuck jump. Jumping jack. Straddle jump. Pin jump. Straight jump half turn Cartwheels 	 Tiptoe, step, jump and hop. Hopscotch. Skipping. Straight jump half turn. Large and small body part balances. Including standing in kneeling balances. Balances on apparatus. Matching and contrasting partner balances. Pike, tuck, start, straight, straddle shapes. 	 Develop the quality of the actions in their performance. Perform learnt skills and techniques for controlling confidence. .
Year Four	 Use an increasing range of actions, directions and levels in the sequences. Move with clarity, fluency and expression. Show changes of direction, speed and level during a performance. Travel in different ways, including using flight. Improve the placement and alignment of body parts and balances. Use equipment to vote in a variety of ways. Carry out balances, recognising the position of the centre of gravity and how this affects the balance. Begin to develop good techniques when travelling, balancing and using equipment. Develop strength, technique and flexibility throughout the performances. 	 Sideways roll Forward roll from standing. Straddle forward roll. Tucked backward roll. Backward roll to straddle. Straight jump. Tuck jump Jumping jack. Straddle jump Pin jump. Straight jump half turn Straight jump full turn Cartwheel 	 Tiptoe, step, jump and hop. Hopscotch. Skipping. Straight jump half turn. Straight jump.half turn. Pivot. One, two, three and four point balances. Balances on apparatus. Balances with and against a partner Pike, tuck, straddle shapes. 	 Perform and create sequences with fluency and expression. Perform and apply skills and techniques with control and accuracy.

Year Five	 Select ideas to compose specific sequences of movements, shapes and balances. Adapt their sequences to fit new criteria or suggestions. Perform jumps, shapes and balances fluently and with control. Confidently develop the placement of their body parts imbalances, recognising the position of their sense of gravity and where it should be in relation to the base of the balance. Apply skills and techniques consistently. Develop strength, technique and flexibility throughout performances. Combine equipment with movement to create sequences. 	 Forward roll from standing Straddle forward roll. Pike forward roll. Tucked backward roll. Backward roll to straddle. Squat jumps Straight jump. Tuck jump. Jumping jack. Stra jump. Straddle jump. Pike jump. Straight jump half turn. Straight jump full turn. Cartwheel Handstand 	 Tiptoe, step, jump and hop. Hopscotch. Skipping. Straight jump half turn Straight jump full turn. Pivot. One, two, three and four point balances. Balances on apparatus. Part bodyweight partner balances. Pike,tuck, star, straight and straddle shapes. 	 Perform own, longer, more complex sequences. Consistently performing, apply skills and techniques with accuracy and control.
Year Six	 Create their own complex sequences, involving the full range of actions and movements travelling, balancing, holding shapes, jumping, leaping, swinging and stretching. Demonstrate precise and controlled placement of body parts in their actions, shapes and balances. Apply skills and techniques consistently, showing position and control. Develop strength, technique and flexibility throughout performances. 	 Teddy bear roll Forward roll Straddle forward roll Forward roll from standing Straddle forward roll Pike forward roll Dive forward roll Tucked backward roll. Backward roll to straddle. Backward roll to standing Pike. Pike backward roll. Sideways roll Straight jump. Tuck jump. Jumping jack. Straight jump. Pike jump. Straight jump half/full turn 	 Tiptoe, step, jump and hop. Hopscotch. Skipping. Straight jump half turn. Striped jumper full tern. Pivot. One, two, three and four point balances. Balances on apparatus. Develop technique, control and complexity of part weight partner balances. Group formations. Pike, talk, star, straight, straddle shapes. 	 Link actions to create a complex sequence using a full range of movement that showcases different agility is performed in time to music. Perform and provide a variety of skills and techniques confidently, consistently and with precision. Begin to record their peers performances and evaluate these.