Reception
Forwards
Backwards
Sideways
Bench
Mat
Table
Roll
Long
Slow
On
Off
Stretched
Curled
Tuck
Body parts
Tall
Small
Shape
Hold
Still
jump
Нор
Bounce
Travel
сору
Year 1
Place
Stretch
Push
Pull
Нор
Skip
Step
Spring
Crawl
Atill
Slowly
Tall
Long
Wide
Narrow
Up
Down
Forwards

High	
Low	
Elbows	
Bottom	
Back	
around	
Through	
Extension	
Roll	
Сору	
Pathway	
Along	
Jump	
Land	
Balance	
Tension	
Curved	
Straight	
Zig-zag	
Shape	
Over	
Hang	
grip	
Year 2	_
In front	
In front Speed	
In front Speed Slow	
In front Speed Slow Fast	
In front Speed Slow Fast Wide	
In front Speed Slow Fast Wide Shape	
In front Speed Slow Fast Wide Shape Narrow	
In front Speed Slow Fast Wide Shape Narrow	
In front Speed Slow Fast Wide Shape Narrow Long	
In front Speed Slow Fast Wide Shape Narrow Long Land	
In front Speed Slow Fast Wide Shape Narrow Long Land Over	
In front Speed Slow Fast Wide Shape Narrow Long Land Over Jump	
In front Speed Slow Fast Wide Shape Narrow Long Land Over Jump Off	
In front Speed Slow Fast Wide Shape Narrow Long Land Over Jump Off High	
In front Speed Slow Fast Wide Shape Narrow Long Land Over Jump Off High Low Stretch	
In front Speed Slow Fast Wide Shape Narrow Long Land Over Jump Off High Low Stretch Point	
In front Speed Slow Fast Wide Shape Narrow Long Land Over Jump Off High Low Stretch Point Balance	
In front Speed Slow Fast Wide Shape Narrow Long Land Over Jump Off High Low Stretch Point Balance Twisted	
In front Speed Slow Fast Wide Shape Narrow Long Land Over Jump Off High Low Stretch Point Balance Twisted Curled	
In front Speed Slow Fast Wide Shape Narrow Long Land Over Jump Off High Low Stretch Point Balance Twisted	

Backwards	
Sideways	
Forward	
Zig-zag	
Angular	
Under	
Through	
Behind	
Tension	
Сору	
Smooth	
Sequence	
Height	
Year Three	
Flow	
Explosive	
Still	
Slowly	
Tall	
Long	
Wide	
Narrow	
Up	
Down	
Forwards	
High	
Low	
Elbows	
Bottom	
Back	
Around	
Through Extension	
Roll	
Сору	
Pathway	
Along	
_	
Jump Land	
Balance	
Tension	
Curved	
Straight	
Zia zaa	
1 4 14 4 44 4	

Shape over
Hang
<i>G</i> rip
Symmetrical
Asymmetrical
Combination
Evaluate
Improve
Stretch
Refine
Adapt
Pathway
Contrasting
Curled
Stretched
Suppleness
Strength
Inverted
Jump
Land
Over
Under
Year Four
90 degrees
90 degrees 180 degrees
180 degrees
180 degrees Leaving
180 degrees Leaving Approaching
180 degrees Leaving Approaching Balance Forwards Backwards
180 degrees Leaving Approaching Balance Forwards Backwards Combine
180 degrees Leaving Approaching Balance Forwards Backwards Combine Rotation
180 degrees Leaving Approaching Balance Forwards Backwards Combine Rotation Against
180 degrees Leaving Approaching Balance Forwards Backwards Combine Rotation Against Towards
180 degrees Leaving Approaching Balance Forwards Backwards Combine Rotation Against Towards Across
180 degrees Leaving Approaching Balance Forwards Backwards Combine Rotation Against Towards Across Evaluate
180 degrees Leaving Approaching Balance Forwards Backwards Combine Rotation Against Towards Across Evaluate Improve
180 degrees Leaving Approaching Balance Forwards Backwards Combine Rotation Against Towards Across Evaluate Improve Height
Leaving Approaching Balance Forwards Backwards Combine Rotation Against Towards Across Evaluate Improve Height Strength
180 degrees Leaving Approaching Balance Forwards Backwards Combine Rotation Against Towards Across Evaluate Improve Height Strength Suppleness
Leaving Approaching Balance Forwards Backwards Combine Rotation Against Towards Across Evaluate Improve Height Strength Suppleness Stamina
180 degrees Leaving Approaching Balance Forwards Backwards Combine Rotation Against Towards Across Evaluate Improve Height Strength Suppleness Stamina Speed
180 degrees Leaving Approaching Balance Forwards Backwards Combine Rotation Against Towards Across Evaluate Improve Height Strength Suppleness Stamina Speed Level
180 degrees Leaving Approaching Balance Forwards Backwards Combine Rotation Against Towards Across Evaluate Improve Height Strength Suppleness Stamina Speed

Ctuaialat
Straight Twisted
Constructive
Points
Twist
Turn
Safety
Refine
Away
Year Five
Dynamics
Combination
Contrasting
Control
Mirroring
Matching
Accurately
Refine
Evaluate
Display
Asymmetry
Performance
Create
Symmetry
Refinements
Assessment
Suppleness
Strength
Cool down
Warm up
Muscles
Joints
Explore
Rotation
Spin
Turn
Shape
Landing
Take-off
Flight
Year Six
Cooperate
Audience
Assessment
Elements

Twist
Obstacles
Refine
Aesthetically
Criteria
Extension
Judgement
Tension
Inverted
Judge
Dynamics
Combination
Canon
Counter-tension
Counter-balance
Performance
Imaginative
Parallel
Creativity
Flight
Timing