

## END OF YEAR 6 - SCHOOL SWIMMING STANDARD - Academic Year 2024/25

Schools must publish, on their website, information about their use of the Primary PE and Sport Premium, including attainment figures for swimming and water safety of their year 6 pupils.

Please also return this form prior to the end of the Summer Term 2 OR send us a copy of your completed PE and Sports Premium plan / impact statement with swimming attainment included (preferably the AfPE Version (Evidencing the Impact of the Primary PE + Sport Premium), by:

E-mail: anita.hodgkiss@derbyshire.gov.uk - sharon.annable@derbyshire.gov.uk

SCHOOL NAME: Sale and Davys Primary School		)fE		POOL: Etwall	
Meeting National Curriculum requirements for swimming and water safety.					
What do I report on?	Guidance:				
What percentage of your current Year 6 cohort swim Competently, confidently, and proficiently over a distance of at least 25 metres?	<ul> <li>Swimmers can use any stroke. For example, some common strokes, front crawl, backstroke, or breaststroke to complete their distance swim.</li> <li>Swimmer must complete the 25m without stopping.</li> <li>Swimmer must not look like they are in difficulty at any point – competently swimming 25m.</li> </ul>				
91%					
What percentage of your current Year 6 cohort use a	Minimum standard (example strokes)				
range of strokes effectively, for example, front crawl, backstroke, and breaststroke?73%	Front crawl: Hands mainly pull down to hips and over the top of the water. Alternating leg kick. Swimmer chooses how to breathe/not put		position, alternation kick and recognition back stroughly pull orden twist-little	flat body n, with inconsistent ting leg d some  Arms then legs with inconsistent breathing/not put face in.	
What percentage of your current Year 6 cohort perform safe self- rescue in different water – based situations?	face in. in).  Examples of safe self-rescue:  Treading water for 20 seconds.  Star float on the back holding for 3 seconds.  Log roll from front to back.  Signal for help.  Sculling  Reach rescue  Throw rescue  H.U.D.D.L.E position  H.E.L.P position				

