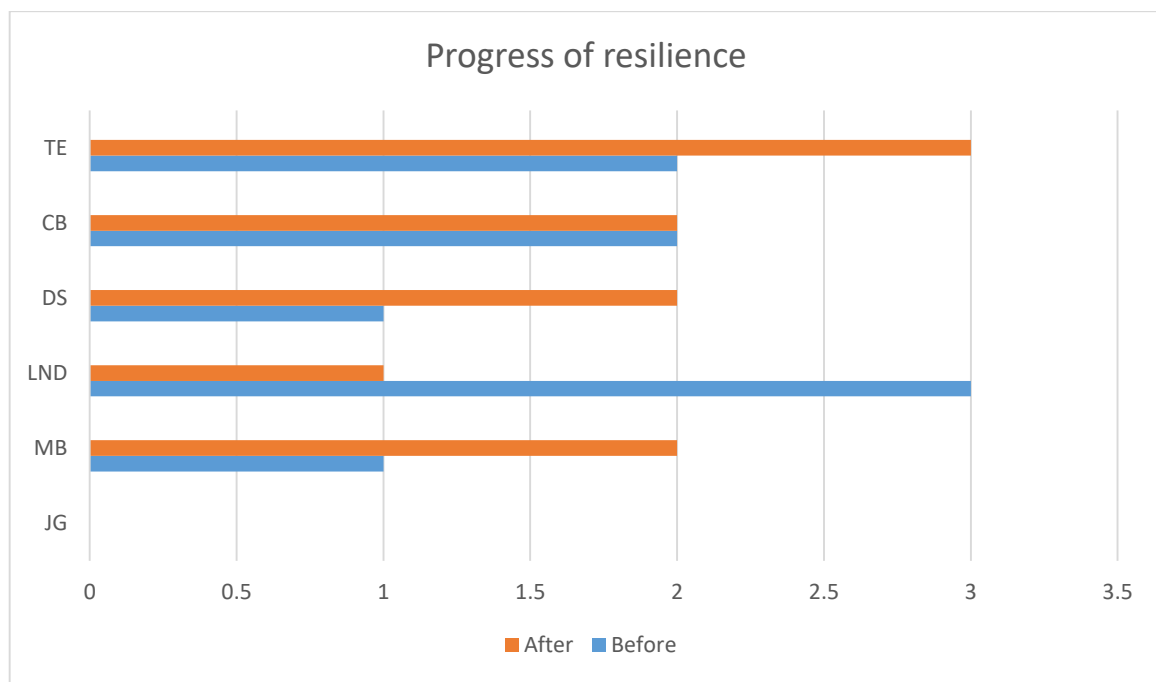


Year 1 SEMH Tracking - Autumn 2

This is a bar chart, to show the progression of resilience and developing emotions over a six-week period of sessions working on testing emotions with different fun active games. They have been working on different tasks over the six-week period such as fun active games, balancing games and games that test winning and losing, in the aid that they progress over the six weeks. As shown, there are before and after results to compare improvement. The key for the graph number is shown below.



Key:

1 = Emerging

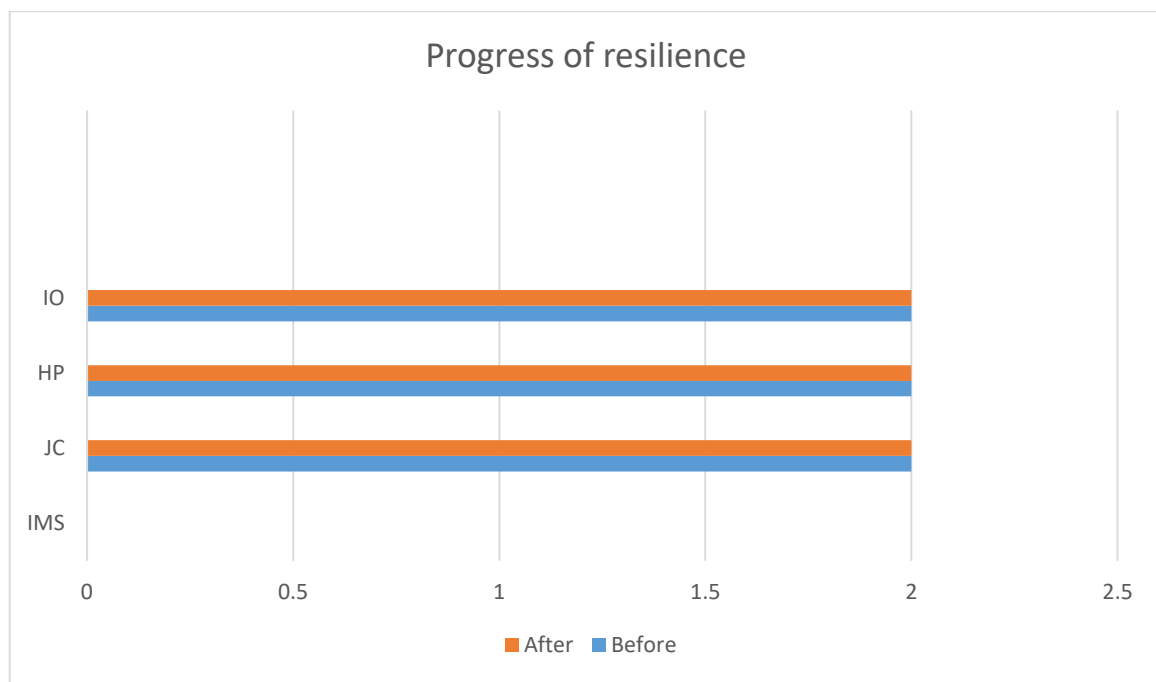
2 = Developing

3 = Expected

4 = Exceeding

Year 2 SEMH Tracking - Autumn 2

This is a bar chart, to show the progression of resilience and developing emotions over a six-week period of sessions working on testing emotions with different fun active games. They have been working on different tasks over the six-week period such as fun active games, balancing games and games that test winning and losing, in the aid that they progress over the six weeks. As shown, there are before and after results to compare improvement. The key for the graph number is shown below.



Key:

1 = Emerging

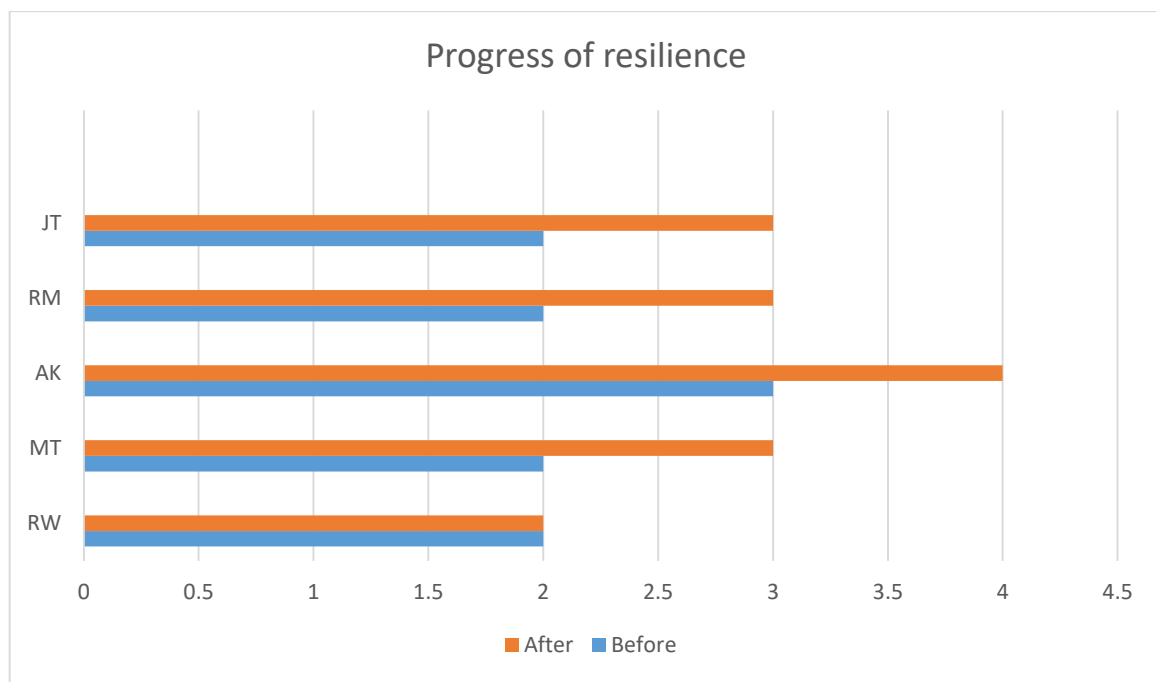
2 = Developing

3 = Expected

4 = Exceeding

Year 3 SEMH Tracking - Autumn 2

This is a bar chart, to show the progression of resilience and developing emotions over a six-week period of sessions working on testing emotions with different fun active games. They have been working on different tasks over the six-week period such as fun active games, balancing games and games that test winning and losing, in the aid that they progress over the six weeks. As shown, there are before and after results to compare improvement. The key for the graph number is shown below.



Key:

1 = Emerging

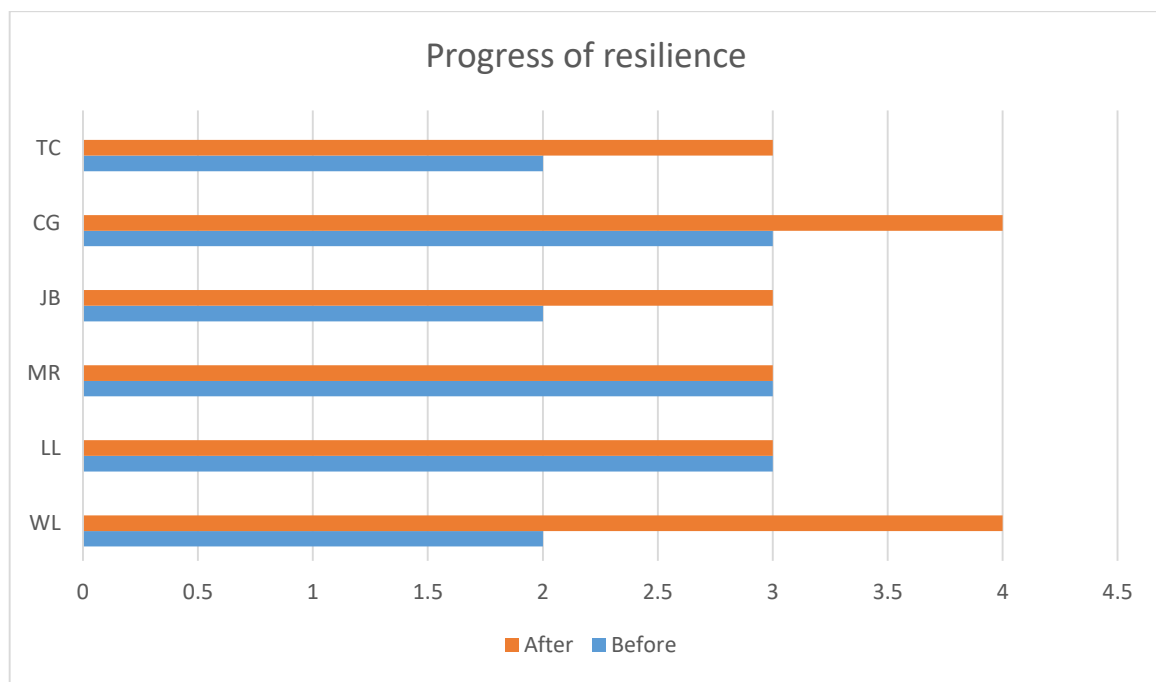
2 = Developing

3 = Expected

4 = Exceeding

Year 4 SEMH Tracking - Autumn 2

This is a bar chart, to show the progression of resilience and developing emotions over a six-week period of sessions working on testing emotions with different fun active games. They have been working on different tasks over the six-week period such as fun active games, balancing games and games that test winning and losing, in the aid that they progress over the six weeks. As shown, there are before and after results to compare improvement. The key for the graph number is shown below.



Key:

1 = Emerging

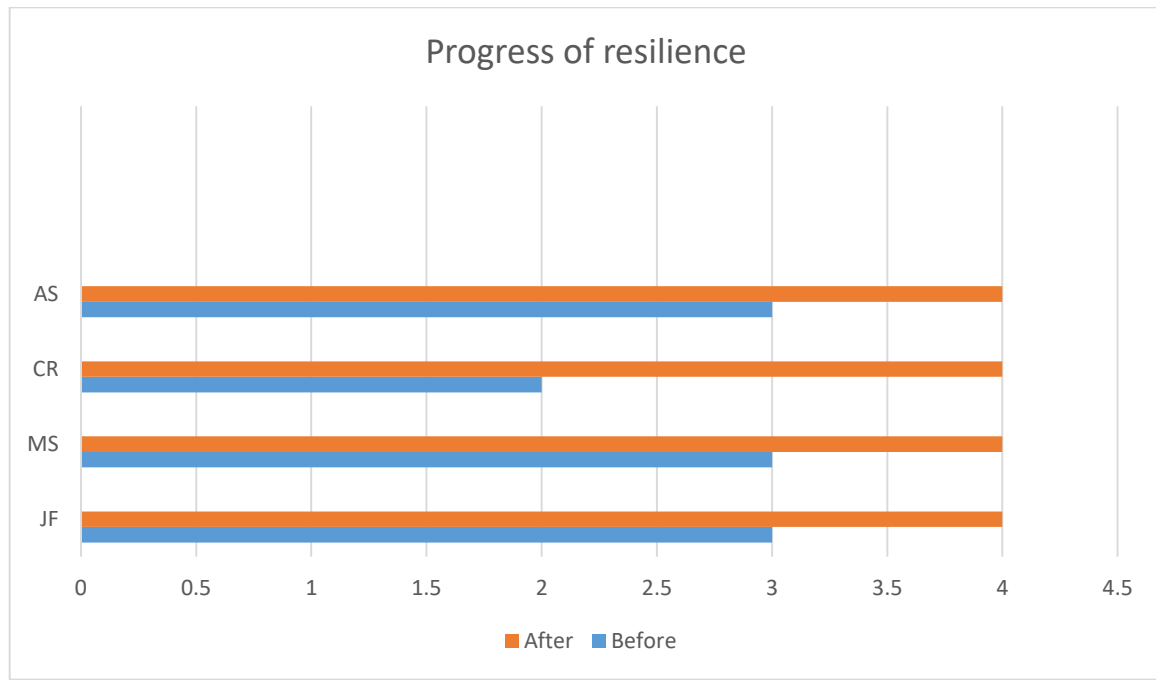
2 = Developing

3 = Expected

4 = Exceeding

Year 5 SEMH Tracking - Autumn 2

This is a bar chart, to show the progression of resilience and developing emotions over a six-week period of sessions working on testing emotions with different fun active games. They have been working on different tasks over the six-week period such as fun active games, balancing games and games that test winning and losing, in the aid that they progress over the six weeks. As shown, there are before and after results to compare improvement. The key for the graph number is shown below.



Key:

1 = Emerging

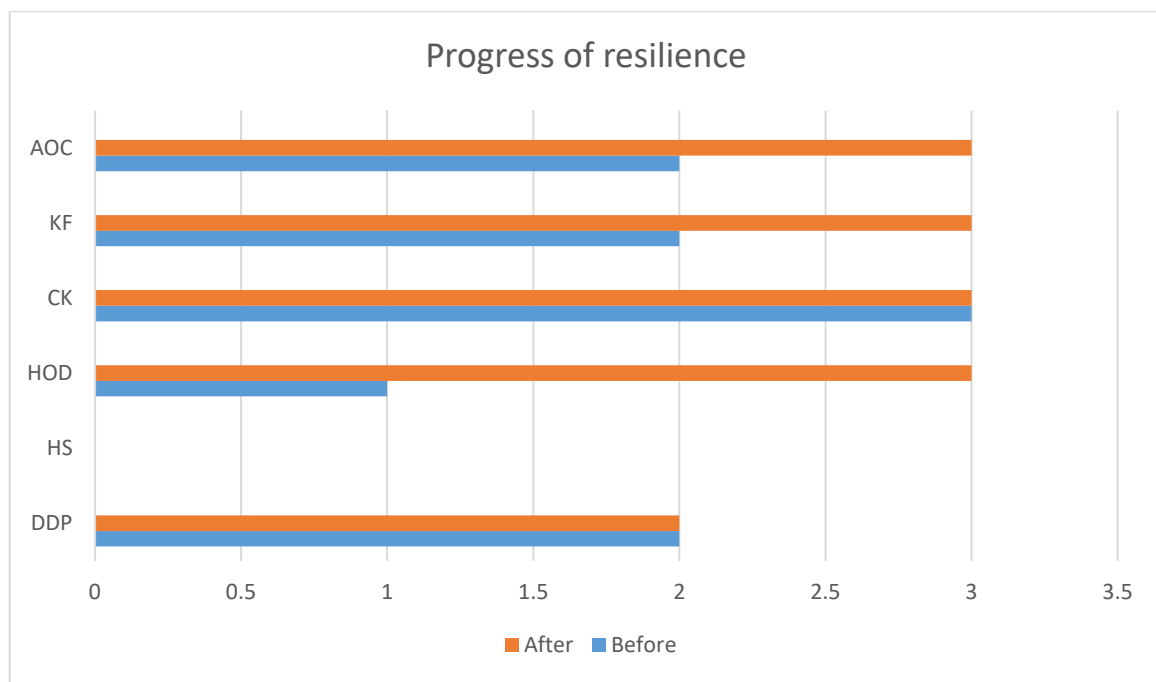
2 = Developing

3 = Expected

4 = Exceeding

Year 6 SEMH Tracking - Autumn 2

This is a bar chart, to show the progression of resilience and developing emotions over a six-week period of sessions working on testing emotions with different fun active games. They have been working on different tasks over the six-week period such as fun active games, balancing games and games that test winning and losing, in the aid that they progress over the six weeks. As shown, there are before and after results to compare improvement. The key for the graph number is shown below.



Key:

1 = Emerging

2 = Developing

3 = Expected

4 = Exceeding