Progression of Knowledge and Skills: Physical Education

Gymnastics

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
National Curriculum: Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co- ordination, and begin to apply these in a range of activities.		National Curriculum: Develop flexibility, strength, technique, control and balance.			
show control in travelling and remaining still use space safely identify and copy basic actions of a gymnast use words like: rolling, travelling, climbing, balancing show their body tensed, relaxed, stretched and curled	show different shapes show a change of speed perform basic actions under control (travelling, rolling, balancing) show their body tensed, relaxed, stretched and curled perform a fluid sequence of movements	use own ideas for movements plan sequences of contrasting actions know that strength affects performance compare/contrast gymnastic sequences perform in time with a partner teach a sequence to a partner	perform balances and body shapes with control plan long sequences which change level and speed adapt movements to include a partner perform a sequence simultaneously know movements that move people together and apart lead a group warm-up	create a sequence involving changes in level, direction and speed show different balances and body shapes be able to link and perform 8 sequential elements adapt performance according to the demands of the task understand the importance of strength	create sequence involving changes in level, direction and speed show different balances, actions and body shapes be able to link and perform at 3 different levels be able to link and perform 10 sequential elements adapt an individual sequence to become a group sequence
		Key W	ords:		
straddle pike half turn control travel routine flight	apparatus scissor kick wheelbarrow combination timing forward roll straight jump	matching opposite backward roll leap pike jump straddle jump	point balances handstand cartwheel cat leap half levels	body weight hurdle step lunge pike forward split leap good form	unison symmetry dive roll fluidity effectiveness form posture

Dance							
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
National Curriculum:		National Curriculum:					
Perform dances using simple movement patterns.		Perform dances using a range of movement patterns.					
can show basic body actions use body parts in combination choose an appropriate movement to represent a feeling remember and repeat dance movements vary their use of space understand expressive and dynamic actions	can control body actions express a feeling or a mood through dance can link two actions remember and repeat dance movements perform a short routine perform movements based on an imaginary character	improvise freely into movement create a dance which communicates an idea share and create dances with group repeat and perform dance routines dynamic and rhythmic with control importance of warms-up/cool- downs	respond to character and narrative use movement patterns with a partner or group refine and repeat dance moves perform dances clearly show sensitivity to dance routine and music show how to warm-up/ cool- down safely	plan a dance collaboratively in groups adapt the way they use their weight, space and rhythm in their dance express themselves freely through their chosen dance style perform different styles of dance organise their own warm-up and cool-down	can compose a dance routine individually can compose a dance routine in partners/groups perform to a piece of music expressively perform with control of their body use appropriate language to evaluate their own/ others work		
		suggest improvements to routines	Vorde				
		Key v	Vords:				
copy repeat speed actions beat mirror tight	unison movement cooperative levels in time size performance	strength flexibility compare adapt expression confidence	improvise patterns dynamics precision rhythm	compose imagination creativity transitions fluency accuracy	twist disco hip-hop flick popping locking breakdancing		

Ball Games (KS1) & Attacking and Defending (KS2)						
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
National Curriculum: Use running, jumping, throwing in combination. Play competitive games, modif apply basic principles suitable throw the ball underarm roll a ball towards a target hit a ball with a hand or a bat use overarm to throw a bean bag catch a bean bag and a medium ball move in line towards a ball to collect it identify where to stand to defend somebody	ied where appropriate, and	National Curriculum: Master basic movements include ordination, and begin to apply Participate in team games, deve throw and catch with control to keep possession pass and dribble with control without opponent bounce the ball in the direction of a target know and uses rules fairly communicate the movement of other players use knowledge of the game in their own play	these in a range of activities.	and catching, as well as developing ba ing and defending pass, dribble and shoot with control use tactics to keep ball and attack opposing goal identify tactics that present goal-scoring opportunities mark opponents in defence		
		Key	Words:			
pass catch dodge move chase space free	send receive avoid dribble pass bounce pass chest pass	forward pass accelerate try line chest pass defend attack	possession movement opponent marking overhead pass	momentum zone marking man to man progress offence defence	officiate formation travel half court violation free pass time out	

Athletics					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
National Curriculum:		National Curriculum:			
Master basic movements includir	ng running, jumping, throwing	Use running, jumping, throwing	and catching in isolation and in co	ombination.	
and catching, as well as develop					
ordination, and begin to apply th	nese in a range of activities.		1		1
show slow ways of travelling	uses a variety of throwing techniques	run fast, medium and slow speeds	link running and jumping	demonstrate difference between sprinting and running	chooses a sustainable pace for running events
show quick ways of travelling	be able to perform 1:1 and 2:2 jumps	run, jump and throw in variety of ways	short sequence of linked jumps take part in a relay – knowing	demonstrate a range of throwing techniques	show control at take-off in jumping activities
can perform hops and jumps show an understanding of	be able to perform 1:2 and 2:1 jumps	learn to link different skills to make actions	when to run and what to do throw a variety of objects,	throw into target area with accuracy and power	throw into target area with accuracy and technique
competition in events show co-operation amongst peers	identify and understand how different jumping techniques affect travel	understand how to improve in different activities	changing action accordingly recognise change in heart rate	perform a range of jumps using a short run-up	can organise and manage an athletic event
	engage in competitive activities	change speed and direction	and temperature	relate activities to changes in heart rate	understand the difference between stamina and power
		Key We	ords:		
leap	height				tra jectory
aim	record	long distance heartbeat	relay	handover	acceleration
repeat	leading leg	pulse rate	stride	shot putt lead leg	aerodynamic
target	measure	landing	position	trail leg	personal best
walk	underarm	control	javelin	hurdles	release
run	overarm	preferred	stamina	run up	drive phase
jog	distance	1 5			performance

Net and Wall							
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
National Curriculum:		National Curriculum:					
in a range of activities.	Develop balance, agility and co-ordination, and begin to apply these in a range of activities. Participate in team games, developing simple tactics for attacking		Play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending Develop flexibility, strength, technique, control and balance.				
and defending.			Γ		I		
can identify dominant hand	plays with dominant hand	attempts serve to begin a	shots on both sides of body (forehand and backhand)	shots on both sides of body (move feet to hit ball)	uses forehand, backhand and overhead shots		
hits a ball using their hand or racquet	1 5	game (underarm) play a continuous game	small range of racquet skills	send and return a ball successfully	selects appropriate shot to return ball		
attempts to return a ball using t hand or a racquet	L		works with a partner to return a served ball plays competitively with others	plays with others with flow and keeps track of score	starts game with the correct serve		
can move towards an incoming returns the ball over a line/barı	can move towards an incoming ball	move towards the ball/net to return	defensive tactics to defend court	recognise where to stand when playing individually and in	understands the scoring system and is confident to score other		
identifies space to hit a ball towo	returns the ball over a line/barrier	play over a net	send the ball differently to make it difficult for opponent	partners selects appropriate shot to return ball	games uses tactics in doubles		
		Key W	/ords:				
control racquet forehand backhand send receive hold	target aim ready position balance serve rally return	underarm overarm range tactics court shot	strike umpire weak side strong side opponent	follow through backswing shot choice advantage game set	lob shot drop shot singles doubles top spin backspin swerve		

Striking and Fielding (KS2)						
Year 1 Year 2	Year 3	Year 4	Year 5	Year 6		
	National Curriculum:					
	Use running, jumping, throwing ar	nd catching in isolation and in comb	ination			
	Play competitive games, modified	where appropriate and apply basic	principles suitable for attacking an	d defending		
	use a range of skills					
	(throwing, striking,	use a range of skills				
	intercepting	(throwing, striking, intercepting)	use a range of skills <i>(catching, bowling</i>)	use a range of skills <i>(catching,</i> <i>bowling, fielding,</i>)		
	understand the need for	, 3	Dorrierieg,	20110109, 900000109,1		
	tactics	carry out tactics successfully	strike a bowled ball	strike a bowled ball with precision		
		pass and catch in a small				
	pass and catch in pairs	team	understand how to score points	understand a tactic within the		
	understand rules of the game	understand rules of the game	score points by hitting a ball and	game		
	5 5	and use them fairly	running to target	deliver a warm-up to a group		
	set up small games	understand what happens to				
		bodies during a warm-up	know it is advantageous to	identify their own strengths and		
	understand how hitting the ball further increases	bat and run to distance bases	attempt to strike a batter out	place themselves appropriately		
	chances of running further					
	Key W	ords:				
	bowler		anad	fluency		
	base	accuracy	speed distance	motion		
	teamwork	batter	wide	technique		
	cooperate	scorer	wicket keeper	boundary		
	wicket	fielder	over	follow through		
	backstop	umpire	runs	open space		
				tactics		

Swimming							
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
		National Curriculum:					
			and proficiently over a distance of	at least 25 metres			
		Use a range of strokes effective Perform safe self-rescue in diff					
		develop basic pool safety skills an					
		develop travel in vertical or horiz	zontal position and introduce floats				
		develop push and glides, any kick	action on front and back with or w	ithout support aids			
		develop entry and exit, travel further, float and submerge					
		develop balance, link activities and travel further on whole stroke					
		show breath control					
		introduction to deeper water					
		treading water					
		Key '	Words:				
		backstroke					
		breaststroke front crawl					
		butter fly					
		push off					
		glide					