

Skills Progression for Physical Education September to July 2019-20

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 physically confident in a way which supports their health and fitness. Opportunities to compete in sport and other activities build character and help to embed values such as fairness and respect.

NC for P. E

The national curriculum for physical education aims to ensure that all pupils:

- ♣ Develop competence to excel in a broad range of physical activities
- ♣ Are physically active for sustained periods of time
- ♣ Engage in competitive sports and activities
- ♣ Lead healthy, active lives.

Strand	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
PE	Can travel around and	Travel around and through	Travel in a range of different	Perform actions, balances,	Combine and perform a	Plan and perform a complex
Gymnastics	through a space.	space, and am able to stop safely.	ways. Create a simple sequence	body shapes and movements with control.	range of complex actions, balances, body shapes and movements with precision	and well-structured sequence on my own and with a partner.
	Change pathway to avoid contact with others.	Find and use space safely	with a partner.	Adapt my actions and	and control.	with a partner.
	Copy a simple action.	avoiding the pathways of others.	Describe my own and others movements, balances and	balances when performing with a partner or in a small	Combine my work with that	Link my sequences to specific timings.
	сору а зиприе асстоп.	Describe my movements,	body shapes.		of others to create complex and varied sequences.	
	Link and repeat 2 simple actions.	e.g. travelling, balancing, climbing etc.	Perform basic actions with control and co-ordination.	Identify aspects of my own and others performances that can be improved.	Identify and apply clear and appropriate criteria when	
	Follow simple instructions.	Choose and link actions to create a simple sequence.	Perform a longer sequence with a clear beginning, middle and end, showing	Perform a well-structured sequence on my own and	evaluating my own and others' work.	
		Start and finish an action or sequence.	changes in level and clear shapes.	with a partner.		
				Plan, perform and repeat longer sequences that include changes in speed,		
				level, direction, clear shapes and quality of movement.		
P.E	Throw a ball underarm.	Hit a ball with a bat.	Throw a ball under and over	Hit a bowled ball with intent	Bat, bowl and field with	Explain complicated rules.
Games	Roll a ball along the ground.	Intercept and stop a ball.	arm from a range of distances.	and force, while beginning	control.	

	Use two hands to catch a ball or a small beanbag	Throw, kick and hit a ball. Play simple ball games in a small group.	Track, intercept and stop a ball. Take part in team games, tracking and anticipating the movement of the ball. Begin to talk about and develop strategies and tactics to outwit my opponent. Identfiy and begin to appy rules fairly.	to bowl and field with increasing control. Make good tactical decisions with speed. Recognise and use a range of tactics linked to a range of games, e.g. netball, football etc. Identify my own strengths and suggest ways of improving my performance. Identify and describe features of good game play.	Use a range of tactics for attacking and defending. Plan and adapt individual and team tactics in response to the play. Identify by own and others' strengths and weaknesses and identify ways in which performance can be improved. Identify and explain the key principles of play.	Make a team plan and communicate it to others. Lead others in a game situation
Athletics Running	Vary their pace and speed when running. Run with a basic technique over different distances. Show good posture and balance. Jog in a straight line. Change direction when jogging. Sprint in a straight line. Change direction when sprinting. Maintain control as they change direction when jogging or sprinting.	Run at different paces, describing the different paces. Use a variety of different stride lengths. Travel at different speeds. Begin to select the most suitable pace and speed for distance. Complete an obstacle course. Vary the speed and direction in which they are travelling. Run with basic techniques following a curved line. Be able to maintain and control a run over different distances	Identify and demonstrate how different techniques can affect their performance. Focus on their arm and leg action to improve their sprinting technique. Begin to combine running with jumping over hurdles. Focus on trailing leg and lead leg action when running over hurdles. Understand the importance of adjusting running pace to suit the distance being run.	Confidently demonstrate an improved technique for sprinting. Carry out an effective sprint finish. Perform a relay, focusing on the baton changeover technique. Speed up and slow down smoothly.	Accelerate from a variety of starting positions and select their preferred position. Identify their reaction times when performing a sprint start. Continue to practise and refine their technique for sprinting, focusing on an effective sprint start. Select the most suitable pace for the distance and their fitness level in order to maintain a sustained run. Identify and demonstrate stamina, explaining its importance for runners.	Recap, practise and refine an effective sprinting technique, including reaction time. Build up speed quickly for a sprint finish. Run over hurdles with fluency, focusing on the lead leg technique and a consistent stride pattern. Accelerate to pass other competitors. Work as a team to competitively perform a relay. Confidently and independently select the most appropriate pace for different distances and different parts of the run.

Jumping	Perform different types of jumps: for example, two feet to two feet, two feet to one foot, one foot to same foot or one foot to opposite foot. Perform a short jumping sequence. Jump as high as possible. Jump as far as possible. Land safely and with control. Work with a partner to develop the control of their jumps.	Perform and compare different types of jumps: for example, two feet to two feet, two feet to one foot, one foot to same foot or one foot to opposite foot. Combine different jumps together with some fluency and control. Jump for distance from a standing position with accuracy and control. Investigate the best jumps to cover different distances. Choose the most appropriate jumps to cover different distances. Know that the leg muscles are used when performing a jumping action.	Use one and two feet to take off and to land with. Develop an effective take- off for the standing long jump. Develop an effective flight phase for the standing long jump. Land safely and with control.	Learn how to combine a hop, step and jump to perform the standing triple jump. Land safely and with control. Begin to measure the distance jumped.	Improve techniques for jumping for distance. Perform an effective standing long jump. Perform the standing triple jump with increased confidence. Develop an effective technique for the standing vertical jump (jumping for height) including take-off and flight. Land safely and with control. Measure the distance and height jumped with accuracy. Investigate different jumping techniques.	Develop the technique for the standing vertical jump. Maintain control at each of the different stages of the triple jump. Land safely and with control. Develop and improve their techniques for jumping for height and distance and support others in improving their performance. Perform and apply different types of jumps in other contexts. Set up and lead jumping activities including measuring the jumps with confidence and accuracy.
Throwing	Throw underarm and overarm. Throw a ball towards a target with increasing accuracy. Improve the distance they can throw by using more power	Throw different types of equipment in different ways, for accuracy and distance. Throw with accuracy at targets of different heights.	Throw with greater control and accuracy. Show increasing control in their overarm throw. Perform a push throw.	Perform a pull throw. Measure the distance of their throws. Continue to develop techniques to throw for increased distance.	Perform a heave throw. Measure and record the distance of their throws. Continue to develop techniques to throw for increased distance and support others in improving their personal best.	Perform a heave throw. Measure and record the distance of their throws. Continue to develop techniques to throw for increased distance and support others in improving their personal best.

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	Investigate ways to a			Davidan and raffins	Davidan and refine
	their throwing techni			Develop and refine	Develop and refine
	achieve greater dista	nce. increased distance		techniques to throw for	techniques to throw for
				accuracy	accuracy
OAA		Orientate themselves with	Orientate themselves with	Start to orientate	Orientate themselves with
		increasing confidence and	accuracy around a short trail	themselves with increasing	confidence and accuracy
		accuracy around a short tail	,	confidence and accuracy	around an orienteering
		,	Create a short trail for	around an orienteering	course when under pressure
		Identify and use effective	others with a physical	course.	·
		communication to begin to	challenge		Design an orienteering
		work as a team.		Design an orienteering	course that is clear to follow
			Start to recognise features	course that can be followed	and offers challenge to
		Identify symbols used on a	of an orienteering course	and offers some challenge	others
		key		to others.	
		/	Communicate clearly with		Use navigation equipment
		Begin to choose equipment	other people in a team and	Begin to use navigation	(maps. Compasses) to
		that is appropriate for an	with other teams	equipment to orientate	improve the trail.
		activity		around a trail.	
		,	Have experience of a range		Use clear communication to
			of roles within a team and	Start to orientate	effectively complete a
			begin to identify the skills	themselves with increasing	particular role in a team
			required to succeed at each	confidence and accuracy	, par account to the man account
			Toquir ou to success at out.	around an orienteering	Compete in orienteering
			Associate the meaning of a	course.	activities as part of a time
			key in the context of the	334.36.	and independently
			environment m	Design an orienteering	and macpendently
				course that can be followed	Use a range of map styles
			Try a range of equipment	and offers some challenge	and make an informed
			for creating and completing	to others.	decision on the most
			an activity	to others.	effective.
			an activity	Begin to use navigation	circuive.
			Make an informed decision	equipment to orientate	Choose the best equipment
			on the best equipment to	around a trail.	for an outdoor activity.
			use for an activity	Use clear communication to	Tot all outdoor activity.
			asc for all activity	effectively complete a	Prepare an orienteering
			Plan and organise a trail	particular role in a team.	course for others to follow.
			that others can follow	particular role iii a team.	course for others to follow.
				Complete orienteering	Identify the quickest route
				activities both as part of a	to accurately navigate an
				team and independently	orienteering course.
				Identify a key on a map and	Manage an orienteering
				begin to use the information	event for others to compete
				in activities.	in.
				Choose the heat equipment	Use a compass for
				for an outdoor activity	navigation

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					Create an outdoor activity that challenge others	Organise an event for others.
					Create a simple plan of an activity for others to follow.	
					Identify the quickest route to accurately navigate an orienteering course.	
					Use a map for an orienteering course.	
					Begin to use a compass.	
Athletics Running	Vary their pace and speed when running. Run with a basic technique	Run at different paces, describing the different paces. Use a variety of different	Identify and demonstrate how different techniques can affect their performance.	Confidently demonstrate an improved technique for sprinting. Carry out an effective sprint	Accelerate from a variety of starting positions and select their preferred position. Identify their reaction times	Recap, practise and refine an effective sprinting technique, including reaction time.
	over different distances.	stride lengths.	'	finish.	when performing a sprint	
	Show good posture and balance.	Travel at different speeds.	Focus on their arm and leg action to improve their sprinting technique.	Perform a relay, focusing on the baton changeover	start. Continue to practise and	Build up speed quickly for a sprint finish.
	Jog in a straight line.	Begin to select the most suitable pace and speed for distance.	Begin to combine running with jumping over hurdles.	technique. Speed up and slow down	refine their technique for sprinting, focusing on an effective sprint start.	Run over hurdles with fluency, focusing on the lead leg technique and a
	Change direction when jogging.	Complete an obstacle	Focus on trailing leg and	smoothly.	Select the most suitable	consistent stride pattern.
	Sprint in a straight line.	course.	lead leg action when running over hurdles.		pace for the distance and their fitness level in order to	Accelerate to pass other competitors. Work as a
	Change direction when sprinting.	Vary the speed and direction in which they are travelling.	Understand the importance of adjusting running pace to		maintain a sustained run. Identify and demonstrate	team to competitively perform a relay.
	Maintain control as they	Run with basic techniques	suit the distance being run.		stamina, explaining its importance for runners.	Confidently and independently select the
	change direction when jogging or sprinting.	following a curved line. Be able to maintain and control a run over different distances.				most appropriate pace for different distances and different parts of the run.
Jumping	Perform different types of	Perform and compare	Use one and two feet to take off and to land with.			Develop the technique for
Sambing	jumps: for example, two feet to two feet, two feet to	different types of jumps: for example, two feet to two	Develop an effective take- off for the	Learn how to combine a hop, step and jump to	Improve techniques for jumping for distance.	the standing vertical jump.
	one foot, one foot to same	feet, two feet to one foot, one foot to same foot or one foot to opposite foot.	standing long jump.	perform the standing triple jump.	Perform an effective standing long jump.	Maintain control at each of the different stages of the triple jump.

	foot or one foot to opposite foot. Perform a short jumping sequence. Jump as high as possible. Jump as far as possible. Land safely and with control. Work with a partner to develop the control of their jumps.	Combine different jumps together with some fluency and control. Jump for distance from a standing position with accuracy and control. Investigate the best jumps to cover different distances. Choose the most appropriate jumps to cover different distances. Know that the leg muscles are used when performing a jumping action.	Develop an effective flight phase for the standing long jump. Land safely and with control.	Land safely and with control. Begin to measure the distance jumped.	Perform the standing triple jump with increased confidence. Develop an effective technique for the standing vertical jump (jumping for height) including take-off and flight. Land safely and with control. Measure the distance and height jumped with accuracy. Investigate different jumping techniques.	Land safely and with control. Develop and improve their techniques for jumping for height and distance and support others in improving their performance. Perform and apply different types of jumps in other contexts. Set up and lead jumping activities including measuring the jumps with confidence and accuracy.
Dance	Can repeat and copy simple movements, e.g. tap my foot, hop	Copy and repeat a wide range of body movements and actions.	Copy and repeat an increasing range of complex movements and actions.	Explore, improvise and combine movement and ideas effectively.	Create repeat and refine a series of complex dance phrases or a short dance.	Can develop imaginative dances in a specific style.
	Move in response to the music, e.g. fast, slow, on tip toe, stamping feet.	Move different parts of my body similtaniously in response to the music, e.g. march while swinging my arms.	Repeat with accuracy and control short dance phrases and simple dances.	Perform showing an awareness of rhythm and dynamics. Improvise freely on my own, developing ideas in response to the	Perform with a partner or in a small group to music or an accompaniment. Improvise freely on my own and with a	Can choose own music, style and dance

	Copy and repeat a	Make and join 2 or 3	Choose and sequence	stimulus, e.g. music,	partner developing		
	series of 3 simple	movements together	movements that	sound, images etc.	ideas in response to		
	movements.	to create a sequence	reflect the dance idea,		the stimulus, e.g.		
		and repeat.	feel or mood of the music.	Create and link a series of dance phrases.	music, sound, images etc		
		Describe the					
		movements I make.	Talk about the movements I make and give suggestions for improvement.	Talk about and evaluate my work and the work of others.	Create increasingly complex phrases and dance sequences.		
					Describe in detail how a dance is formed and performed.		
P.E Swimming Must be taught in either KS1 or	Swimming taught in KS2		Swim competently,Use a range of strok	I children must be able to confidently and proficiently ove es effectively such as front craw scue in different water-based si	•	s	
KS2			I can swim between 25 and 50) metres unaided.			
			I can keep swimming for 30 to when on my front and on my		ds and support I can use a variet	ry of basic arm and leg actions	
			Can swim on the surface and lower myself under water.				
			Takes part in group problem-s	solving activities on personal sur	vival.		
			Recognises how my body reacts and feels when swimming.				