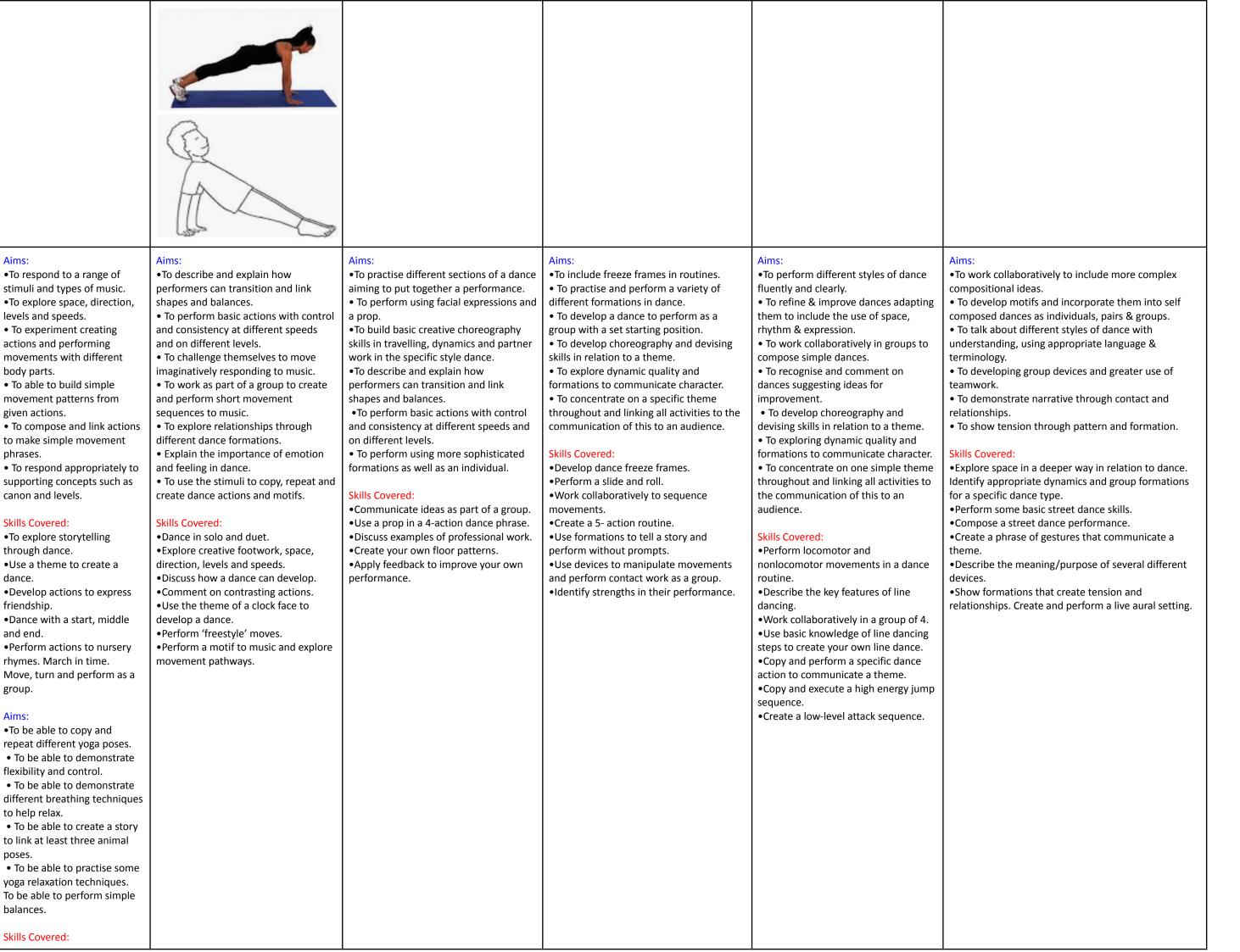
			PE Progr	ression Document		
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Gymnastics	Aims: • To identify and use simple gymnastics actions and shapes. • To apply basic strength to a range of gymnastics actions. • To begin to carry simple apparatus such as mats and benches. • To perform a variety of basic gymnastics actions showing control. • To introduce turn, twist, spin, rock and roll and link these into movement patterns. • To perform longer movement phrases and link with confidence. Skills Covered: • Copy and explore basic movements with some control and coordination. • Perform different body shapes. • Perform 2 footed jumps. • Use equipment safely. • Balances with some control. • Link 2-3 simple movements.	Aims: •To describe and explain how performers can transition and link gymnastic elements. • To perform with control and consistency basic actions at different speeds and on different levels. • To challenge themselves to develop strength and flexibility. • To create and perform a simple sequence that is judged using simple gymnastic scoring. • To develop body management through a range of floor exercises. • To use core strength to link recognised gymnastics elements, e.g., back support and half twist. • To attempt to use rhythm while performing a sequence. • Demonstrate basic skills associated with yoga activities including strength and flexibility, balance and coordination. • Demonstrate the ability to perform yoga movements in various combinations and forms. • Demonstrate the ability to create and present various yoga sequences. • Can perform the yoga poses, have a strong tummy to help them keep their body in position • Demonstrate laying down, relaxed and focused on their breathing, taking deep breaths. • To challenge themselves to try all the harder yoga poses. Skills Covered: • Explore and create different pathways and patterns. • Use equipment in a variety of ways to create a sequence • Link movements together to create a sequence using rhythm. • Use start and finish shapes. • Demonstrate power in jumping. • Perform on different levels and with different speeds. • Back and front support using balance. • Move between poses while keeping balanced; • Arch their back up, and dip their back down, smoothly; • Repeat the yoga sequence with minimal support; • Use a full range of movements; transition smoothly between yoga poses; • Balance on one leg; • Create a short sequence of yoga poses; • Demonstrate a yoga pose to the class; • Breathe smoothly while in poses.	Aims: •To modify actions independently using different pathways, directions and shapes. • To consolidate and improve the quality of movements and gymnastics actions. • To relate strength and flexibility to the actions and movements they are performing. • To use basic compositional ideas to improve sequence work. • To identify similarities and differences in sequences. • To develop body management over a range of floor exercises. • To attempt to bring explosive moves into floor work through jumps and leaps. • To show increasing flexibility in shapes and balances. Skills Covered: • Use contrasting shapes, body control when rolling. • Work collaboratively with a partner to show unison in patterns and routines. • Show fluency in movement. • Use smooth transitions, bouncing and perform a half lever. • Apply compositional ideas independently and with others to create a sequence. • Copy, explore and remember a variety of movements and use these to create their own sequence. • Describes their own work using simple gymnastic vocabulary. • Begin to notice similarities and differences between sequences. • Use turns whilst travelling in a variety of ways. • Begin to show flexibility in movements • Begin to develop travelling and balancing using correct technique.	Aims: •To become increasingly competent and confident to perform skills more consistently. • To be able to perform in time with a partner and group. • To independently use compositional ideas in sequences such as changes in height, speed and direction. • To develop an increased range of body actions and shapes to include in a sequence. • To define muscles groups needed to support the core of their body. • To refine taking weight on small and large body parts, for example, hand and shoulder. Skills Covered: • Link skills with control, technique, coordination and fluency. • Understand composition by performing more complex sequences. • Begin to use gymnastic vocabulary to describe how to improve and refine performances. • Develop strength, technique and flexibility throughout performances. • Creates sequences using various body shapes and equipment. • Combine equipment with movement to create sequences. • Use cartwheel progressions. • Include speed changes in sequences. • Perform shoulder rolls and shoulder stands to show flow.	Aims: •To create longer and more complex sequences and adapt performances. • To take the lead in a group when preparing a sequence. • To develop symmetry individually, as a pair and in a small group. • To compare performances and judge strengths and areas for improvement. • To select a component for improvement—for example - timing or flow. • To take responsibility for your own warm-up, including remembering and repeating a variety of stretches. • To perform more complex actions, shapes and balances with consistency. • To use the information given by others to improve performance. Skills Covered: • Select and combine their skills, techniques and ideas. • Apply combined skills accurately and appropriately, consistently showing precision, control and fluency. • Draw on what they know about strategy, tactics and composition when performing and evaluating. • Analyse and comment on skills and techniques and how these are applied in their own and others' work. • Use more complex gym vocabulary to describe how to improve and refine performances. • Develops strength, technique and flexibility throughout performances. Links skills with control, technique and coordination. • Use symmetry, asymmetry and perform counterbalances, round offs and cartwheels. • Devise warm ups.	Aims: •To lead group warm-up showing understanding for the need for strength and flexibility. • To demonstrate accuracy, consistency, and clarity of movement. • To work independently and in small groups to make up your own sequences. • To arrange own apparatus to enhance work and vary compositional ideas. • To experience flight on and off of high apparatus. • Perform increasingly complex sequences. • To combine your ideas with others to build sequences. • To compose and practise actions and relate to music. • To show a desire to improve across a broad range of gymnastics actions. Skills Covered: •Plan and perform with precision, control and fluency, a movement sequence showing a wide range of actions including variations in speed, levels and directions. •Perform difficult actions, with an emphasis on extension, clear body shape and changes in direction. •Adapt sequences to include a partner or a small group and gradually increase the length of sequence work with a partner to make up a short sequence using the floor, mats and apparatus, showing consistency, fluency and clarity of movement. •Draw on what they know about strategy, tactics and composition when performing and evaluating. •Analyse and comment on skills and techniques and how these are applied in their own and others' work. •Use more complex gym vocabulary to describe how to improve and refine performances. •Develop strength, technique and flexibility throughout performances. •Prepare for vaulting and dismounting from height. • Use stimuli such as ribbons and hoops.



Dance

Yoga

balance Adapt yoga poses to create their own sequence Meditation Breathing techniques Poses - cat cow pose, chair pose, mountain pose, rainbow pose, tree pose •To practise basic movements, •To send a ball using feet and receive a •To perform some basic invasion games •To show an increased confidence and •To use strength, agility and •To apply aspects of fitness to the game such as including running, jumping, ball using feet. skills, throwing, catching, kicking and perform with more consistency a selection coordination when defending. power, strength, agility and coordination. throwing and catching. • To refine ways to control bodies and dribbling. of basic skills such as dribbling, throwing • To increase power and strength of • To choose and implement a broader range of • To begin to engage in a range of equipment. • To build attacking/offensive play. and shooting. passes, moving the ball accurately in a strategies to play defensively and offensively. • To show basic control skills, including competitive activities. • To recall and link combinations of • To develop a broader range of ball variety of situations. • To grasp more technical aspects of the game. • To experience opportunities handling skills. skills, e.g. dribbling and passing. sending and receiving the ball. To select and apply a range of tactics • To observe, recognise and analyse good individual to improve agility, balance and • To use footwork rules in a game situation • To select and apply a small range of • To send the ball with some accuracy to and techniques and play with and team performances. consistency. coordination. simple tactics. maintain possession and build attacking and explore basic marking. • To suggest, plan and lead simple drills for given skills. To recognise rules and apply To recognise good quality in self and To pass over a longer distance. To play effectively in a variety of • To combine and perform more complex skills at them in competitive and • To implement basic rules of modified • To move towards the ball to receive the positions and formations on the pitch. speed in games. • To work with others to build basic • To relate a more significant number • To use set plays in game situations and explain when cooperative games. games, e.g. basketball. • To use and apply simple attacking play. • To develop motor skills to handle sticks • To ass and move with the ball as a team of attacking and defensive tactics to and why they are used. strategies for invasion games. with ease and improve agility. to build attacks. gameplay • To switch effectively as a team between defence and • To show basic skills to maintain Preparing for and explaining Skills Covered: • To apply a small range of tactics in a To become more skilful when attack. the reasons why we enjoy Kick with the inside of the foot and possession. competitive situation. performing movements at speed. exercise. stop the ball with your feet. • To use space efficiently to build an • To demonstrate increased speed and • To select and apply the appropriate Skills Covered: Control a ball. Bounce the ball to send endurance during gameplay. skill in a game situation. General – Compare performances. Comprehend and attack. Skills Covered: • To link skills to perform as a team. • To evaluate skills, tactics and team play To play effectively as a team in show why a player with the ball should keep moving Catch and intercept. Bounce a ball to begin to dribble. to aid improvement. defence, taking individual or be ready to pass quickly in Netball. Bounce the ball to self. responsibility for your role. Throw/send a variety of equipment. Skills Covered: **Basketball** – Fast break, retreat dribble, free throw Defend a target. Pass and move. Intercepting in a game. **General** - Dribbling, passing in pairs. Skills Covered: rules, L-cut, v-cut, Pin down. Attack and defend as a pair. Defensive positioning. Building an attack. General - Passing over longer distances, Skills Covered: Football – Setting up others to shoot, denying space, Play goalkeeper. Communicate with a partner. Finding space to receive the ball. Shot, use some marking techniques and **General** – Combine basic skills with covering defender, penalty shooting, goalkeeping, Compete in a basic pass, dribble theory. introduce some defending principles. confidence, such as dribbling and close control knee, chest. tournament 2v2. Basketball – Jump Ball, two handed Basketball - Use footwork rules, explore shooting. Select and apply appropriate **Hockey** – Shooting from close range, long corners, goal-side marking, self-pass rule, channelling the shot. Defensive body position. basic marking, crossover dribble, bounce skills in a game situation. Football - Using inside and outside of pass, jump shot, triple threat position. Basketball – Block, forward pivot, opposition. Football - Dribbling in different directions, the foot, trapping. Hockey - Using the forward pass, push pass, boxing out. **Netball** – Double bounce rule, marking to pass or flat side of the stick. Close control, defensive tackling, front of player and goal Football - Turning with the ball, shoot, organisation around the D, rebounds as preparing to tackle. side marking. running with the ball, keeping attacker and defender, knocking the ball away. Tag Netball – Chest, shoulder and bounce **Hockey** – Push pass, slap pass, straight possession, step over. rugby - Set play for attacking, 'take the distance, not pass. Dodging to get free. dribble, stopping and turning with the ball Hockey – Block tackle, passing in the D, the time' and 'spaces, not faces' Tag Rugby - Ball handling. Running past **Netball** – Protecting the ball, basic sweep shot, dragging the ball. shooting, playing within 3rds, 1to1 Netball – Effective bounce pass in a defenders. Evading taggers and tag protocol. marking, footwork rules. game, use a greater variety of dodging Tag Rugby – Picking up and running with skills, pivot and pass, two-handed the ball, correct ball carrying position, shooting. keeping possession. **Tag Rugby** – Tagging opposition, when to run and when to pass into space, deny space to opponent, pop pass, magic diamond formation, 3 steps and pass technique. •To use thinking skills to •To use searching skills to find given To work with others to solve problems. •To work well in a team or group within •To explore ways of communicating in •To use the information given by others to complete follow multi-step instructions. •To describe their work and use different defined and understood roles. tasks and work collaboratively. items from clues and pictures. a range of challenging activities. • To solve more challenging • To work as a pair to navigate space. • To undertake more complex tasks. strategies to solve problems. • To plan and refine strategies to solve • To navigate and solve problems from problems as an individual. • To use and explore unusual • To lead others and be led. • To take responsibility for a role in a task. problems. memory. equipment to develop coordination.

Adventure

Invasion Games

(Hockey,

Football,

Rounders,

Basketball,

Cricket and

Tag Rugby)

- To comprehend that one thing can represent another.
- confidence.

• Follow simple instructions.

Outdoor

Move between poses using

• To take part in activities with increasing challenges to build

Skills Covered:

Recognise, remember, and

 To use problem-solving and motor skills.

Skills Covered:

• Use equipment in unconventional ways. Build on speed stack skills.

• To differentiate between when a task is competitive and when it is collaborative.

Skills Covered:

- Use non-verbal communication effectively.
- Develop further simple map reading
- Respond to and resolve problems as a
- To identify the relevance of and use maps, compass and symbols. • To Identify what they do well and

suggest what they could do to improve.

Skills Covered:

- Recognise compass points.
- Use a compass.
- · Follow a course.

· To develop and use trust to complete the task and perform under pressure.

Skills Covered:

- To use memory and recall skills.
- Work at maximum physical capacity, e.g., when running.
- Use control cards.
- Perform under pressure.

• To use knowledge of PE and physical activities to suggest design ideas & amendments to games.

Skills Covered:

- Follow a map.
- Identify objects in a scavenger hunt.
- Perform complex group pyramid balances. Tie a reef
- Design your own game using, refining, and adapting

match some symbols. • Perform physically challenging actions. • Follow a movement pattern with others. • Take part in competitive races and work with a partner.	
Undertake simple speed stack arrangements	Compose a small group movement

- pattern.
- Participate in blindfold activities.
- Introduce the principle of map keys and use them.

- team. Work cooperatively with a partner to Participate in trust activities. follow a map and solve problems. • Plan a route map.
 - Recognise a range of standard map symbols.
 - Evaluate their own success.
- Perform safely and with control.
- Classify and interpret simple morse

group ideas.

Athletics

•To begin to link running and jumping.

• Undertake simple speed stack arrangements.

- To learn and refine a range of running, which includes varying pathways and speeds.
- To develop throwing techniques to send objects over long distances.
- To Increase stamina and core strength needed to undertake athletics activities.
- To take part in a broad range of opportunities to extend strength, balance, agility and coordination.
- To cooperate with others to carry out more complex tasks.

Skills Covered:

- Starting and stopping at
- Show power in running by using arms.
- •Take off on two feet.
- •Use your leading arm to throw.
- •Compete in relay teams.
- Perform agile movements.
- Work for sustained periods.
- Negotiate obstacles.
- •Jumping and bounding.
- •Run from different starting positions.

- To develop power, agility, coordination and balance over a variety of activities.
- To throw and handle a variety of objects, including beanbags, balls, hoops.
- To negotiate obstacles showing increased control of body and limbs.
- To Improve running and jumping movements, work for sustained periods.
- To reflect on activities and make connections between a healthy, active lifestyle.
- To experience and improve on jumping for distance and height.

Skills Covered:

- Aware of others when running in
- Performs a variety of throws with control and coordination.
- Perform some static and dynamic balances.
- Explore their emotions around different challenges.
- Attempt more accuracy in throws.
- Perform under pressure.
- Explore breathing techniques.
- Can jump from a standing position with accuracy.
- Can use equipment safely.

- •To control movements and body actions in response to specific instructions.
- To demonstrate agility and speed.
- To jump for height and distance with control and balance.
- To throw with speed and power and apply appropriate force.

Skills Covered:

- •Combination jumps hop, skip jump.
- Recognising and performing different
- Approaching hurdles.
- Recording scores accurately.
- •Beginning to run at speeds appropriate for the distance. e.g. sprinting and cross country.
- •Performs a variety of throws using a selection of equipment.
- •Can use equipment safely and with good control

- •To use running, jumping, and throwing stations, children investigate different ways of performing these activities in small groups.
- To use various equipment, ways of measuring and timing, comparing the effectiveness of different styles of runs, jumps and throws

Skills Covered:

- Beginning to build a variety of running techniques and use them with confidence.
- •Can perform a running jump with more than one component. e.g. hop skip jump (triple jump).
- •Demonstrates accuracy in throwing and catching activities.
- Describes good athletic performance using correct vocabulary.
- •Can use equipment safely and with good control.
- Perform baton exchanges.

- To sustain pace over short and long distances, such as running 100m and running for 2 minutes.
- To run as part of a relay team working at their maximum speed.
- To perform a range of jumps and throws, demonstrating increasing power and accuracy.

Skills Covered:

- Develop a variety of running techniques and use them with confidence.
- •Can perform a running jump with more than one component. e.g. hop skip jump (triple jump).
- Beginning to record peers' performances, and evaluate these.
- Demonstrates accuracy and confidence in throwing and catching activities.
- Describes good athletic performance using correct vocabulary.
- •Can use equipment safely and with good control.
- Prepare to run an individual leg.
- Develop further the principles of
- Baton exchange within a restricted

- •To become confident and an expert in a range of techniques and recognise their success.
- To apply strength and flexibility to a broad range of throwing, running and jumping activities.
- To work in collaboration and demonstrate improvement when working with self and others.
- To accurately and confidently judge across a variety of activities.

Skills Covered:

- Have a variety of running techniques and use them with confidence.
- •Can perform a running jump with more than one component. e.g. hop skip jump (triple jump).
- Being confident when recording peers'
- performances, and evaluating these. Demonstrates accuracy and confidence in throwing and catching activities.
- Describes good athletic performance using correct vocabulary.
- Can use equipment safely and with good control.
- Sprint start techniques.
- •Run up for the long jump.
- Recording data for different types of throws.
- •Work collaboratively to judge and record.

Net and wall / **Tennis**

- hand or bat.
- To move towards a moving ball to return it.
- of balls/objects such as balloons and beach balls. • To track, intercept and stop
- a variety of objects such as balls and beanbags.

beat the opposition.

- •To send an object with increased confidence using
- To send and return a variety
- To select and apply skills to

- •To be able to track the path of a ball over a net and move towards it.
 - To begin to hit and return a ball using hands and racquets with some consistency.
 - To play modified net/wall games throwing, catching and sending over a
 - To be able to make it difficult for their opponent to score a point. To begin to choose specific tactics
 - appropriate to the situation. •To Improve agility and coordination

- •To identify and describe some rules of net/wall games.
- To serve to begin a game.
- To explore forehand hitting.
- To play with some understanding of modified court boundaries

Skills Covered:

Badminton - Use hard and soft hits. Hit using direction. Return a shuttle. Play using forehand shots, playing to boundaries—rally with a partner. Send and return over a net. Serve using the

- •To explore and use different shots with both the forehand and backhand.
- To demonstrate different net/wall skills. • Practise some trick shots in isolation.
- Work to return the serve.
- To demonstrate different court positions in gameplay.

Skills Covered:

Badminton - Underarm forehand shot. Overhead/clearance shot. Introducing backhand. Practice racquet handling skills with trick shots. Explain different scoring

- •To use different types of serves in-game and new shots learnt in games.
- To play with others to score and defend points in competitive games.
- To move confidently around the playing area using footwork techniques.
- T develop different ways of playing with others cooperatively and in competition.
- To introduce Volley shots and Overhead shots.

- •To develop a broader range of shots.
- To begin to select and apply more sophisticated tactics such as netplay and offensive and defensive positioning.
- To play with fluency with a partner in doubles/partner scenarios.
- To develop backhand shots.
- To begin to use full scoring systems
- To continue developing doubles play and tactics to improve.

Skills Covered:

Badminton – Drop and smash shot. Drop shot and

	Skills Covered: Sliding and receiving a ball/beanbag. Explore different ways of sending a ball. Moving towards and returning balls. Scoring points against opposition. Attempt to hit a ball. Basic rally with slow moving objects (balloon). Feeding the ball over a net. Track balls. Develop core strength to send objects from a sitting, kneeling and standing position.	and use in a game. Skills Covered: Identify dominant and nondominant sides. Use basic serving rules in a game. Able to self-feed a ball to a partner using a racquet. Develop agility in isolated challenges. Develop the ready position to receive a ball. Play a variety of roles in a simple game. Throw into space to make it difficult for an opponent to return. Play out a point from a serve.	forehand. Tennis – Ready position. Hit to different areas of the court. Perform a forehand shot. Move towards the ball to return. Serve with some accuracy to targets.	scenarios. Developing singles play. Tennis – Correct position to return balls. Consistently send forehand to targets. Introducing the backhand. Work cooperatively to score points in simple doubles play.	To Further explore Tennis service rules. Skills Covered: Badminton – Moving opposition around the court. Perform forehand long and short serves. Use close control. Develop reaction time. Tennis – Volley shots. Clearing from the back of the court. Different positioning for doubles games. Approach the ball and forehand and backhand. Conditioned games to encourage using different shot types.	recover. Use quick reactions for confident netplay. Offensive court positioning. Defensive formations for doubles. Tennis - Introduce the lob. Communication in doubles play. Two-handed backhand shot. Use full rules for modified tennis games. Use doubles tactics and court positioning effectively in competition
Striking and Fielding	Aims: •To hit objects with a hand or bat. • To track and retrieve a rolling ball. • To throw and catch a variety of balls and objects. • To develop sending and receiving skills to benefit fielding as a team. • To distinguish between the roles of batters and fielders. • To introduce the concept of simple tactics Skills Covered: Use a range of throwing and rolling skills. Return a ball to a base/zone. Work with others to stop players from scoring runs. Self-feed and hit a ball. Run between bases to score points.	Aims: •To develop hitting skills with a variety of bats. • To practise feeding/bowling skills. • To hit and run to score points in games. • To work on a variety of ways to score runs in the other hit, catch, run games. • To attempt to work as a team to field. • To begin to play the role of wicket keeper or backstop. Skills Covered: Hit with bats (some still hitting with hands). Use kicking to send a ball and score points. Use underarm bowling. Play as part of a team. Run to 'safety'. Outwit bowler and hot to space. Move inline to stop the ball.	Aims: •To be able to adhere to some of the basic rules of cricket of striking and fielding games. • To develop a range of skills to use in isolation and a competitive context. • To use basic skills with more consistency, including striking a bowled ball. • To work cooperatively with others to complete fielding tasks. Skills Covered: General — Bowl with some accuracy and consistency. Use the long barrier to collect a rolling ball/collect and return a moving ball.	Aims: • To develop the range of striking and fielding skills they can apply in a competitive context • To choose and use a range of simple tactics in isolation and in a game context. • To consolidate existing skills and apply with consistency. • To strike to the ball with intent, use decision making and attempt direction. Skills Covered: General – Directing hits to score runs. Attempt to stop a bouncing ground ball with some success.	Aims: •To link together a range of skills and use them in combination. • To collaborate with a team to choose, use and adapt rules in games. • To recognise how some aspects of fitness apply to striking and fielding, e.g., power, flexibility, and cardiovascular endurance. • To develop retrieving and returning the ball. Skills Covered: General – Throw for accuracy over short distances. Recognise where to play. Rounders – Body position to catch a ball to stump players out. Apply backwards hit rule, attempt to catch a backward hit. Distinguish between deep and close fielding.	Aims: •To apply consistently standard rules in a variety of different styles of games. • To attempt a small range of shots in isolation and competitive scenarios. • To use a range of tactics for attacking and defending in the role of bowler, batter and fielder Skills Covered: General – Demonstrate urgency when acquiring runs/rounders. Track and catch high balls. Work in pairs to field a long ball. Rounders – Play using standard rounders pitch layout. Bowling a fast ball. Play tactically to avoid overtaking teammates.
Swimming				Aims: • To swim competently, confidently and proficiently over a distance of at least 25 metres. • To use a range of strokes effectively. • To perform safe self-rescue in different water-based situations. • To develop basic pool safety skills and confidence in water. • To develop travel in vertical or horizontal position and introduce floats. • To develop push and glides, any kick action on front and back with or without support aids. • To develop entry and exit, travel further, float and submerge. • To develop balance, link activities and travel further on the whole stroke. • To show breath control. Introduction to deeper water. • To be able to tread water. Skills Covered: Beginners • Pulling and pushing.	Aims: Aims: • To swim competently, confidently and proficiently over a distance of at least 25 metres. • To use a range of strokes effectively. • To perform safe self-rescue in different water-based situations. • To develop basic pool safety skills and confidence in water. • To develop travel in vertical or horizontal position and introduce floats. • To develop push and glides, any kick action on front and back with or without support aids. • To develop entry and exit, travel further, float and submerge. • To develop balance, link activities and travel further on the whole stroke. • To show breath control. Introduction to deeper water. • To be able to tread water.	Aims: • To swim competently, confidently and proficiently over a distance of at least 25 metres. • To use a range of strokes effectively. • To perform safe self-rescue in different water-based situations. • To develop basic pool safety skills and confidence in water. • To develop travel in vertical or horizontal position and introduce floats. • To develop push and glides, any kick action on front and back with or without support aids. • To develop entry and exit, travel further, float and submerge. • To develop balance, link activities and travel further on the whole stroke. • To show breath control. Introduction to deeper water. • To be able to tread water. Skills Covered: Beginners • Pulling and pushing.

Submerging. Prone float. Supine float. Leg action or Push, glide, t Doggy paddl. The transition Treading wat Intermediate Jump in from submerge. Sink and roll. Front crawl le Surface dive. Linking 3 diff techniques. Breastroke le Somersault in Sculling face Kicking whill Advanced Relay change Mushroom fl Partner supp Crouching dif Surface dive. Treading wat Tumble turny	ground. sum. sum. submerging. Prone float. Submerging. Prush, glide, turn. Doggy paddle. The transition from glide to stroke. Treading water. Intermediate Jump in from the side of the pool and submerge. Sink and roll. Front crawl legs. Surface dive. Linking 3 different types of floating techniques. Submergial in water. Submerging. Prush, glide, turn. Doggy paddle. The transition from glide to stroke. Treading water. Intermediate Jump in from the side of the pool and submerge. Sink and roll. Front crawl legs. Surface dive. Linking 3 different types of floating techniques. Surface dive. Linking 3 different types of floating techniques. Sufface dive. Sulling face in the water. Kicking while submerged. Advanced Relay change over. Mushroom float. Partner support. Crouching dive. Surface dive. Treading water. Intermediate Pump in from the side of the pool and submerge. Sink and roll. Front crawl legs. Surface dive. Linking 3 different types of floating techniques. Sulling face in the water. Kicking while submerged. Advanced Relay change over. Mushroom float. Partner support. Crouching dive. Surface dive. Treading water. Treading water. Thermediate Pump in from the side of the pool and submerge. Sink and roll. Front crawl legs. Somersault in water. Sulling face in the w
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