Key stage 1: POS Statement	Year 1 - Champions Units	Year 2 - Champions Units
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.	1.1 Multi-Skills 1.2 Boot camp 2.1 Story time dance 2.2 Mighty movers 3.1 Groovy gymnastics 3.2 Skip to the beat 4.2 Gymfit circuits 5.1 Throwing and catching 5.2 Cool core (strength) 6.1 Active athletics 6.2 Fitness frenzy	1.1 Multi-Skills 1.2 Boot camp 2.1 Ugly bug ball dance 2.2 Mighty movers 3.1 Groovy gymnastics 3.2 Skip to the beat 4.2 Gymfit circuits 5.1 Throwing and catching 5.2 Cool core (strength) 6.1 Active athletics 6.2 Fitness frenzy
They should be able to engage in competitive (both against self and against	1.1 Multi-skills 3.2 Skip to the Beat	1.1 Multi-skills 2.2 Mighty movers
others) and co-operative physical activities, in a range of increasingly challenging situations	4.1 Brilliant Ball Skills5.1 Throwing and catching6.1 Active athletics	4.1 Brilliant ball skills
Pupils should be taught to master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and coordination, and begin to apply these in a range of activities Pupils should be taught to participate in team games, developing simple tactics for attacking and defending	1.1 Multi-skills 1.2 Boot camp 2.2 Mighty movers 3.1 Groovy gymnastics 3.2 Skip to the beat 4.1 Brilliant ball skills 4.2 Gymfit circuits 5.1 Throwing and catching (field games) 5.2 Cool core (strength) 6.1 Active athletics 6.2 Fitness frenzy 4.1 Brilliant ball skills 5.1 Throwing and catching (field games) 6.1 Active	1.1 Multi-skills 1.2 Boot camp 2.2 Mighty movers 3.1 Groovy gymnastics 3.2 Skip to the beat 4.1 Brilliant ball skills 4.2 Gymfit circuits 5.1 Throwing and catching (field games) 5.2 Cool core (strength) 6.1 Active athletics 6.2 Fitness frenzy 1.1 Multi-skills 4.1 Brilliant ball skills
Pupils should be taught to perform dances using simple movement patterns.	athletics 2.1 Story time dance	2.1 Ugly bug ball dance