	Beginning	Working Towards	n KS3 Assessment Fram Expected	Exceeding	Excelling
	Grade 1	Grade 2-3	Grade 4-5	Grade 6-7	Grade 8-9
	l can:	l can:	l can:	l can:	l can:
	sprint without stopping for distances ranging from 75m – 200m.	perform a crouch start when sprinting 100m.	change a relay baton using a push or sweep technique and you know what hand to receive the baton in depending on the incoming runner.	can tactically pace an 800m or 1500m race.	perform effectively in the sprint events in practice and in competition.
	use my arms to increase your speed whilst sprinting.	show that you use a high knee lift to increase speed when running.	use the Fosbury flop technique in the high jump.	show that you can lengthen your stride pattern to increase my pace when running.	when sprinting you demonstrate an excellent style with high knee lift and forward drive.
	demonstrate a change of pace between sprinting and middle distance running.	try to perform the hang technique in the long jump or final stage of the triple jump.	understand why driving my hips up in high jump is important.	demonstrate a smooth running action in both the sprinting and middle distances.	perform as part of a team in the relay using good technique at hand overs.
	show a basic technique for throwing the shot discus or javelin with the correct weight as well as throwing a cricket/rounders ball.	drive your knee and arms up when taking off when jumping to increase height.	throw a javelin using a part/full run up and use a cross over step to get the optimum release position.	demonstrate a variety of jumps, approaching the take off with control, style, timing and fluency. You can accurately measure a run up for 2 of either long, triple or high jump.	start, marshal and officiate sprinting events.
Athletics	use my power in legs to gain greater distance in one of the throwing events.	perform the correct technique for discus and shot putt from a standing position and leave the throwing circle from the correct point.	throw form a standing position using the correct grips and they implement the throw with the correct angle and trajectory of release.	adapt your run up to hit the board consistently in long and triple jump.	perform effectively in the jumping events.
	Perform a basic technique for either long, triple or high jump using a short run up and use my arms to get greater height when jumping.	demonstrate push, pull and sling with some accuracy and consistency.		throw discus, shot and javelin in a competitive situation with consistency.	when jumping you approach the run up with confidence and control, demonstrating an excellent technique.
				throw using a variety of technique including a good run up, twisting, turning and shifting.	use the hitch kick technique in long jump if you want to.
				accurately measure attempts in throwing events.	perform effectively in the throwing events i practice and competition.
					perform all the fundamental skills under pressure to a high standard.