# Physical Education

# Skills Progression

### Pupils will be taught to:

- Develop their confidence to excel in a broad range of physical activities
- They will be physically active for a sustained period of time
- Engage in competitive sports and competition
- Aim to lead healthy, active lifestyles with an understanding of the importance of physical activity, PE and school sport.

## Key Stage Expectations

### Key Stage 1

- Pupils should aim to develop Fundamental movement skills, become increasingly confident and competent across a broad range of opportunities to extend their agility, balance and co-ordination individually and with others.
- They should be able to engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations.
- Pupils should be taught to master basic movements including running, jumping, throwing and catching as well as developing balance, coordination and agility and begin to apply these in a range of activities
- Participate in team games, developing simple tactics for attacking and defending
- Perform dances using simple movement patterns

## Key Stage 2

- Pupils should continue to develop a broader range of skills, learning how to use them in different ways and link them to make actions and sequences of movement.
- They should enjoy communicating, collaborating and competing with each other
- They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success
- Use running, jumping and catching in isolation and as a combination
- Play a range of competitive games, modified when needed. For example: basketball, handball, rugby, cricket, football, hockey, netball, dodgeball, rounder's or tennis.
- Develop their flexibility, strength, technique, control, and balance. For example: through athletics or gymnastics.
- Perform dances using a wide range of movement patterns both as a group and individually
- Take part in OAA activities both individually and as part of a team
- Can compare their performances with previous ones and demonstrate improvement to achieve their personal best

Fundamental Movement Skills				
EYFS/Reception	Year 1	Year 2		
To introduce locomotor Skills - These involve transporting your body from A - B. This includes running, jumping and hopping.  To introduce body management skills - this includes balancing actions.  To introduce manipulative skills - this involves imparting force with or on an external object.	FMS A  To develop locomotor Skills - These involve transporting your body from A - B. This includes running, jumping, skipping, hopping and side stepping.  To develop body Management Skills - This includes balancing actions.	FMS A To develop locomotor Skills - These involve transporting your body from A - B. This includes running, jumping, skipping, hopping and side stepping. To develop body Management Skills - This includes balancing actions.		
This includes rolling/underarm throw and catching.  Gymnastics - To introduce the basic skills of travelling, rolling and jumping.  Dance - To explore and experiment with different creative movement actions in response to a theme.	FMS B To develop manipulative Skills -this involves imparting force with or on an external object. These skills include kicking, striking, rolling, underarm throwing, overarm throwing and catching.	FMS B To develop manipulative Skills -this involves imparting force with or on an external object. These skills include kicking, striking, rolling, underarm throwing, overarm throwing and catching.		

<b>Gymnastics</b>						
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Introduce basic skills of travelling. Introduce basic skills of rolling. Introduce basic skills of jumping.	Develop the basic skills of travelling. Develop basic skills of rolling. Develop basic skills of jumping. Perform basic skills with straight and tuck shapes. To link movements together. Link travel, roll and jump with two different shapes. Create a sequence on the floor and adapt to apparatus.	Improve their travelling, jumping and rolling. Develop simple balancing skills individually and with a partner. Remember and repeat simple sequences and perform them on the floor and apparatus. Set up apparatus safely.	Develop ways of travelling on hands and feet. Improve balance on small and large body parts. Create a sequence of travelling and balancing actions. To develop more challenging rolls. Develop Jump-Shape-Landing. Create a sequence of gymnastic actions. Recognise and evaluate their own and others success. Perform gym actions using apparatus.	To develop ways of travelling on feet and hands and feet. To develop balance on small body parts. To develop a range of jumping actions To develop balance on large body parts. To create a gymnastic sequence of travelling and balancing. To explore different ways of rolling. To perform rolling actions and link these with other actions to create a sequence. To explore different ways of balancing, jumping and rolling that meet a set of conditions. To make simple judgements about the quality of performances. To create a sequence using travelling, balancing, jumping and rolling that meet a set of conditions of conditions.	To perform partner balances (matched and mirrored). To perform counter balance. To perform Counter tension balances. To evaluate and recognise their own success. To create a gymnastic sequence with a partner. To perform the core task "Acrobatic gymnastics". To evaluate and recognise their success. To develop a sequence onto apparatus.	To perform matched and mirrored paired balances To perform counter balance and counter tension paired balances. To perform a group counter balance. To create a gymnastic sequence with counter balances and counter tension in a group. To evaluate success of group and paired balances.

perform different travelling actions. Experiment with different creative movements. Start to move using different using actions.  Development ways a and us Create pattern pattern pattern stimulars.	ore different Cre of travelling add	ear 2 eate ideas lding	Year 3 Create movement	Year 4	Year 5	Year 6
perform different travelling actions. Experiment with different creative movements. Start to move using different using athways.  ways a and us Create patter patter using a	of travelling add		Create movement	Tdontify and procetice		
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					Evaluate own and others work.	other performance.

Striking & Fielding				
Year 3	Year 4	Year 5	Year 6	
To send a ball in a striking and fielding game.	To strike a ball a striking and fielding game.	To bowl underarm with accuracy. To catch a ball when fielding.	To bowl underarm / overarm with	
To receive a ball in a striking and	To use simple tactics in a striking	To run with a bat between	accuracy in a game.  To bowl underarm / overarm with	
fielding game.	and fielding game.	wickets.	accuracy in a pairs cricket.	
To evaluate success.	To evaluate tactics used in a	To bowl overarm with accuracy.	To play a modified competitive	
To strike a ball in a striking and	striking and fielding game.	To strike a ball with a cricket bat.	cricket game.	
fielding game.		To learn how to field a ball.	To evaluate what was successful in a	
Use simple tactics in a game.			game.	

Athletics				
Year 3	Year 4	Year 5	Year 6	
Run, throw, jump.	To perform a start in a sprint	To develop running skills in	To develop running skills in isolation.	
To perform the pull throwing action.	type race.	isolation.	To develop throwing skills in an	
To explore different running	To throw for distance using three	To develop throwing skills.	athletic type activity.	
techniques.	different throws.	To evaluate their own success.	To develop running, jumping and	
To perform the sling throw.	To perform a hop, step and jump.	To explore ways of combining	throwing skills in an athletic type	
To develop jumping actions.	To pass a baton successfully in a	jumping actions.	activity.	
Select an appropriate running	race.	To develop throwing skills in an	To compare their performances with	
technique for distance.	To perform 5 different jumps.	athletic type activity.	previous ones and demonstrate.	
To perform a push throw.	To perform in athletic type competitive events (run, jump and	To develop jumping actions in combination.	improvement to achieve their personal best.	
	throw).			

OAA				
Year 3	Year 4	Year 5	Year 6	
To describe how to use simple maps within a lesson.  To develop map work and orientation of the school site.  To work in collaboration to solve tasks and problems.  To warm up and prepare appropriately for different OAA activities.  To work in small groups with minimal support from teacher.  To describe the short term and beneficial effects of different OAA activities o the body.	To describe how we can work in small groups to support plans. To embed map work and orientation of the school site. To use and create routes for each other using simple plans. To support and assist in group problem solving tasks. To consolidate map work and orientation. To talk about what they have done, using appropriate vocabulary with support. To talk about exercising, safety and short term exercise.	To describe how collaboration is required during OAA.  To consolidate map work and orientation.  To set up courses for others to navigate.  To work in small groups with minimal support from teacher.  To explain how working in teams and having good sportsmanship supports the development of skills, playing fairly and respectfully in all competitive situations.  To safely perform teacher led warm-ups.	To describe how to create a course/map. To set up courses for others with confidence. To warm up and prepare appropriately for different OAA activities. Can recognise hazards. To develop more advanced Orienteering techniques. Can feedback the importance of team work and communication. To talk about exercising, safety and short term effects of exercise.	

Invasion Games				
Year 3	Year 4	Year 5	Year 6	
Send and receive a ball.  Send a ball and move into space  Send and receive in a simple game.  Use more than one simple tactic.  Evaluate success.	To send and receive a ball. To travel with a ball. Travel with a ball with control. Use various simple tactics to outwit an opponent. Apply basic principles of attack. Travel with a ball with control in a game. Evaluate success.	To develop the skill of passing and catching a netball. Develop the skill of a shoulder pass. Develop the skill of shooting in netball/Handball/Basketball. Select appropriate strategies for attack. Evaluate work and suggest ways to improve. Choose and apply netball/handball/basketball based skills consistently in a game situation.	Develop the skill of running with a rugby ball in two hands. Develop the skill of passing a catching a ball. To be able to score. Develop an understanding of when to run and when to pass the ball. Apply basic strategic and tactical principles of attack. Apply basic strategic and tactical principles of defence. Use skills and tactics for an invasion typed game. Evaluate their own and others success and suggest ways to improve. Understand basic principles of a warm up that will lead to invasion based activities.	