EYFS	<u>Autumn 1</u>	<u>Autumn 2</u>	Spring 1	Spring 2	<u>Summer 1</u>	Summer 2		
Potential Themes/ Interests of children	Starting School Autumn Harvest Family Who am I?	People Who Help Us Christmas Celebrations including Diwali	Winter Arctic environments Journeys The world around us Chinese New Year	Growing up - babies, generations Health inc. oral health Spring Easter The Farm	Life Cycles - butterflies, beans, sunflower Outdoors Gardening	Summer Hot environments Rock pools Mermaids Pirates Seaside		
Possible Celebrations & Experiences	Starting School, , Autumn, Black History Month,	Diwali , Bonfire Night, Children in Need, Remembrance Day, Advent, Christmas, Christmas Nativity People Who Help us visitors	Valentine's Day, Lunar New Year / Chinese New Year, Safer Internet Day	World Book Day, Comic Relief, Mother's Day, Pancake Day, Easter		Father's Day , Sports Day, Transition		
P.E.	Physical activity is and fine motor ex development movement wir outdoors, adults and agility. Gross Fine motor contro varied opportunit	Statutory Guidance from the EYFS Framework for Physical Development: Physical activity is vital in children's all-round development, enabling them to pursue happy, healthy and active lives. Gross and fine motor experiences develop incrementally throughout early childhood, starting with sensory explorations and the development of a child's strength, co-ordination and positional awareness through tummy time, crawling and play movement with both objects and adults. By creating games and providing opportunities for play both indoors and outdoors, adults can support children to develop their core strength, stability, balance, spatial awareness, co-ordination and agility. Gross motor skills provide the foundation for developing healthy bodies and social and emotional well-being. Fine motor control and precision helps with hand-eye co-ordination, which is later linked to early literacy. Repeated and varied opportunities to explore and play with small world activities, puzzles, arts and crafts and the practice of using small tools, with feedback and support from adults, allow children to develop proficiency, control and confidence.						
NURSERY General yearly Physical Development progression	 Supporting children to pick up heavier items with two hands and handling heavier objects carefully – or asking for support. Balancing on one foot for short periods of time – still or hopping. Learning to climb with care. Learning to navigate simple obstacles e.g. walking across planks, jumping off small steps. Learning how to co-ordinate a large ball e.g. rolling, throwing, catching, playing games. 							
NURSERY GROSS MOTOR	Walk and crawl confidently. Climb using two	Begin to move slowly on a balance bike.	Children putting on their own coat (needing support to	Children can kick a large ball with some control. Children	To use a balance bike more confidently. To run	To make up own movements		

Intent	feet at a time.	Begin to use a	do their coat up	can throw a ball	with more	with their
Vocabulary			still), Children	with some control.	confidence and skill.	
	Knowing how to	climbing frame				body. To
Implementation	scoop and pour	with support from	putting on their own	To begin to balance	To independently	begin to use
	e.g. sand, mud.	an adult. Being	shoes. Going up	on one leg. To	use a climbing	their core
	To run around the	able to use a	and down stairs with	dance with control	frame or similar	muscle
	setting with some	swing with some	control and	using different parts	resource, To begin	strength to
	control and	independence.	balance.	of their body. To use	to show good	achieve
	direction.	Balance, careful,	Coat,	the available	posture when sitting	good posture
	Clapping and	bike, safe, safely,	independently, by	equipment to	on the carpet.	when sitting
	stamping to	climb, high, feet,	yourself, help, ask,	create an obstacle	Balance, bike, look,	on the floor or
	music.	watch, hands,	shoes, up, down,	course to navigate.	watch, careful, skill,	at the table.
	Walk, crawl, skill,	help, swing, kick,	watch, careful,	Kick, large, ball,	navigate,	To be able to
	carefully, safe,	move, jump.	safely, control,	hands, feet, fast,	independently,	climb safely.
	safely, scoop,	Children using	balance.	slow, watch, control,	climb, frame,	Children
	use, pour, dig,	balance bikes	Children	balance, leg, hop,	careful, safe,	choosing the
	tools, sand, mud,	with guidance	encouraged to put	jump, still, dance,	straight, cross legs,	right
	water, run,	from adults in the	on their coat and	obstacle, move,	cross arms, smart	equipment to
	careful,	provision, children	shown how to do	jump.	sitting.	move safely.
	clapping,	having access to	this step by step,	Children having a	Children having	Dance,
	stamping.	a climbing frame	children	range of different	access to balance	Move, Sit,
	Children playing	and supported to	encouraged to put	sized balls to play	bikes to use	sitting up,
	games that	use them,	on their shoes and	with independently,	independently,	straight, smart
	involve walking	children using a	shown how to do	children supported	Children having	sitting,
	and crawling,	swing and	this step by step,	to balance on one	access to a	posture, floor,
	adults modelling	verbally	children going up	leg and playing	climbing frame and	carpet, table,
	good posture	supported or	and down stairs to	games where they	obstacle like	pen, pencil,
	when walking	modelled to –	develop	balance on one leg,	equipment, children	scissors, ball,
	and crawling,	how to use.	confidence and	children provided	given time to sit and	racket, rope,
	children		independence to	with music to dance	listen on the carpet	cone.
	supported on a		do so.	to and adults to	and supported to sit	Children
	climbing frame			model dances for	correctly during this	having music
	physically and			children to follow.	time.	to dance to
	verbally, children					and move to,
	having access to					Children
	mud, sand,					sitting at
	water, children					tables, sitting
	dancing and					on the
	clapping during					carpet,
						children

	a guided singing time.					having access to a range of tools and equipment such as pens, scissors, balls, rackets, cones to use.
RECEPTION General yearly Physical Development progression	gymnastics Children wi Children wi	and sport. II develop their fine m II always have acces II develop a good po	notor skills to use a rang s to pencils, paintbrush sture when sitting at a	on, balance, and agility e of tools safely and co es, scissors, knives, forks, table (classroom and d y for Year 1 writing expe	nfidently. and spoon. inner times)	
RECEPTION GROSS MOTOR Intent Vocabulary Implementation	Begin to use their core muscle strength to achieve good posture when sitting on the floor or at the table. Begin to safely use tools and equipment. Sit, sitting up, straight, smart sitting, posture, floor, carpet, table, pen, pencil, scissors, ball, racket, rope, cone. Children sitting at tables, sitting on the carpet,	Begin to develop overall body; strength, balance, co-ordination, balance and agility. Experiment moving in different ways. Sit, sitting up, straight, smart sitting, balance, follow me, climb, apparatus, mats, slither, crawl, skip, jump, hop, side step. P.E Lessons focusing on strength and balance – using equipment to	Continue to develop overall body strength, balance and coordination. Strength, balance, coordination, climb, dance, dance move, music, shape, shape names, tension, floppy. P.E Lessons focusing on strength and balance – using equipment to climb, using mats to make a range of shapes with their body, listening to music and experimenting with moving their	Negotiates space successfully and can adjust speed and direction. Showing increasing control with a ball. Space, surroundings, aware, speed, direction, control, ball, looking, racket, hands, eyes. Moving around during P.E lessons and negotiating around a range of obstacles at different speeds – replicating it outside in their play	Using equipment safely with consideration to others. Move in a range of ways confidently including running, jumping, dancing, hopping, skipping and climbing. Equipment, ball, cones, safety, careful, running, jumping, stepping, dancing, hopping, skipping, climbing. Children having access to a range of tools and equipment such as pens, scissors, balls,	Negotiate space and obstacles safely. Show strength, balance and coordination when playing. Developing in ability when dancing to music. Space, carefully, aware, surroundings, direction, speed, strength, coordination,

	range of tools and equipment such as pens, scissors, balls, rackets, cones to use.	of shapes with their body, moving around the sports hall in different ways.	dance moves and creating their own.		reminded to use this carefully around other children.	jumping, hopping, skipping, climbing, moving, travelling. Adults prompting children to run safely, adults supporting children with gross motor skills by setting up activities and children having access to the equipment at
RECEPTION	Children using	Children	Developing an	Children forming	Confidently using	all times. Children using
FINE MOTOR	pencils and other	continuing to	effective pencil grip.	recognisable letters	scissors and small	the tripod
	equipment	develop their fine	Developing skill	with an effective	tools.	grip.
Intent	comfortably for	motor skills.	when using tools	pencil grip.	Beginning to use a	Using a range
Vocabulary	them.	Children	including scissors.	Letters, trace,	tripod grip to draw	of small tools.
Implementation	Children making	beginning to learn	Pencil, grip, hand,	rhymes, pencil grip.	and write	Showing
	snips in paper	correct letter	fingers, skill, scissors,	Children being	accurately.	accuracy
	either using one	formations and	snips, control.	taught letter	Scissors, small tools,	when
	hand or two.	use these in their	Adults supporting	formations, incorrect	tripod, fingers, draw,	drawing.
	Pencils, tools,	writing.	children to develop	formations being	pencils.	Tripod, pencil,
	equipment,	Pen, pencils,	their pencil grip –	corrected and	Adults supporting	grip, skill,
	safely, hand,	scissors,	verbally, moving	teachers supporting	children to develop	tools, pen,
	scissors, snips. Pencils available	paintbrush, finger, finger strong,	fingers, pencil grips if children need	children to correct these, Adults	their pencil grip – verbally, moving	pencil, scissors,
	for children at all	dough, dough	support. Scissors and	supporting children	fingers, pencil grips if	weaving,
	times, scissors	disco, letter	small tools available	to develop their	children need	threading,
	available for	formation, letters,	in provision for	pencil grip –	support. Scissors and	accuracy,
	children to use,	rhymes, writing.	children as well as	verbally, moving	small tools available	drawing,

	activities for children that include mark making, name writing and snipping paper.	Fine motor activities in the class as well as adult guided activities – drawing, writing, cutting, tracing ect. Weekly handwriting lessons – children introduces to new formations to copy and then use during writing activities.	guided activities using these materials.	fingers, pencil grips if children need support.	in provision for children as well as guided activities using these materials.	detail, tracing. Adults supporting children to develop their pencil grip – verbally, moving fingers, pencil grips if children need support. Scissors and small tools
						available in provision for children as well as guided activities using these materials.
POTENTIAL P.E. PASSPORT LINKS	RECEPTION – FUNDAMENTAL MOVEMENT SKILLS ALL – FINE MOTOR SKILLS	AN ADVENTURE WITH THE EMERGENCY SERVICES RECEPTION BALANCE BIKES	MULTI SKILLS BOOTCAMP NURSERY/RECEPTION YOGA	A DAY ON THE FARM NURSERY GYMNASTICS – TRAVELLING, STOPPING AND MAKING SHAPES RECEPTION- GYMNASTICS- FLIGHT, BOUNCING, JUMPING AND LANDING	NURSERY/RECEPTION ATHLETICS 1	AN ENCOUNTER WITH PIRATES NURSERY- DANCE- COPY AND EXPOLRE RECEPTION- DANCE - SEASONS

	Striking and	Fundamental	Dance – Animals Perform dances	Invasion Games skills	Target Games 1 (PP) Throw with	Striking and
	Fielding skills 1 (PP)Cricket	movement skills 2 (PP)	using simple	1 (PP) Learn how to	accuracy to hit a	Fielding skills (PP)
	To develop	To work as a team	movement patterns.	intercept an	target both near	Strike a ball
	hand-eye	to complete	Travel, Stillness,	opposing team	and far	and get into
	coordination.	games and work	Direction	Free space, Own	Work together as a	a space to
	To develop	on fine motor skills	Space, Beginning,	space	team to complete	field
	catching skills	Free space, Own	Middle	Opposite, Team	an activity	nord
	batting, pitch,	space, Opposite,	End, unison, canon,	- 1- 1	Throwing, moving	Hit a ball with
	strike, on the	Team	mirroring		target, obstacles,	a bat
	move,				speed, distance	Controlling,
	communication,					Shooting
	bowling,					Scoring
	fielding, wickets					
	Multi-skills —	Net and wall	Gymnastics –	Multi-skills —	Object	Athletics (PP)
1	Bootcamp	games skills 1 (PP)	Balancing and	Bootcamp	manipulation	Practice a
	To develop core	How to send and	spinning (PP)	To develop core	(PP)	variety of skills
	strength, stability	receive a ball.	Balance and spin on	strength, stability	To develop control	such as
	and resilience	Learnt what a	a variety of different	and resilience	over an object by	running,
	Personal	ready position looks like.	body parts	Personal challenge,	throwing, kicking	hopping,
	challenge, core,	Rebound, Follow,	Explore a variety of apparatus moving	core, strength, resilience	and dribbling. move, kick, throw,	skipping, balancing
	strength, resilience	Aiming	in different ways	resilience	dribble, object	and throwing
	Tesilience	Speed, Direction,	in different ways		UIDDIE, ODJECT	
		Passing	extension, roll, copy,			Sports day.
		Controlling	pathway, along,			Accelerate,
		001	jump, land,			Baton, Relay,
			balance, tension,			Push
			curved, straight			Take off,
						Landing,
						Evaluate
						Improve
	Target Games Tri-	Gymnastics –	Gymnastics –	Striking and fielding	Target games 3 (PP)	Athletics 2
	golf (PP)	spinning, turning,	stretching, curling,	game skills 2 (PP)	Show me how to	(PP)
-	What are the two	twisting (PP)	arching (PP)	To bowl overarm	position your body	Striking and
2	different clubs	To model what	To use arms to help	To return a ball	to throw well.	Fielding -
	called which we	these words	me hop.	underarm	Show me how to	Show me
	use in golf?	mean	To make a W shape	To strike a ball.	stand to roll a ball	what these
			to receive a catch		consistency,	words mean

	Show me how to use each of them. Power, speed, accuracy, distance, timing	Tall Narrow Spring Crawl Tension Curve	combinations, sequence, front, back, routine, transitions	bowling, behaviour, acceptance, rules, backing up	obstacles, moving target, different heights	Leap Skip Hop Overarm Underarm Leap, Skip, Hop, Overarm, Underarm
	Invasion Games (PP) To pass a ball and o move into space to receive a pass To bend down using my knees and not by bending my back when playing a game to keep safe dodge, pass, throw, bend, receive	Multi-skills Bootcamp To develop core strength, stability and resilience Personal challenge, core, strength, resilience	Yoga (PP) Why it is important to have quite while performing yoga. Show me what 3 part breathing is. Breathing, relaxation, position	Multi-skills Bootcamp To develop core strength, stability and resilience Personal challenge, core, strength, resilience	Fundamental movement skills 3 (PP) Show me how to dribble and pass a ball. Show me 3 ways to jump. Catching, Throwing, Follow, Aiming, Speed, Direction	Dance – mini beasts (PP) To describe what rhythm means To describe what space means. Feelings, Body parts, Levels Directions, Pathways, Speed Rhythm
3	Gymnastics (PP) Creating sequences using symmetrical and asymmetrical gymnastics moves Children know what symmetrical shapes look like. Children know how to work in time with a partner.	Invasion Game Skills(PP) Learning to dodge, attack and defend with a ball Children know how to travel with their head up. Children can attack and defend. attack, receive, shield, hands,	Athletics (PP) Running, jumping, throwing techniques Children know how to start a sprint race. Children know the technique associated with hurdling. Children know how to high jump. Children know the pull technique when throwing.	Invasion: Handball (PP) Attacking and defending, using various tactics Children know the various rules of handball. Children know the importance of demonstrating values of teamwork and sportsmanship.	Net and Wall: Tennis (PP) Sending and retrieving a ball using various tactics Children know what the ready position is. Children know to hit the ball with a full backswing. Children know the rules of tennis and how to score. Keeping score, Making space	Invasion: Hockey (PP) Attacking and defending, using various tactics Children know the rules of hockey. Children know the techniques for push passing.

Children know different ways of performing with a partner. Symmetrical, Asymmetrical Combination, Evaluate, Improve	feet, control, dodge, evade	Children can improve on personal bests. Time, Stamina, obstacles Underarm, Overarm, Hurdles Landing, Sprint, Steady, pace	dummy, pass, move, close down, protect space, defend	Pass/send/receive	Children know the importance of good close control. Defending, Hitting, Stance
Dance-Stone Age Children know how to translate images in to actions to communicate meaning. Space, Repeat, Dance Phrase Improvisation, Character, Gesture, Repetition Action and reaction	Multi-skills Bootcamp To develop core strength, stability and resilience Personal challenge, core, strength, resilience	Yoga (PP) Meditation and control. Children know breathing techniques. Children know how to meditate. Children know how to relax. breathing, pose, relaxation	Gymnastics- perform a range of gymnastic movements, linking movements seamlessly (PP) Children know the difference between a point and a patch. Children can spin with control. Children know how to perform asymmetrically and symmetrically and on different levels. Children have good quality transitions between movements. Symmetrical Combination, Evaluate, Improve	Multi-skills Bootcamp To develop core strength, stability and resilience Personal challenge, core, strength, resilience	Dance- Egyptians (PP) Children know how to translate images in to actions to communicate meaning. Space, Repeat, Dance Phrase Improvisation, Character, Gesture, Repetition Action and reaction

4	Ultimate Frisbee Throw a backhand pass. Perform a crocodile catch Perform a pivot turn. Throw a curve pass. Demonstrate competence in the key skill of the game. Points, Goals, Rules, Tactics, Batting, Fielding, Offside, Pitch	Dodgeball (Net and Wall games) PP Develop the following skills: throwing, speed, agility, accuracy, dodging and teamwork. Keep possession, Keep the ball Scoring goals, Keeping score Making space, Pass/send/receive	Football - PP Dribble and control the ball in a marked-out area. Develop their agility and coordination skills. Effectively passing and receiving the ball. Develop and demonstrate sportsmanship Points, Goals, Rules, Tactics, Batting, Fielding, Offside, Pitch	Athletics - PP Recognise and name some athletic events and techniques. Practise existing basic running, throwing and jumping skills. Show some control and co-ordination when running and performing a jump or throw. Hurdles, Landing, Control, Preferred, Landing foot, Time Stamina, Obstacles, Stance	Basketball (Invasion games) PP Dribble and control the ball in a marked-out area. Develop their agility and coordination skills. Effectively passing and receiving the ball. Develop and demonstrate sportsmanship Points, Goals, Rules, Tactics, Batting, Fielding, Offside, Pitch	Rounders Catch high balls comfortably Backpedal to catch balls over me How to keep score To call my name if going for a high catch Defending, Hitting, Stance, Rounder, Backstop
	Gymnastics (Arching and bridging) PP Children will develop their balancing, flexibility and core strength throughout the gymnastic sessions. They will also begin to link skills to perform actions and sequences of movement. This will then lead onto the children being able to	Dance How to listen to other people's ideas and vocalise my own thoughts Show use of Canon and changes in Formation when creating and performing group section Space, Repeat, Dance Phrase Improvisation, Character, Gesture,	Multi-skills Bootcamp To develop core strength, stability and resilience Personal challenge, core, strength, resilience	Gymnastics (Skills 2 – Balance) PP Develop flexibility, strength, technique, control and balance by learning how to perform a range of: jumps, leaps, rolls, vault movements and round-offs. Choose effective linking moves to create sequences of movement. Adapt, improve and perform a movement sequence.	Archery Demonstrate proper stance, nocking, targeting, and release techniques. Follow basic safety procedures involved in handling and using archery equipment. Develop the basic skills necessary to enjoy archery as a sport. stance, nocking, targeting, release Swimming	Athletics Travel changing direction and speed easily. Show an awareness of space and know how to use it in games. Describe what happens to their breathing and heart rate during

perform with	Repetition, Action	Level, Wide, Tucked,	use a range of	different
control and	and reaction	Straight	strokes effectively	activity.
poise.	unurcuciion	Twisted,	Swim competently,	Develop
Level, Wide,		Constructive	confidently and	reaction,
Tucked, Straight		CONSIDENTE	proficiently over a	control and
Twisted,		Swimming	distance of at least	consistency in
Constructive			25 metres	
Constructive		use a range of	25 metres	their skills.
		strokes effectively	french energy de la contra	Change
		Swim competently,	front crawl, back	direction and
		confidently and	stroke, breast stroke	speed
		proficiently over a		Hurdles,
		distance of at least		Landing,
		25 metres		Control,
		front crawl, back		Preferred,
		stroke, breast stroke		Landing foot,
				Time
				Stamina,
				Obstacles,
				Stance
				Swimming
				use a range
				of strokes
				effectively
				Swim
				competently,
				confidently
				and
				proficiently
				over a
				distance of at
				least 25
				metres
				front crawl,
				back stroke,
				breast stroke
				DIEUSI SIIUKE

	Dance (PP) Explain what is	Yoga Children know	Net and Wall - Tennis (PP)	Gymnastics- mirroring and	Handball (PP) Explain the rules of	Danish Longball (PP)
	meant by action and reaction How did you use these in your dance last year? Variation, Improvisation, Unison, Canon, Action Reaction, Motif, Phrase Interpret, Exploration	breathing techniques. Children know how to meditate. Children know how to relax. Children to develop flexibility and core strength pose, position, affirmation	Explain the rules of the game Explain how to play Take part in the game, safely Court, Target, Net, Defending Hitting, Stance, Forehand, Backhand	contrasting (PP) What does mirroring/contrasting mean? Explain/show the following terms: Rotation Stamina Tucked Combine Safety Rotation, Stamina, Tucked, Combine, Safety	the game Explain how to play Take part in the game, safely Defending, Support, Marking, Covering, Repossession, Attackers, Defenders, Marking, Team play	Explain the rules of the game Explain how to play Take part in the game, safely Shooting, Shield ball Width, Depth
5	Health Related Fitness (PP) Talk about the importance of keeping healthy Explain ways in which we can keep healthy health, fitness, wellbeing, physical, mental, balance	Team building and problem solving (PP) Explain how to work well as a team Solve problems as a team team, orienteering, location, direction, accuracy	Gymnastics- synchronisation and canon (PP) What does canon/unison mean? Explain/show the following terms: Rotation Stamina Tucked Combine Safety	OAA (PP) Explain what orienteering is Follow a map work as a team team, orienteering, location, direction, accuracy	Invasion game skills 4 (PP) Explain the rules of the game Explain how to play Take part in the game, safely Defending, Support, Marking Covering, Repossession Attackers, Defenders Marking, Team play Multi-skills Bootcamp To develop core strength, stability and resilience	Athletics (PP) Explain/show: Landing foot Hurdles Stance Stamina Approach Stamina, Time, Projectory Release, Performance Accuracy, Target, Time Position, Measure, Control

					Personal challenge, core, strength, resilience	
6	Striking and fielding – cricket (PP) Bowl with consistent accuracy and length Pick up and return a ball with one hand quickly and consistently well Use my feet to get to the pitch of the ball when batting) wicket, pitch, bowl, batting, fielding, keeper	Indoor Athletics Explain/show: Landing foot Hurdles Stance Stamina Approach Leading leg, Hurdles, Throwing Speed, Accuracy, Take off, Stamina	Competitive- Skittleball Attacking Defending Teamwork Competition Chest pass landing foot, pivot and stepping Attacking, Defending, Teamwork, Competition, Chest pass, landing foot, pivot, stepping	Gymnastics – (Group Sequences PP) sequence of rolls formations and pathways change the dynamics within a sequence adapt a floor sequence to make it work on the apparatus Tension, Inverted, Judge, Dynamics, Combination, Canon Counter-tension, Counter-tension, Counter-balance, Criteria, Performance Imaginative, Parallel, Creativity Flight, Timing,	Outdoor Activities (Residential) The importance of having a plan before I undertake a challenge How to keep a partner safe Where I need to position myself to give clear instructions and keep my partner safe How to use a simple map to navigate myself around Planning, leadership, communication, adaptability, coordination, enthusiasm	Athletics (PP) How to control my running over middle distance How running a bend differs from running a straight How to throw safely as part of a group To use my non-throwing arm to help me throw My take off foot and lead leg How to hurdle efficiently Leading leg, Hurdles, Throwing Speed, Accuracy, Take off, Stamina

Multi-skills	Multi-skills	Dance (Dance	Invasion - Hockey	Dodgeball (PP)	Multi-skills
Bootcamp	Speed Stacking	through the ages	(PP)	To aim low to get an	Bootcamp
To develop core	Hand-eye	PP)	Push passing	opponent out	To develop
strength, stability	coordination	(Swap with AT)	Indian Dribble	Not to turn my back	core strength,
and resilience	3-6-3 formation	A motif	Jab tackle	on the other team	stability and
Personal	1-10-1 formation	demonstrating	Pass and move	That by moving	resilience
challenge, core,	Speed Stacking	agility, balance,	Attack and defend.	around I make	Personal
strength,	formation, stack,	coordination and	Push passing, Indian	myself more difficult	challenge,
resilience	hand-eye	precision	Dribble, Jab tackle,	to hit	core,
	coordination	Change static	Pass and move,	What my own	strength,
		actions into	Attack and defend.	strengths are and	resilience
		travelling		where I can improve	
		movements		Who to target on	
		Communication		the opposition and	
		Good timing,		what tactics might	
		execution and		be best deployed	
		performance skills		opponent, tactics,	
		Improvisation,		team, instructions,	
		Unison, Canon		honesty, resilience,	
		Action, Reaction,		coordination,	
		Motif, Phrase		accuracy	
		Interpret, Exploration			