

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
		NC Objectives			10014	ICALJ		
Early Learning Goals http://www.hawkesley.bham.sch.uk/Early- Years/           Gross Motor skills:		NC Objectives KS1 Pupils should be taught to: developing balance, agility and co-ordination, and begin to apply these in a range of activities master basic movements including running, jumping, throwing and catching, as well as participate in team games, developing simple tactics for attacking and defending perform dances using simple movement patterns Begin to move with control and Move around a space with increasing		KS2 Pupils should be taught to:       use running, jumping, throwing and catching in isolation and in combination         play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending         develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]         perform dances using a range of movement patterns         take part in outdoor and adventurous activity challenges both individually and within a team         compare their performances with previous ones and demonstrate improvement to achieve their personal best         Explain how strength and       Develop strength, technique and       Combine equipment with       Apply skills and techniques				
	Negotiate space and obstacles	care Move around, under, over, and	control and care. Climb onto and jump off the	suppleness affect performance	flexibility throughout performances Begin to develop good technique	movement to create sequences. Develop strength, technique and	consistently, showing precision and control. Develop strength, technique and flexibility	
	safely, with	through different objects and equipment.	equipment safely.	Begin to show flexibility in movements	when travelling, balancing and using equipment.	flexibility throughout performances.	throughout performances	
	consideration for others and themselves.	Perform simple stretches. Perform a range of simple jumps, landing safely. Hold still shapes and simple balances, controlling the body and in different ways.	a range of simple jumps, safely. Hold a still shape whilst balancing on different points of the body. Il shapes and simple s, controlling the body Travel in a variety of ways, including	Create interesting body shapes while holding balances with control and confidence.	Carry out balances, recognising the position of their centre of gravity and how this affects the balance.	Apply skills and techniques vaul consistently.	Confidently use equipment to vault and incorporate this into sequences. Demonstrate precise and	
	Demonstrate strength, balance			Begin to use equipment to vault.	Use equipment to vault in a variety of way of ways. Confidently develop the	vault in a variety of ways. Confidently develop the placement of their body parts in	controlled placement of body parts in their actions, shapes and balances.	
	and coordination when playing	Travel in different ways, changing direction and speed (roll, turn, curl).	Copy, explore and remember actions and movements to create their own sequence. Link actions to make a	Use a range of jumps in their sequences. Use turns whilst travelling in	alignment of body parts in balances. Travel in different ways, including	balances, recognising the position of their centre of gravity and where it should be in relation to the base of the	Create their own complex sequences involving the full range of actions and movements:	
Gymnastics	Move energetically, such as running,	Recognise and copy contrasting actions (low/high, narrow/wide). Link two actions to make a sequence.	sequence. (Balances - standing, kneeling and large body part balances as well as balancing on apparatus)	a variety of ways. Develop the quality of their actions, shapes and	Show changes of direction, speed and level during a performance.	Perform jumps, shapes and balances fluently and with	travelling, balancing, holding shapes, jumping, leaping, swinging, vaulting and stretching. (Balances – Year 5 balances, as	
Gym	jumping, dancing, hopping, skipping and climbing	kipping copy actions and movement sequences with a beginning,	Evaluate Watch and describe performances Improve sequence based on feedback Talk about the differences between their work and that of others.	balances. Move with coordination, control and care. Link combinations of actions with increasing confidence, including changes of direction, speed or level. Choose ideas to compose a movement sequence independently and with others.	sequences. Move with clarity, fluency and expression. Create a sequence of actions that fit a theme. (Balances – Year 3 balances, as well as 1,2,3 and 4 point balances and balances with and against a partner) criteria or suggestions. Select ideas to compose spect sequences of movements, shapes and balances. (Balances – Year 4 balances, or well as part body weight part balances)	control. Adapt their sequences to fit new criteria or suggestions. Select ideas to compose specific sequences of movements, shapes and balances. (Balances – Year 4 balances, as well as part body weight partner	well as full body weight partner balances)	
		Begin to say how they could improve		(Balances – year 2 balances, as well as partner balances and front and back support)				



				Micage progress			
	Gross Motor	Begin to improvise	Improve the timing of their	Begin to improvise with a	Use simple dance vocabulary	Use more complex dance	Use complex dance
	skills:	independently to create a	actions.	partner and/or a small group	when comparing and	vocabulary to compare and	vocabulary to compare and
	Negotiate space	simple dance.		to create a simple dance.	improving work.	improve work.	improve work.
	and obstacles		Move in time to music.		Channes and a factor of		
		Use simple choreographic	Use different transitions	Create motifs from different	Change parts of a dance as a	Modify parts of a sequence	Modify some elements of a
	safely, with	devices such as unison,	within a dance motif.	stimuli.	result of self-evaluation.	as a result of self and peer	sequence as a result of self
	consideration for	canon and mirroring.	Lles simple characteria	Degin to compare and adapt	Domonstrate shuthm and	evaluation.	and peer evaluation.
	others and	Vary the speed of their	Use simple choreographic devices such as unison,	Begin to compare and adapt movements and motifs to	Demonstrate rhythm and spatial awareness.	Ensure their actions fit the	Demonstrate consistent
	themselves.	actions.	canon and mirroring.	create a larger sequence.	spatial awareness.	rhythm of the music.	precision when performing
			canon and mirroring.	create a larger sequence.	Begin to vary dynamics and	mythin of the music.	dance sequences.
	<b>_</b>	Put a sequence of actions	Change the speed and level	Use simple dance vocabulary	develop actions and motifs in	Improvise with confidence,	unice sequences.
	Demonstrate	together to create a motif.	of their actions.	to compare and improve	response to stimuli.	still demonstrating fluency	Dance with fluency and
	strength, balance			work.		across the sequence.	control, linking all
	and coordination	Copy and repeat actions.	Create a short motif inspired	-	Demonstrate precision and		movements and ensuring
	when playing		by a stimulus (to show mood	Perform with some	some control in response to	Use transitions to link motifs	that transitions flow.
		Begin to perform learnt skills	or feeling, could be linked to	awareness of rhythm and	stimuli.	smoothly together.	
		with some control.	topic).	expression.			Improvise with confidence,
	Move				Compose longer dance	Demonstrate imagination	still demonstrating fluency
	energetically,	Perform using a range of	Copy, remember and repeat	Remember and repeat dance	sequences in a small group.	and creativity in the	across their sequence.
-	such as running,	actions and body parts with	actions.	phrases		movements they devise in	
Dance	jumping, dancing,	some coordination.			Compose a dance that reflects	response to stimuli.	Move rhythmically and
an	hopping, skipping		Compete against self and	Perform learnt skills and	the chosen dance style.		accurately in dance
	and climbing	Evaluate	others.	techniques with control and	Confidently improvise with a	Develop an awareness of	sequences.
	and chimbing	Watch and describe	Perform learnt skills with	confidence.	partner or on their own.	their use of space.	Show a change of pace and
		performances.	increasing control.	Develop the quality of the	Identify and repeat the	Show a change of pace and	timing in their movements.
			increasing control.	actions in their	movement patterns and	timing in their movements.	timing in their movements.
		Begin to say how they could	Perform sequences of their	performances.	actions of a chosen dance	timing in their movements.	Move appropriately and with
		improve.	own composition with	performances.	style.	Compose individual, partner	the required style in relation
			coordination.			and group dances that	to the stimulus, e.g. using
					Perform and apply skills and	reflect the chosen dance	various levels, ways of
			Evaluate		techniques with control and	style.	travelling and motifs.
			Watch and describe		accuracy.	-	_
			performances			Identify and repeat the	Demonstrate strong and
			· · · · · · · · · · · · · · · · · · ·		Perform and create sequences	movement patterns and	controlled movements
			Improve sequence based on		with fluency and expression	actions of a chosen dance	throughout a dance
			feedback			style.	sequence. Combine
							flexibility, techniques and
			Talk about the differences			Consistently perform and	movements to create a
			between their work and that			apply skills and techniques	fluent sequence.
			of others.			with accuracy and control.	
							Perform with confidence,
							using a range of movement
				I		l	patterns.



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				Perform own longer, more	
				complex sequences in time	Use dramatic expression in
				to music.	dance movements and
					motifs
					Compose individual, partner
					and group dances that
					reflect the chosen dance
					style.
					Identify and repeat the
					movement patterns and
					actions of a chosen dance
					style.
					Perform the sequence in
					time to music.
					Link actions to create a
					complex sequence using a
					full range of movement



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	Gross Motor	Running	Running	Running	Running	Running	Running
	<u>skills</u> :	Vary pace and speed when	Develop running	Focus on leg and arm action	Confidently demonstrate an	Confidently and	Build up speed quickly for a
	Negotiate space	running	technique by:		improved technique for	independently select the	sprint finish
	and obstacles	Description to the state of the		Demonstrate agility and	sprinting – accelerate run over	most appropriate pace for	
		Run with a basic technique	Running at different paces	changing direction quickly	a short distance	different distances and	Use their preferred leg when
	safely, with	over different distances	and travel at different	Desire to combine musice and	Chause atomica such as muchica	different parts of a run	running over hurdles
	consideration for	Show good posture and	speeds	Begin to combine running and	Show stamina when running over a long distance	Identity reaction times when	Accelerate to pass other
	others and	balance	Begin to select the most	jumping	over a long distance	performing a sprint start	Accelerate to pass other competitors
	themselves.	balance	suitable pace and speed	Identify and demonstrate how	Perform a baton exchange,	performing a sprint start	competitors
	themselves.	Jog and sprint in a straight	for distance	different techniques can affect	evaluate this technique, and	Accelerate from a variety of	Work as a team to
		line	for distance	their performance	improve it as a team	different starting positions	competitively perform a
	Demonstrate	inic	Vary the speed and	their performance	improve it us a team	unterent starting positions	relay
	strength, balance	Change direction when	direction when they are	Run at varying speeds,	Demonstrate when to increase	Develop technique for	i ciuy
	and coordination	jogging and sprinting and	travelling	changing speed and direction	speed and/or decrease speed	running and jumping over	Jumping
je	when playing	maintain control			·····	hurdles	Develop the technique for
μ	when playing		Be able to maintain and	Jumping	Use running to increase the		the standing vertical jump
80		Jumping	control a run over	Use one and two feet to take-	distance of jumps	Jumping	
E	Move	Perform different types of	different distances	off and land		Improve techniques for	Maintain control at each of
le le	energetically, such	jumps			Jumping	jumping different distances	the different stages of the
Basic movements and team games Athletics	as running,		Jumping	Develop an effective take-off	Perform a variety of jumps for		triple jump
ents and Athletics	jumping, dancing,	Jump as high and as far as	Perform and compare	for the standing long jump	distance and height, using	Continue to develop	
le		possible	different types of jumps	Develop an effective flight	correct technique	technique to perform the	Develop and improve their
Ath Su	hopping, skipping			phase for the standing long		triple jump	techniques for jumping for
Ĕ 1	and climbing	Land safely and with control	Combine different jumps	jump	Take off 1 foot when running		height and distance –
e V			together with some		to increase distance of jumps	Land safely and with control	support others to improve
٥ و		Throwing	fluency and control	Land safely with control			their performance
		Begin to throw objects			Learn how to combine a hop,	Throwing	
sic		towards a target with some	Jump for distance from a	Throwing	step and a jump to perform	Throw different objects with	Land safely and with control
Ba		accuracy	standing position, with	Develop the correct technique	the triple jump	control accuracy and using	<b>-</b> 1
		Desire to perform a reason of	accuracy and control	for a chest pass and bounce	Nanayun tha distance (haisht	the correct technique	Throwing
		Begin to perform a range of throws – e.g. throw	Investigate and choose the	pass	Measure the distance/height of jumps to evaluate and	Choosing the correct throw	Develop the technique for the push, pull and sling
		underarm and overarm	best jump to cover	Show increasing control in an		for the sport or event that	the push, pull and sling throw, with accuracy and
			different distances	overarm and underarm throw	improve	for the sport of event that	control
		Begin passing and receiving			Land accurately and with	Measure and record the	control
		a ball with a partner –	Throwing	Throw with greater control	control	distance of their throws	Support others in improving
		catching with some accuracy	Throw with accuracy at	and accuracy over longer			their performance
			targets – e.g towards a	distances	Throwing	Continue to develop	the periodice
		Send and receive a ball with	partner, targets at		Accurately perform an	techniques to throw for	Accurately measure and
		basic control		Implement the correct throw	underarm throw	-	record the distance of their
			5	for a range of sports			throws
		Begin to develop hand-eye	Confidently send and		Accurately perform an	Pass and receive a ball on	
		coordination	receive a ball in a range of		overarm throw	the move	
			ways				<u> </u>
		basic control Begin to develop hand-eye	different heights Confidently send and receive a ball in a range of		underarm throw Accurately perform an	increased distance Pass and receive a ball on	record the distance of their



the second the distance of the			-	A second all second second second second	There are a set of the base of the
Improve the distance and	Further develop hand-eye	Practise the correct technique	Accurately perform a chest	Accurately receive a ball	Throw and catch accurately
power they can throw	coordination	for catching a ball and use it in	pass	using the correct technique	and when under pressure in
Christian	Thursday, and have a	a game			a game
Striking	Throw, catch and bounce		Accurately use a bounce pass	Know when it is appropriate	Challen a
Track a ball by watching it as	a ball with a partner	Perform a range of catching	to outwit players	to use each throw in a game	Striking
it moves towards them		and gathering skills			Track a high ball to catch
	Increase the distance of		Implement each throwing	Striking	players out in competitive
Use striking in a game –	throws by using the	Striking	technique into a range of	Track a high ball, catch it and	game situations
using hands	correct technique and	Accurately track a ball to	sports	return to the bowler, as well	
	more power	receive it		as to catch players out	Develop and perfect the
Practise basic striking,			Continue to develop		correct body position for
sending and receiving	Pass and receive a ball	Begin to stand in the right	techniques to throw for	Develop the body position	striking a ball in a range of
	whilst moving towards a	position to strike a ball,	increased distance	and know where to stand	different sports
Begin to develop hand-eye	goal	knowing which part of the		and how at different points	
coordination		body moves to hit the ball	Use a 'sling' technique for	in a game situation	Strike a bowled ball over
	Striking		throwing discus		longer distances
Begin to develop foot-eye	Continue to develop	Continue to use a bat or racket		Develop the technique for a	
coordination	tracking a ball technique	to strike a ball	Develop the correct technique	forehand long and short,	Use hand-eye coordination
			for catching a ball and use it in	and a backhand long and	accurately and with control
Attack, defend and shoot	Begin to strike a ball with	Strike a ball with accuracy	a game	short shots	to be able to direct a
Begin to use the word	a bat	Strike a san with accuracy			ball/shuttlecock when
intercept and know how to		Develop using striking and	Perform a range of catching	Use a backhand and	striking it
intercept an object	Develop a good technique	fielding rules in game	and gathering skills with	forehand shot it in a game	
	for striking a ball	situations, competing against	accuracy and control	situation	Use the correct technique to
Begin using the right		self and others			accurately complete
language for attacking and	Use a range of different	Sell and others	Striking	Develop reaction times,	forehand, backhand,
defending	bats – decide which one to	Develop striking technique,	Accurately track and receive a	knowing when to strike the	overhead clear and net shots
	use for the activity	using hand eye coordination	ball and return it to another	ball and how hard or soft to	in a game
Know where to stand to		using hand eye coordination		strike it	
defend an area or a target	Strike a ball towards a	Strike the ball for distance,	player		Develop the correct
	target	aiming for a target and to hit	Lies the correct he dure still -	Develop the overhead clear	technique for the smash
Know where to stand to		over a distance	Use the correct body position	shot and net shot	shot and drop shot
attack an area or a target	Decide on the direction		to strike a ball		
	you want to hit the ball in	Begin to serve underarm,		Develop the serving	Know how hard or soft to
Know how to stop an object	, (forwards, left, right etc)		Use a bat or racket to strike a	technique with a ball and	strike a ball or shuttlecock to
hitting a target		developing the correct	ball with accuracy and control	shuttlecock	outwit opponents
	Begin to use basic rules for	technique			
Know how to attack a target	striking and fielding games	Attacking and defendin-	Continue to develop serving	Accurately serve underarm	Begin to develop a
and score points	in small game situations	Attacking and defending	underarm	and continue to develop	technique to serve to start a
	5	Develop tactics to keep		serving overarm	game
Use simple attacking and	Position the body correctly	possession of the ball as a	Begin to serve overarm for		
defending ideas as a single	to strike the ball	team and as an individual		Practise techniques for all	Attacking and defending
player and as a team		player	Develop the technique of	strokes and shots	In a team, communicate
	Attack, defend and shoot		forehand shot and know when		effectively to create a
	<u></u>		to use it in a game situation		



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	Begin to communicate in a	Use the correct language	Begin to communicate with	Begin to use backhand shots	Use all techniques and shots	tactical plan for attacking
	team	for attacking and	teammates about tactics to be	and develop a good technique	in game situations	and defending
		defending	used in a game			
				Begin to use the techniques	Attacking and defending	Apply knowledge of skills for
		Develop an understanding	Work collaboratively as a team	for an overhead clear shot	Independently choose the	attacking and defending,
		of attacking and defending	to win back possession in a		best tactics for attacking and	choosing the best tactics to
		skills (e.g. marking and	team game	Strike a ball accurately and	defending in a game	beat the opposition
		dodging)		choose the direction to hit the	situation – as an individual	
			Develop attacking and moving	ball in	and as a team	In a team, develop own
		Pass the ball within a team	towards a goal or target by			fielding strategies to prevent
		and move towards a	using simple tactics	Use at least two different	Communicate effectively	the opposition from scoring
		target or goal		shots in a game	with teammates, deciding	
			Develop passing a ball, by		on tactics and evaluating	Choose the best pass in a
		Develop working as a	dribbling with accuracy and	Use hand-eye coordination to	when tactics need to be	game situation and link a
		team to attack a goal,	control, to a partner or	strike a moving and stationary	changed	range of skills together with
		deciding on what the team	teammate to move towards a	ball		fluency e.g. passing and
		are going to do together	target		Confidently use fielding skills	receiving the ball on the
		to score points		Attacking and defending	to prevent the opposition	move
			Continue to develop defending	Accurately use attacking and	from scoring	
		Develop working as a	a goal or target by working	defending skills in a game		Confidently shoot accurately
		team to defend a goal,	collaboratively as a team and	situation	Confidently use attacking	at a target or towards a goal,
		choosing a simple tactic to	using marking and dodging		skills as a batter, by choosing	using the correct power and
		use to stop another team	skills	Develop communication as a	the direction to hit the ball	speed (kicking, throwing and
		from scoring – within the		team, discussing possible	in and the power to hit the	striking)
		rules of the game situation	Start to apply attacking and	tactics to start a game	ball over long distances	
			defending skills to a range of			Confidently use a range of
		Confidently pass a ball to	sporting areas, such as, cricket,	Begin to make changes to	Pass a ball with accuracy,	ball skills in a variety of ways
		others in a range of ways –	tennis, netball and football	attacking and/or defending	control and speed, using	in a game situation and link
		e.g. striking, throwing or		tactics to improve game play –	appropriate techniques in a	them together effectively.
		kicking	Begin to use fielding skills to	as an individual and as a team	game situation	
			stop a ball from travelling past			Demonstrate effective
		Develop the correct	them	Develop fielding skills in order	Dribble a ball using a range	awareness of space and use
		technique for kicking and		to prevent another player	of techniques, with success,	this throughout a game to
		dribbling a ball	Use aim to accurately hit a	from scoring – e.g being in the	in a game situation. Use	attack and defend a
			target every time (kicking,	right position, spatial	these skills in various ways	goal/target
		Develop throwing, kicking,	throwing and striking)	awareness etc	and link them together	
		and dribbling a ball				Tactics and rules
		towards a target with		Develop passing a ball with	Continue to develop	Create and follow
		control and some accuracy	Be aware of space and use it to	accuracy, control and speed	shooting towards targets,	complicated rules to play a
			support team-mates and to		stationary or moving.	game successfully
		Develop spatial awareness	cause problems for the	Develop dribbling a ball with	(kicking, throwing and	
		in a game and decide on	opposition	accuracy, control and speed,	striking)	Agree and explain rules to
		the best space to be in		using a range of techniques		others
		during a game	Tactics and rules		Develop and use tactics to	
			Apply and follow rules fairly		win back and keep	
		during a game				



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	Tactics and rules		Develop a shooting style, to hit	possession effectively in a	Work as a team to
	Understand the	Understand and begin to apply	a target. (kicking, throwing and	team game	communicate a plan
	importance of rules in a	the basic principles of invasion	striking)		
	game	games		Demonstrate an increasing	Lead others in a game
			Develop skills to keep and win	awareness of space and how	situation when the need
	Develop simple tactics and	Know how to play a striking	back possession in a team	to use this space as an	arises
	use them appropriately	and fielding game fairly	game	advantage in a game	
				situation – to score points or	Competing
	Practise in simple games	Competing	Use the space effectively to	goals	Perform and apply a variety
		Develop the quality of the	pass and receive the ball, as		of skills and techniques
		actions in their performances.	well as to outwit opponents	Tactics and rules	confidently, consistently and
				Use several techniques to	with precision.
		Perform learnt skills and	Tactics and rules	pass, dribble and shoot in a	
		techniques with control and	Vary the tactics that are used	game	Take part in competitive
		confidence.	in a game		games with a strong
				Choose a specific tactic for	understanding of tactics and
		Compete against self and	Adapt tactics depending on	defending and attacking	composition.
		others in a controlled manner	what is happening in a game		
				Devise and adapt rules to	Performa and apply a variety
		Take part in a relay,	Follow the rules during a game	create their own games	of skills and techniques
		remembering when to run and	situation		confidently, consistently and
		what to do		Competing	with precision
			Competing	Consistently perform and	
		Compete against self and	Perform and apply skills and	apply skills and techniques	Take part in competitive
		others	techniques with control and	with accuracy and control.	games with a good
			accuracy.		understanding of tactics and
		Perform learnt skills and		Take part in competitive	composition
		techniques with control and	Take part in a range of	games with a strong	
		confidence	competitive games and	understanding of tactics and	
			activities.	composition.	
			Perform and apply skills and	Consistently perform and	
			techniques with control and	apply skills and techniques	
			accuracy	with accuracy and control	
			Take part in a range of	Take part in competitive	
			competitive games	games developing an	
				understanding of tactics and	
				composition	



			Swicuge progress			
	Gross Motor skills:		Develop listening skills	Develop strong listening skills	Communicate clearly and	Communicate clearly and
	Negotiate space				effectively with others	effectively with others when
	and obstacles		Listen to instructions from a	Communicate clearly with		under pressure
	safely, with		partner/adult	other people in a team and with others	Work effectively as part as a team	Work effectively as part of a
			Identify and use effective	with others	team	team, demonstrating
	consideration for		communication skills to begin	Have experience of a range of	Use clear communication to	leadership skills
	others and		to work as a team	roles within a team and begin	effectively complete a	
	themselves.			to identify the key skills	particular role in a team	Compete in orienteering
			Orientate themselves with	required to succeed at each		activities both as part of a
	Demonstrate		confidence around a short trail		Complete orienteering	team and independently,
	strength, balance			Orientate themselves with	activities both as a team and	with confidence and
	and coordination		Follow a map in a familiar	accuracy around a short trail	independently, with	accuracy when under
S	when playing		context	Chartha managerian factures of	accuracy and confidently	pressure.
tie	when playing		Identify symbols used on a key	Start to recognise features of an orienteering course	Design an orienteering	Design an orienteering
ivi			identity symbols used on a key	an onenteering course	course that can be followed	course that is clear to follow
act	Move energetically,		Use clues to follow a route	Plan and organise a trail that	and offers some challenge to	and offers challenge to
IS SI	such as running,			others can follow	others, using a range of clues	others, using a range of clues
JOL	jumping, dancing,		Demonstrate an understanding			
tui	hopping, skipping		of how to stay safe and follow	Associate the meaning of a key	Begin to use navigation	Use navigation equipment
en	and climbing		a route safely	in the context of the	equipment to orientate	(maps, compasses) to
Outdoor and adventurous activities				environment	around a trail	improve the trail
a			Begin to choose equipment			
nc			that is appropriate for an activity	Follow a map in a more demanding familiar context	Identify a key on a map and begin to use the information	Use a range of map style and make an informed decision
Гa			activity		in activities	on the most effective
00				Follow a route within a time	in detivities	on the most encetive
td				limit	Follow a map into an	Choose the best equipment
no					unknown location	for an outdoor activity
-				Investigate a range of		
				equipment for creating and	Use clues and a compass to	Prepare an orienteering
				completing an activity	navigate a route	course for others to follow
				Make an informed decision on	Change route to overcome a	Identify the quickest route to
				the best equipment to use for	problem and use new information to	accurately navigate an
				an activity	change route	orienteering course
					Choose the best equipment for an outdoor activity	Plan routes with others,
					Create a simple plan of an activity for	considering safety and
					others to follow	danger
					Identify the quickest route to	
					accurately navigate an orienteering course	
					course	