Skills and Knowledge Progression - PE



National Curriculum Aims and Purpose	Intent
Purpose of study - A high-quality physical education curriculum inspires all pupils to succeed and excel in competitive sport and other physically demanding activities. It should provide opportunities for pupils to become	Physical Education is a beautiful opportunity to develop the whole child. Children are entitled to a rich, broad and balanced PE curriculum. Through PE, children should develop behaviour and attitudes that will benefit them throughout school life and beyond.
physically confident in a way that supports their health and fitness. Opportunities to compete in sport and other activities build character and help to embed values such as	 Children should experience a broad range of activities through curriculum PE time, including gymnastics, dance, games, outdoor Education, athletics, and swimming.
fairness and respect.	 Know how to stay fit, healthy, and active and enjoy doing so, choosing to engage in physical activity and sport in their own time.
Aims - The national curriculum for Physical Education aims to ensure that all pupils:	 Learn to win and lose, support others and be supported, showing sportsmanship and good character. Work as part of a team towards a common goal as well as individually improving their performance. Be allowed to be creative in a range of activities.
 develop competence to excel in a broad range of physical activities are physically active for sustained periods 	 Play competitively, respecting officials and other players. Develop spiritually, morally and culturally through diverse activities and opportunities.
engage in competitive sports and activitieslead healthy, busy lives	Quality physical Education can develop the whole child:
Attainment targets - By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study.	 Strengthening thinking and decision-making skills Building and increasing confidence and self-esteem Developing character and resilience Enhancing their commitment and desire to improve Allowing opportunities for enjoyment, fun and to be free-spirited Fostering feelings of safety and security

Links to Early Learning Goals	Cross-curricular Links
Personal, Social and Emotional Development - Show resilience and perseverance. Think about the perspective of others. Know and talk about the aspects that affect their overall	Maths - Using number, arithmetic, collecting, recording, and interpreting data. Measuring, estimating, averaging, counting, using a clock and digital read out.
health, such as regular exercise and healthy eating. Physical Development - Revise and refine	
fundamental movement skills such as rolling and jumping. Develop overall agility, balance,	Literacy - Developing a broad vocabulary and using in correct context. Developing speaking and
coordination a strength. Develop small motor skills. Use their core muscle strength. Combine	listening skills. Describing, arguing, interpreting, and explaining.
different movements with ease and fluency. Confidently and safely use small and large	
apparatus. Develop ball skills such as throwing for accuracy. Communication and Language –	Music - Moving in response to music, recognising themes, genres, culture and stories linked to
Listen attentively and respond, participate in discussions, express ideas, and feelings.	music through dance.
Understanding the world - Draw information from a simple map. Describe what they see, hear,	
and feel outside. Expressive arts and design – Perform and try to move in time with music,	
move and talk about music. Watch and talk about dance. Develop storylines.	

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Progression – Reception

Gymnastics		Dance		Body Management	
 To develop confidence in fundamental movements To experience jumping, sliding, rolling, moving over, under and on apparatus To develop coordination and gross motor skills 	 To develop confidence in fundamental movements To learn and refine a variety of shapes, jumps, balances and rolls To link simple balance, jump and travel actions 	 Recognise that actions can be reproduced in time to music; beat patterns and different speeds Perform a wide variety of dance actions both similar and contrasting Copy, repeat, and perform simple movement patterns 	 Count and move to beats of 8. Copy and repeat movement patterns. Work as an individual, in partners, and as a group. 	 Explore balance and managing own body including manipulating small objects Able to stretch, reach, extend in a variety of ways and positions Able to control body and perform specific movements on command 	 Explore a variety of rolling, sliding and slithering. Jump using a variety of take offs and landings, moving on and off low apparatus using hands and feet Participate in a variety of small group co-operative activities.
	ills	Sk	ills	Sk	ills
Adapt instructions to physical actions. Develop take-off and landing position for jumps. Transferring and moving small equipment. Moving through and under apparatus. Copying and repeating actions.	Refines shapes and jumps to improve coordination. Experiment with egg & log roll. Recognise pathways and direction. Points and patches to develop body tension. Link basic movements and use start and finish position.	Link colours to feelings. Explore animal movements and levels. Replicate actions in larger groups. Sequence work. Explore leader or follower work.	Learning and repeating actions through circle dance. Perform to the count of 8. Copy and repeat 4 actions. Perform an African dance motif.	Balance obstacle course. Work with others to move through hoops. Reach, stretch, retrieve objects. Steps, strides, bounce, hop, bridges and tunnels. Travel over apparatus.	Twist, turn, roll. Coordinate and control limbs. Run and jump in time to music. Agility, balance, coordination obstacle course. Perform basic actions with others.
Speed, Ag	ility, Travel	Manipulation ar	nd Coordination	Cooperate and	Solve Problems
 Travel with some control and coordination Change direction at speed through both choice and instructions Stop, start, pause, prepare for and anticipate movement in a variety of situations 	 Agility-based activities moving and controlling objects Recognise different actions such as: moving softly, quietly, quickly, powerfully Relate body movements to music and percussion 	 Send and receive a objects with different body parts. Work with others to control objects in space. Coordinate body parts such as hand-eye, foot-eye over a variety of activities and in different ways 	 Coordinate similar objects in a variety of ways Differentiate ways to manoeuvre objects Skip in isolation and with rope 	 Organise and match various items, images, colours and symbols Work with a partner to listen, share ideas, question and choose Move confidently and cooperatively in space 	 Copy and repeat various patterns and actions Show an understanding of own feelings and others Solve more complex tasks using skills learned Work and play cooperate and take turns
	ills	Sk		Sk	
Demo agility in variety of games. Recognise and follow instructions. Experiment with starting and stopping positions. Perform fast and slow movements. Show control to stop and perform actions.	Play games, take turns. Move by inching, crawling & jumping. Jump for speed and distance. Recognise cues in lyrics to change actions. Use strength to maintain a body shape.	Coordinate limbs to carry out defined movements and actions. Replicate bilateral movements. Make contact with ball with legs and feet. Practice hop, step, jump sequence.	Play parachute games. Move small objects using dominant and non-dominant hand. Push, hit, dribble. Use a baton to steer objects. Roll, spin, rotate, throw and catch hoops.	Work as an individual and part of a group to match. Keep heart rate high. Travel and follow travel trails as and individual. Work cooperatively to form shapes.	Move along a pathways/trail with partner. Work with partner to form jumping patterns. Respond to visual cues. Compete as a team to complete an obstacle relay.



Progression – Athletic Activity



Overview Year 1	Overview Year 2	Overview Year 3	Overview Year 4	Overview Year 5	Overview Year 6
 Pupils will begin to link running and jumping. To learn and refine a range of running which includes varying pathways and speeds. Develop throwing techniques to send objects over long distances. Increase stamina and core strength needed to undertake athletics activities. Take part in a broad range of opportunities to extend strength, balance, agility and coordination. Cooperate with others to carry out more complex tasks. 	 Develop power, agility, coordination and balance over a variety of activities. Can throw and handle a variety of objects including quoits, beanbags, balls, hoops. Can negotiate obstacles showing increased control of body and limbs. Improve running and jumping movements, work for sustained periods of time. Reflect on activities and make connections between a healthy active lifestyle. Experience and improve on jumping for distance and height. 	 Control movements and body actions in response to specific instructions. Demonstrate agility and speed. Jump for height and distance with control and balance. Throw with speed and power and apply appropriate force. 	 Using running, jumping and throwing stations, children investigate in small groups different ways of performing these activities. Using a variety of equipment, ways of measuring and timing, comparing the effectiveness of different styles of runs, jumps and throws. 	 Sustain pace over short and longer distances such as running 100m and running for 2 minutes. Able to run as part of a relay team working at their maximum speed. Perform a range of jumps and throws demonstrating increasing power and accuracy. 	 Become confident and expert in a range of techniques and recognise their success. Apply strength and flexibility to a broad range of throwing, running and jumping activities. Work in collaboration and demonstrate improvement when working with self and others. Accurately and confidently measure and time keep for both track and field events.

Skills - Year 1	Skills - Year 2	Skills - Year 3	Skills - Year 4	Skills - Year 5	Skills - Year 6
Starting and stopping at speed. Show power in run, use arms. Take off on two feet. Use leading arm to throw. Compete in relay teams. Perform agile movements. Work for sustained periods of time. Negotiate obstacles. Jumping and bounding. Run from different starting positions.	Aware of others when running in space. Create more power with legs and apply to agility test. Select best throw for conditioned games. Perform some static and dynamic balances. Explore their emotions around different challenges. Attempt more accuracy in throws. Perform under pressure. Explore breathing techniques.	Combination jumps. Recognising and performing different paced runs. Approaching hurdles. Pull action when throwing. Skipping technique. Recording scores accurately.	Aiming at targets. Accelerating over short distances. Taking off from run with one foot to increase distance. Sling action when throwing. Perform baton exchanges.	Prepare to run an individual leg. Develop further the principles of pace. Steeplechase and jump for distance. Push action when throwing. Baton exchange within restricted area. Run up for long jump	Sprint start techniques. Developing the phases of triple jump to jump for distance. Use the heave throw technique. Assess own ability in running tasks. Scissor jump preparation for high jump. Quad track and field competition.



Progression – Dance



Overview Year 1	Overview Year 2	Overview Year 3	Overview Year 4	Overview Year 5	Overview Year 6
 Respond to a range of stimuli and types of music. Explore space, direction, levels and speeds. Experiment creating actions and performing movements with different body parts. Able to build simple movement patterns from given actions. Compose and link actions to make simple movement phrases. Respond appropriately to supporting concepts such as canon and levels. 	 Describe and explain how performers can transition and link shapes and balances. Perform basic actions with control and consistency at different speeds and on different levels. Challenge themselves to move imaginatively responding to music. Work as part of a group to create and perform short movement sequences to music. Perform using more sophisticated formations as well as an individual. Explore relationships through different dance formations. Explain the importance of emotion and feeling in dance. Use the stimuli to copy, repeat and create dance actions and motifs. 	 Practise different sections of a dance aiming to put together a performance. Perform using facial expressions. Perform with a prop. Building improvisation skills to build a narrative around a theme. Building basic creative choreography skills in travelling, dynamics and partner work through the ocean theme. Delve deeper into opposing dynamics 	 Work to include freeze frames in routines. Practise and perform a variety of different formations in dance. Develop a dance to perform as a group with a set starting position. Developing choreography and devising skills in relation to a theme. Exploring dynamic quality and formations to communicate character. Concentrating on one simple theme throughout and linking all activities to the communication of this to an audience. 	 Perform different styles of dance fluently and clearly. Refine & improve dances adapting them to include the use of space rhythm & expression. Worked collaboratively in groups to compose simple dances. Recognise and comment on dances suggesting ideas for improvement. Developing choreography and devising skills in relation to a theme. Exploring dynamic quality and formations to communicate character. Concentrating on one simple theme throughout and linking all activities to the communication of this to an audience. 	 Work collaboratively to include more complex compositional ideas Develop motifs and incorporate into self- composed dances as individuals, pairs & groups Talk about different styles of dance with understanding, using appropriate language & terminology Developing group devices and greater use of teamwork. Demonstrating narrative through contact and relationships Showing tension through pattern and formation



Progression – Dance



Skills - Year 1	Skills - Year 2	Skills - Year 3	Skills - Year 4	Skills - Year 5	Skills - Year 6
Exploring storytelling through	Dance in solo and duet.	Perform a jazz square.	Develop dance freeze frames.	Perform locomotor and non-	Explore space in a deeper way
dance. Use a theme to create	Explore creative footwork.	Perform 2 contrasting	Perform a slide and roll.	locomotor movements in a	in relation to dance. Identify
a dance. Develop actions to	Discuss how a dance can	characters. Communicate	Replicate a set phrase. Work	dance phrase. Describe the	appropriate dynamics and
express friendship. Dance	develop. Respond to visual	ideas as part of a group. Use	collaboratively to sequence	key features of line dancing.	group formations for the
with start middle and end.	stimulus. Comment on	a prop in a 4-action dance	movements. Create a 5-	Work collaboratively in a	Hakka. Perform some basic
Perform with feeling.	contrasting actions. Use the	phrase. Discuss examples of	action routine. Use	group of 4. Use basic	street dance skills. Compose
Perform actions to nursery	theme of a clockface to	professional work. Create	formations to tell a story.	knowledge of line dancing	a street dance performance.
rhymes. March in time. Move	develop a dance. Perform	your own floor patterns.	Perform without prompts.	steps to create own line	Create a phrase of gestures
and turn as a group. Perform	'freestyle' moves. Perform a	Create longer dance phrases	Use devices to manipulate	dance. Copy and perform a	that communicate a theme.
simple cannon and in rounds.	motif to music. Explore	by linking shorter ones.	movements. Perform contact	specific dance action to	Describe the
	movement pathways.	Introduce start and endings	work as a group. Identify	communicate a theme.	meaning/purpose of several
		to dances. Perform in solo,	strengths in their	Communicate the idea of a	different devices. Show
		duet and group. Apply	performance.	hero. Copy and execute a	formations that create
		feedback to improve own		high energy jump sequence.	tension and relationships.
		performance.		Create a low-level attack	Create and perform a live
				sequence.	aural setting.



Progression – Gymnastics



Overview Year 1	Overview Year 2	Overview Year 3	Overview Year 4	Overview Year 5	Overview Year 6
 Identify and use simple gymnastics actions and shapes. Apply basic strength to a range of gymnastics actions. Begin to carry simple apparatus such as mats and benches. To recognise 'like' actions and link them. To perform a variety of basic gymnastics actions showing control. To introduce turn, twist, spin, rock and roll and link these into movement patterns. To perform longer movement phrases and link with confidence. To perform with simple canon and unison. 	 Describe and explain how performers can transition and link gymnastic elements. Perform basic actions with control and consistency at different speeds and levels. Challenge themselves to develop strength and flexibility. Refine and perform a range of point and patch balances. Develop body management through a range of floor exercises. Use core strength to link recognised gymnastics elements, e.g., back support and half twist. Attempt to use rhythm while performing a sequence. 	 Modify actions independently using different pathways, directions and shapes. Consolidate and improve the quality of movements and gymnastics actions. Relate strength and flexibility to the actions and movements they are performing. To use basic compositional ideas to improve sequence work. Identify similarities and differences in sequences. Develop body management over a range of floor exercises. Attempt to bring explosive moves into floor work through jumps and leaps. Show increasing flexibility in shapes and balances. 	 To become increasingly competent and confident to perform skills more consistently. Able to perform in time with a partner and group. Independently use compositional ideas in sequences such as changes in height, speed and direction. Develop an increased range of body actions and shapes to include in a sequence. Define muscles groups needed to support the core of their body. Refine taking weight on small and large body parts, for example, hand and shoulder. 	 Create longer and more complex sequences and adapt performances. Take the lead in a group when preparing a sequence. Develop symmetry individually, as a pair and in a small group. Compare performances and judge strengths and areas for improvement. Select a component for improvement. For example - timing or flow. Take responsibility for own warm-up including remembering and repeating a variety of stretches. Perform more complex actions, shapes and balances with consistency. Use information given by others to improve performance. 	 Lead group warm-up showing understanding of the need for strength and flexibility. Demonstrate accuracy, consistency, and clarity of movement. Work independently and in small groups to make up own sequences. Arrange own apparatus to enhance work and vary compositional ideas. Experience flight on and off of high apparatus. Perform increasingly complex sequences. Combine own ideas with others to build sequences. Compose and practise actions and relate to music. Show a desire to improve across a broad range of gymnastics actions.

Skills covered

Carry equipment safely. Hurdle step take off. Perform egg roll and log roll. Explore body tension. Linking movements. Rock, spin, turn. Move on, off, over. Point balances h,y,	Use start & finish shapes. Power in jumping. Levels and speed. Rhythm in performing. Body management in a range of actions. Arabesque, bridge,	control when rolling. Partner unison. Patterns. Fluency in movement. Half lever. Bouncing , smooth transitions	Cartwheel progressions. Using STEP. Judging. Changes in speed. Shoulder roll. Shoulder stand. Showing flow. Fitness through	Round off progressions. Linking cartwheels & roundoffs. Performing	Prepare for vaulting. Dismounting from height. Flight in unison & cannon. Use music. Create group patterns. Entrance and relationships to one another. Use stimuli such as ribbons and
front/back support	japana.	and extension.	tabattas.	pathways. Devising warm-ups.	hoops.

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Progression – Invasion Games



Overview Year 1	Overview Year 2	Overview Year 3	Overview Year 4	Overview Year 5	Overview Year 6
 To practice basic movements including running, jumping, throwing and catching. To begin to engage in competitive activities. To experience opportunities to improve agility, balance and coordination. To recognise rules and apply them in competitive and cooperative games. Use and apply simple strategies for invasion games. Preparing for, and explaining the reasons why we enjoy exercise. 	 Can send a ball using feet and can receive a ball using feet. Refine ways to control bodies and a range of equipment. Recall and link combinations of skills, e.g. dribbling and passing. To select and apply a small range of simple tactics. Recognise good quality in self and others. To work with others to build basic attacking play. 	 To perform some basic invasion games skills, throwing, catching, kicking and dribbling. To build attacking/offensive play. Able to show basic control skills including sending and receiving the ball. To send the ball with some accuracy to maintain possession and build attacking play. Able to implement basic rules of modified games e.g. basketball. Develop motor skills to handle sticks with ease and improve agility. Show basic skills to maintain possession. Use space efficiently to build an attack. Link skills to perform as a team. 	 Show increases confidence and perform with more consistency a selection of basic skills such as dribbling, throwing and shooting Develop a wider range of ball handling skills Use footwork rules in a game situation and explore basic marking. Passing over longer distance. Moving towards the ball to receive the pass. Pass and move with the ball as a team to build attacks. Apply a small range of tactics in a competitive situation. Demonstrate increased speed and endurance during game play. Evaluating skills, tactics and teamplay to aid improvement. 	 Use strength, agility and coordination when defending. Increase power and strength of passes, moving the ball accurately in a variety of situations. Select and apply a range of tactics and techniques and play with consistency. To play effectively in a variety of positions and formations on the pitch. Relate a greater number of attacking and defensive tactics to gameplay Become more skilful when performing movements at speed. Select and apply a sa team in defence taking individual responsibility for your role. 	 Apply aspects of fitness to the game such as power, strength, agility and coordination. Choose and implement a wider range of strategies to play defensively and offensively. Grasp more technical aspects of the game. Observe, recognise and analyse good individual and team performances. Suggest, plan and lead simple drills for given skills. Combine and perform more complex skills at speed in games. Use set plays in game situation and explain when and why they are used. Switch effectively as a team between defence and attack.



Progression – Invasion Games



Skills - Year 1	Skills - Year 2	Skills - Year 3	Skills - Year 4	Skills - Year 5	Skills - Year 6
Send to targets. Catch and	Kick with inside of foot and	General - Dribbling, passing in	General – Passing over longer	General – Combine basic	General – Compare
intercept. Bounce ball to self.	stop ball with feet. Control a	pairs. Defensive positioning.	distances, use some marking	skills with confidence such as	performances. Comprehend
Defend a target. Attack and	ball. Bounce the ball to send	Building an attack. Finding	technique and introduce	dribbling and shooting.	and show why player with the
defend as a pair.	it. Bounce a ball to begin to	space to receive the ball.	some defending principles.	Select and apply appropriate	ball should keep moving or be
Communicate with partner.	dribble. Throw/send a variety	Shot, pass, dribble theory.	Basketball - Use footwork	skills in a game situation.	ready to pass quickly.
Compete in a basic	of equipment. Pass and	Basketball – Jump Ball, 2	rules, explore basic marking,	Basketball – Block, forward	Basketball – Fast break,
tournament 2v2.	move. Intercepting in a	handed shot. Defensive body	cross over dribble, bounce	pivot, forward pass, push	retreat dribble, free throw
	game. Play goalkeeper.	position.	pass, jump shot, triple threat	pass, boxing out.	rules, L-cut, v-cut, Pin down.
		Football – Using inside and	position.	Football – Turning with the	Football – Setting up others
		outside of foot, trapping.	Football – Dribbling in	ball, running with ball,	to shoot, deny space, role of
		Hockey – Using flat side of	different directions, defensive	keeping possession, step over.	covering defender, penalty
		stick. Close control,	tackling, front of player and	Hockey – Block tackle,	shooting, goal keeping, close
		preparing to tackle.	goal side marking.	passing in the D, sweep shot,	control knee, chest.
		Handball – Catching ready	Hockey – Push pass, slap	dragging the ball.	Hockey – Shooting from
		position. Move correctly with	pass, straight dribble,	Handball – Jump shot,	close range, long corners,
		the ball. Attacking	stopping and turning with the	closing angles, pivoting to	goal side marking, self-pass
		formations. Effective hand	ball.	pass, set plays.	rule, channelling the
		grip.	Handball – Protecting the	Netball – Effective bounce	opposition.
		Lacrosse – Underarm and	ball, basic shooting, 3 man	pass in game, use a greater	Handball – Screening,
		overarm throw. Groundball	weave, turn on the move, 7m	variety of dodging skills, pivot	organisation around the D,
		collection. Shot, pass and	throw.	and pass, 2 handed shooting.	dribbling with precision in
		run.	Lacrosse – Following your	Tag Rugby – Tagging	game, utilising space.
		Netball – Chest, shoulder and	pass, maintain unopposed	opposition, when to run and	Netball – Double bounce
		bounce pass. Role of goal	possession, short range	when to pass into space, deny	rule, marking to pass or
		shooter. Dodging to get free.	shooting, receive and turn.	space to opposition, pop pass,	shoot, organisation around
		Collecting a loose ball.	Netball – Protecting the ball,	magic diamond formation, 3	the D, rebounds as attacker
		Tag Rugby – Ball handling.	basic shooting, playing within	step and pass technique.	and defender, knocking the
		Running past defenders.	3rds, 1to1 marking, pivoting,		ball away.
		Evading taggers and tag	preliminary moves		Tag rugby – Set play for
		protocol.	Tag Rugby – Picking up and		attacking, take the distance
			running with ball, correct ball		not the time, spaces not
			carrying position, keeping possession.		faces.



Progression – Net/wall Games



sOverview Year 1	Overview Year 2	Overview Year 3	Overview Year 4	Overview Year 5	Overview Year 6
 Able to send an object with increased confidence using hand or bat. Move towards a moving ball to return it. Sending and returning a variety of balls/objects such as balloons and beachballs. Track, intercept and stop a variety of objects such as balls and beanbags. Select and apply skills to beat the opposition. 	 of a ball over a net and move towards it Begin to hit and return a ball using hands and racquets with some consistency Play modified net/wall games throwing, catching 	 Identify and describe some rules of net/wall games. Serve to begin a game. Explore forehand hitting. Play with some understanding of modified court boundaries. Show understanding of how sitting volleyball is an inclusive game. 	 Explore and use different shots with both the forehand and backhand. Demonstrate different net/wall skills. Practise some trick shots in isolation. Work to return the serve. Demonstrate different court positions in gameplay. Start to implement basic volley2s rules. 	 Use different types of serves in-game and new shots learnt in games. Play with others to score and defend points in competitive games. Move confidently around the playing area using footwork techniques. Develop further ways of playing with others cooperatively and in competition. Introduce Volley shots and Overhead shots. Further, explore Tennis service rules. 	 Develop a wider range of shots. Begin to select and apply more sophisticated tactics such as net play, and offensive and defensive positioning. Play with fluency with a partner in doubles/partner scenarios. Develop backhand shots. Begin to use full scoring systems Continue developing doubles play and tactics to improve.

Skills - Year 1	Skills - Year 2	Skills - Year 3	Skills - Year 4	Skills - Year 5	Skills - Year 6
Sliding and receiving a	Identify the dominant and	Badminton - Use hard and	Badminton - Underarm	Badminton – Moving	Badminton – Drop and smash
ball/beanbag. Explore	non-dominant side. Use basic	soft hits. Hit using direction.	forehand shot.	opposition around court.	shot. Drop shot and recover.
different ways of sending a	serving rules in a game. Able	Return a shuttle. Play using	Overhead/clearance shot.	Perform forehand long and	Use quick reactions for
ball. Moving towards and	to self-feed a ball to a partner	forehand shots, playing to	Introducing backhand.	short serves. Use close	confident net play. Offensive
returning balls. Scoring	using a racquet. Develop	boundaries. Rally with a	Practice racquet handling	control. Develop reaction	court positioning. Defensive
points against opposition.	agility in isolated challenges.	partner. Send and return over	skills with trick shots. Explain	time.	formations for doubles.
Attempt to hit a ball. Basic	Develop the ready position to	a net. Serve using the	different scoring scenarios.	Tennis – Volley shots.	Tennis - Introduce the lob.
rally with slow moving objects	receive a ball. Play a variety	forehand.	Developing singles play.	Clearing from the back of	Communication in doubles
(balloon). Feeding the ball	of roles in a simple game.	Tennis – Ready position. Hot	Tennis – Correct position to	court. Different positioning	play. Two handed backhand
over a net. Track balls.	Throw into space to make it	to different areas of court.	return balls. Consistently	for doubles games. Approach	shot. Use full rules for
Develop core strength to	difficult for opponent to	Perform a forehand shot.	send forehand to targets.	the ball and forehand and	modified tennis games. Use
send objects from a sitting,	return. Play out a point from	Move towards the ball to	Introduce backhand. Work	backhand. Conditioned	doubles tactics and court
kneeling, and standing	a serve.	return. Serve with some	cooperatively to score points	games to encourage using	positioning effectively in
position.		accuracy to targets.	in simple doubles play.	different shot types.	competition.
		Sitting volleyball – Ready	Volleyball – Rainbow pass. 3		
		position. Seated movement.	contacts. Ready position and		
		Overarm seated serve. Team	smooth movement. Moving		
		contacts.	to the net.		





Progression – Striking and fielding games

Overview Year 1	Overview Year 2	Overview Year 3	Overview Year 4	Overview Year 5	Overview Year 6
 Able to hit objects with hand or bat. Track and retrieve a rolling ball. Throw and catch a variety of balls and objects. Develop sending and receiving skills to benefit fielding as a team. Distinguish between the roles of batters and fielders. Introduce the concept of simple tactics. 	 To develop hitting skills with a variety of bats. Practice feeding/bowling skills. Hit and run to score points in games. Work on a variety of ways to score runs in the different hit, catch, run games. Attempt to work as a team to field. Begin to play the role of wicketkeeper or backstop. 	 To be able to adhere to some of the basic rules of cricket of striking and fielding games. To develop a range of skills to use in isolation and a competitive context. To use basic skills with more consistency including striking a bowled ball. Work cooperatively with others to complete fielding tasks. 	 To develop the range of striking and fielding skills they can apply in a competitive context Choose and use a range of simple tactics in isolation and in a game context. Consolidate existing skills and apply with consistency. Strike to ball with intent, use decision making attempt direction. 	 Link together a range of skills and use in combination. Collaborate with a team to choose, use and adapt rules in games. Recognise how some aspects of fitness apply to striking and fielding e.g., power, flexibility, and cardiovascular endurance Develop retrieving and returning the ball. 	 Apply with consistency standard rules in a variety of different styles of games. Attempt a small range of shots in isolation and in competitive scenarios. Use a range of tactics for attacking and defending in the role of bowler, batter and fielder.

Skills - Year 1	Skills - Year 2	Skills - Year 3	Skills - Year 4	Skills - Year 5	Skills - Year 6
Use a range of throwing and	Hit with bats (some still	General – Bowl with some	General – Directing hit to	General – Throw for accuracy	General – Demonstrate
rolling skills. Return a ball to	hitting with hands). Use	accuracy and consistency.	score runs. Attempt to stop a	over short distances.	urgency when acquiring
a base/zone. Work with	kicking to send a ball and	Use the long barrier to collect	bouncing ground ball with	Recognise where to play.	runs/rounders. Track and
others to stop players scoring	score points. Use underarm	a rolling ball / collect and	some success.	Cricket – Calling for runs with	catch high balls. Work in
runs. Self-feed and hit a ball.	bowling. Play as part of a	return a moving ball.	Cricket – Anticipate when to	partner. Start to keep wicket.	pairs to field a long ball.
Run between bases to score	team. Run to 'safety'. Outwit	Cricket – Forward drive into	run to score singles. Bowl	Attempt a bowling with a run	Cricket – Fielding positions,
points.	bowler and hot to space.	space. Foot placement to hit	overarm from a stationary	up. Forward defensive shot.	slip, short leg and cover.
	Move in line to stop ball.	the ball effectively. Use	position. Attempt a pull shot	Setting a field.	Bowling short. On and off
		overarm throw to send ball	in a game. Intercept the ball	Rounders – Body position to	drive.
		longer distances. Explore	with one hand.	catch a ball to stump players	Rounders – Play using
		role of wicket keeper.	Rounders – Run at speed to	out. Apply backwards hit rule,	standard rounders pitch
		Rounders – Consistently hot	avoid being stumped. Play	attempt to catch a backward	layout. Bowling fast ball. Play
		one handed. Use underarm	backstop in small game. Use	hit. Distinguish between deep	tactically to avoid overtaking
		bowling action to bowl a	rounders scoring system.	and close fielding.	teammates.
		'good' ball. Selecting best	Explain bowling rules. Full	_	
		base to throw to get players	and half rounders.		
		out. Introduction to the role			
		of the backstop.			





Progression – Outdoor and adventurous activity (OAA)

Overview Year 1	Overview Year 2	Overview Year 3	Overview Year 4	Overview Year 5	Overview Year 6
 Use thinking skills to follow multi step instructions. Solve more challenging problems as an individual. Comprehend that one thing can represent another. Take part in activities with increasing challenge to build confidence. 	 Use searching skills to find given items from clues and pictures. Work as a pair to navigate space. Use and explore unusual equipment to develop coordination, problem-solving and motor skills. 	 Work with others to solve problems. Describe their work and use different strategies to solve problems. Lead others and be led Differentiate between when a task is competitive and when it is collaborative. 	 Work well in a team or group within defined and understood roles. Plan and refine strategies to solve problems. Identify the relevance of and use maps, compass and symbols. Identify what they do well and suggest what they could do to improve. 	 Explore ways of communicating in a range of challenging activities. Navigate and solve problems from memory. Develop and use trust to complete the task and perform under pressure. 	 Use information given by others to complete tasks and work collaboratively. Undertake more complex tasks. Take responsibility for a role in a task. Use knowledge of PE and physical activities to suggest design ideas & amendments to games.

Skills - Year 1	Skills - Year 2	Skills - Year 3	Skills - Year 4	Skills - Year 5	Skills - Year 6
Follow simple instructions.	Use equipment in	Use non-verbal	Recognise compass points.	Use memory and recall skills.	Follow and orient a map.
Recognise, remember, and	unconventional ways. Build	communication effectively.	Use a compass. Follow a	Work at maximum physical	Identify objects in a
match some symbols.	on speed stack skills.	Develop further simple map	course. Work cooperatively	capacity e.g., when running.	scavenger hunt. Perform
Perform physically	Compose a small group	reading skill. Respond to and	with a partner to follow a	Use control cards. Perform	complex group pyramid
challenging actions. Follow a	movement pattern.	resolve problems as a team.	map and solve problems.	under pressure. Perform	balances. Tie a reef knot.
movement pattern with	Participate in blindfold	Participate in trust activities.	Recognise a range of standard	safely and with control.	Design your own game using,
others. Take part in	activities. Introduce the	Plan on route map.	map symbols. Evaluate their	Classify and interpret simple	refining, and adapting group
competitive races and work	principle of map keys and use		own success.	morse code.	ideas.
with a partner. Undertake	in a simple way.				
simple speed stack					
arrangements.					



Progression – Swimming



Beginners	Intermediate	Advanced
 Swim short distances unaided between 5 & 20 metres using one consistent stroke. Propel themselves over longer distances with the assistance of swimming aids. Move with more confidence in the water including submerging themselves fully. Enter and exit the water independently. 	 Swim over greater distances, between 10 & 20 meters with confidence in shallow water. Begin to use basic swimming techniques including correct arm and leg action. Explore and use basic breathing patterns. Enter and exit the water in a variety of ways. Take part in problem-solving activities such as group floats and team challenges. 	 Bring control and fluency to at least two recognised strokes. Implement good breathing technique to allow for smooth stroke patterns. Attempt personal survival techniques as an individual and group with success. Link lengths together with turns and attempt tumble turn in isolation and during a stroke.

Beginners	Intermediate	Advanced
 Pulling and pushing. Stabilising – feet upright off the ground. Submerging. Prone float. Supine float. Leg action on back. Push, glide, turn. 	 Jump in from side of pool and submerge. Sink and roll. Front crawl legs. Surface dive. Linking 3 different types of floating technique. Breastroke legs. Somersault in water. 	Relay change over. Mushroom float. Partner support. Crouching dive. Surface dive. Treading water. Tumble turn/tumble under water.
 Doggy paddle. Transition from glide to stroke. 	Sculling face in water.Kicking while submerged.	Combining fluent breastroke arm and leg technique. Head out entry to water



Progression – Wellbeing



KS1 Wellbeing	KS2 Wellbeing
 Know how to work as part of a team How to throw and catch accurately How to perform breathing exercises to be mindful Understand how yoga is good for wellbeing Know how to connect with others to complete tasks To have confidence to improvise actions Be able to notice their surroundings 	 Know how to be a leader within a team How to throw and catch accurately Understand how breathing exercises can help someone be mindful Understand how yoga is good for wellbeing Know how to connect with others to complete tasks with increased success To have confidence to improvise actions Be able to notice changes in their surroundings and what maybe causing them

KS1 Wellbeing	KS2 Wellbeing
 Ball control skills Throw and catch one handed Coordinate with a partner to throw at the same time Basic yoga poses Basic aerobics exercise Martial arts moves Create and perform a basic sequence to 8 beats 	 Juggling Throw and catch one handed Coordinate with a partner to throw at the same time More challenging yoga poses More challenging aerobics exercise Martial arts moves Create and perform a basic sequence to 8 beats

