

CURRICULUM MAPPING 2023

Progression	Year groups	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	Assessment
	Early years	Movement; Building confidence through movement. Walking, jogging, running, turning, and changing direction. Large Balls Skills; Rolling, stopping, catching, kicking, bouncing. Able to manipulate a ball whilst moving individually or in a pair	Movement; Avoids clear obstacles in games. Can adjust speed and balance. Bean Bags and Small balls. Can throw underarm at a target. Can throw and catch with two hands. Can roll accurately at a target.	Gymnastics; Can move along equipment and keep good balance. Can perform basic jumps from equipment. Can hold different body shapes. Can rock and roll sideways keeping basic tension throughout. Can use small points of the body	Athletics; Shows increased levels of fundamental body movement. Can change speeds from walking to running. Can take part in basic relay games. Can perform varied jumps over obstacles. Can throw at a target or for distance.	Striking and fielding; Can roll and stop a small ball. Can strike a small ball from a batting tee. Can hold a small bat correctly. Can throw a ball at target. Understands very basic rules of sending and receiving in a SSG.	Bats and balls; Can hold a small bat correctly. Can balance a small ball using a bat. Shows increasing control over large and small objects with hands. Can work with a partner to send and receive a small ball across the ground.	EYFS

Introduced tennis in 2024 to improve hand eye coordination SEN interventions to improve learning.	Year 1	Invasion games Football; Improving agility, balance, and coordination through movement. Learning simple dribbling skills and ball control. Passing and receiving skills and learning the basics in SSG's 1 v 1, 2 v 2's, 3 v 3's.	Invasion games Tag Rugby; Learning to move with a large ball in two hands. Avoiding obstacles when running. Learning the basics of throwing and catching a rugby ball. Scoring try's through simple SSG's to improve basic game and movement concepts.	Gymnastics; Can travel using small points of the body. Can use basic animal actions when traveling. Can perform basic rolls sideways and forwards. Can link actions to equipment.	Athletics; Developing the A, B, C, S – Agility – Balance – Speed – Coordination. Can compete in simple running races and relays. Can throw implements at a target. Can compete in small groups and understand simple rules.	Striking and fielding; Can roll a small ball at a target. Can retrieve a small ball on the move. Can use simple handling skills. Can strike a small ball from a batting tee. Can make a short run to score.	Tennis; Can balance a ball on a racket. Can control a small ball on the ground with a racket. Can make short bat taps upwards. Can make short bat taps down wards.	SG digital assessment Autum 2, Spring 2, Summer 2.
Introduced OAA in 2024 to help create good team building skills. SEN interventions to improve learning.TA support	Year 2	Invasion games Basketball; Can roll a large ball forward and receive. Can dribble a large ball independently. Can play simple passes in pairs. Can shoot at a low target or medium height target.	Invasion games Tag Rugby; Can change speed and avoid obstacles holding a large ball. Can make a tackle with tag belt. Can throw a ball into space and	Gymnastics; Can travel using small points of the body using equipment. Can perform basic jumps, straight, star. Can perform simple actions rocking and rolling and	OAA Team building games; Can work outdoors and explore and develop. Can use a range of physical skills they cannot do indoors. Can work in small groups to take	Cricket; Can bowl a ball underarm. Can make a two- handed catch from a simple throw. Can strike a moving ball to make a run. Has developed retrieving skills to	Athletics; Developing the A, B, C, S. Can jump over and around obstacles. Can work in small groups to compete in flat and relay races. Can throw an object at a target	SG digital assessment Autum 2, Spring 2, Summer 2.

children in PE lessons. Buddy up with a more able pupil.		Can play and understand simple rules and tactics 1.1 2v2 3v3 max.	receive using two hands.	linking to equipment. Can describe how they can improve basic gymnastic actions.	part in simple challenges.	send or receive small ball. Understands basic laws and simple tactics of the game.	such as bean bag, quiot or small ball.	
Introduce more basketball skills for hand eye development. SEN interventions to improve learning. Think about alternative methods of teaching or equipment.	Year 3	Invasion games Football; Can dribble a ball into space keeping close control. Can change direction using the instep or outstep of the foot. Can pass the ball to a partner using the instep or laces. Can stop a ball using their hands and roll a ball to feet. Can understand simple rules and tactics in a SSG max 5 v 5 format.	Basketball; Can dribble a basketball with both hands Can perform a chest pass and bounce pass. Can shoot at a medium height target to score. Can understand simple rules and tactics in a SSG max 4 v 4 format.	Gymnastics; Understands small points and large patches of the body. Can perform Arch and Dish shapes. Can rock to stand and perform a forward and side roll. Can link travelling, flight, rolling actions to equipment to form a basic sequence.	Health and Fitness Gymrun. Challenges the body to increase running laps over 3 minutes. Can perform agility jumps over a flat cone for 30 seconds. Can increase a standing long jump over 6 weeks. Can push their body away from a bench and increase strength.	Cricket; Can send a small ball and receive it using rolling and underarm actions. Can bowl underarm at a target. Can hold a bat correctly and strike from a batting tee. Can make and score runs in a simple SSG. Understands basics rules of kwick cricket.	Athletics; Can run straight at speed inside running lanes. Can jump over and move under different obstacles. Can compete in a simple relay as a team. Can throw for distance with foam Javelin and tennis ball.	SG Digital assessment Autumn 2, Spring 2, Summer 1. Gymrun physical health assessment.

Introduce basketball in 2024 to improve hand eye games. SEN interventions to improve learning. Think about alternative methods of teaching or equipment.	Year 4	Invasion Games Football; Can use simple Goal keeping skills and understands the position. Can dribble a ball using different parts of the feet. Can change direction using instep, outstep and stop turn Can mark a player when playing SSG to defend. Can understand simple rules and tactics in a SSG max 5 v 5 format.	Basketball; Can manipulate the ball using both hands. Understands how to mark a player non-contact. Can pass and shoot in a variety of ways. Can understand simple rules and tactics in a SSG max 5 v 5 format.	Gymnastics; Can balance along a beam and hold a one- legged balance. Can roll in a variety of ways forwards, backways, rotational. Can squat onto a table or box. Can use a variety of jumps and lands in a fixed shape. Links actions to equipment and can do a paired sequence.	Health and Fitness Gymrun. Can improve their 3-minute running time. Can perform agility jumps over a 15cm hurdle for 30 secs. Can increase a standing long jump over 6 weeks. Can perform triceps dips for 1 minute. Can do cross fit sit ups for 1 minute. Can peer assess with a partner.	Cricket; Can use an underarm and overarm bowling action. Can receive a moving ball with speed high or low when fielding. Can hit a straight drive from a moving ball. Can make quick and clever decisions when fielding. Can recognise and play by the rules of kwick cricket.	Athletics; Can power walk and run over distance 1k. Can run at speed to compete. Can throw a variety of implements such as Javelin, discuss, shot. Can jump from a standing position or for height. Can compete in a team in a variety of events.	SG Digital assessment Autumn 2, Spring 2, Summer 1. Gymrun physical health assessment.

Introduce	Year 5	Invasion Games	Tag Rugby;	Gymnastics;	Health and	Cricket;	Rounders;	SG Digital
Netball in		Netball;			Fitness Gymrun.			assessment
2024 as a			Can run with the	Can roll into and		Can overarm bowl	Can throw a	Autumn 2, Spring
specific unit		Can control	ball in two hands	out of forward	Has improved	into a crease area	rounders ball	2, Summer 1.
to help		footwork when	and beat a	rolls in different	fitness through	with accuracy.	accurately	Gymrun physical
promote the		receiving a ball.	defender.	ways.	running.	Can field with	towards a post.	health
game and compete.		Can use a variety of passes to link	Can make a simple pop pass	Can squat onto a table with	Has improved agility jumps over	effectiveness to anticipate	Can strike a ball using a rounders	assessment.
Introduce		play.	when running	confidence.	a 15cm hurdle for	stumping out or	bat.	
OAA in 2024			with the ball.	Can take body	30 secs.	catching.	Can hit and make	
to help create		I can create space	Can react and	weight onto	Has improved	Can strike the ball	effective	
good team		by losing my	make a tag when	hands – bunny	their power	in a variety of	decisions around	
building		marker.	defending.	hop, Handstand,	through jumping	ways such as pull	a pitch.	
skills. Help		Can anticipate and	ucicituing.	and cartwheel.	for distance.	shots and straight		
develop		intercept a pass.	Can understand	and cartwireen.	ior distance.	drives.	Understands the	
problem			how to stay	Can link actions	Has improved		rules of the game.	
solving.		Understands the designated	onside and outwit the	to combine a mirrored	upper body strength.	Understands how to score in pairs	OAA;	
SEN		positions in high 5 netball and can apply simple	opposition. Understands the	sequence with a partner.	Improved core strength through	cricket.	Work confidently with others to problem solve.	
interventions		tactics.	simple rules of		gym run		problem solve.	
to improve learning. Think about			tag rugby and can apply them in a SSG.		challenges. Can peer assess with a partner		Follow simple instructions and rules.	
alternative					with honesty and		Work with	
methods of					integrity.		collaboration in a	
teaching or							small group.	
equipment.							Finding solutions.	

Introduce Netball in	Year 6	Invasion games Basketball;	Tag Rugby;	Gymnastics;	Health and fitness Gymrun;	Cricket;	Rounders;	SG Digital assessment
2024 as a			Can run with the	Can roll in a	inchess Cynnun,	Can overarm bowl	Can bowl and	Autumn 2, Spring
specific unit		I can dribble with a	ball in two hands	number of	Can achieve at	into a crease area	throw a rounders	2, Summer 1.
to help		basketball	and run through	different ways	least 13 laps and	with accuracy and	ball accurately	Gymrun physical
promote the		effectively.	defensive lines.	Con any other to a to a	above in 3	speed.	towards a batter	health
game and		I can pivot and	Can pass the ball	Can squat onto a table with	minutes.	Can field with	or fielder.	assessment.
compete.		change direction	on the move at	confidence. Or	Has improved	effectiveness to	Can strike a ball	
Introduce		with agility.	speed.	squat through	agility jumps over	anticipate	using a rounders	
OAA in 2024			Is able to	using a spring	a 15cm hurdle for	stumping out or	bat.	
to help create		l can use a variation of	understand how	board.	30 secs.	catching.	Can hit and make	
good team		passing skills when	to stay onside	Can take body	Is able to peform	Can strike the ball	effective	
building		in possession.	and outwit the	weight from a	a standing long	in a variety of	decisions around	
skills. Help		11 90330331011.	opposition.	bar and hold	jump over 110cm.	ways such as pull	a pitch.	
develop problem		l can intercept the ball from	Can make a	shapes.	Has improved	shots and straight drives.	Understands the	
solving.		opposition.	defensive line to	Can take body	upper body		rules of the game.	
Offsite			block runners	weight onto	strength through	Understands how	Can communicate	
activity to		Understand how	and outwit	hands with a	conditioning.	to score in pairs	effectively to	
help develop		to link play to outwit the	opposition.	handstand,	Improved core	cricket.	outwit	
orienteering		opposition in a	Understands the	cartwheel, round	strength through	Can outwit	opponents.	
		small sided game.	rules of tag rugby and can play a 7 v	off. Can link actions	gymrun program. Can peer assess	opponents with simple tactics.	OAA;	
SEN			7 game.	to combine a	with a partner	Can self-evaluate	Work confidently	
interventions				mirrored	with honesty and	to improve	with others to	
to improve				sequence with a	integrity.	personal	problem solve.	
learning.				partner.	integrity.	performance.		
Think about						performance.	Follow simple instructions and	
alternative							rules.	
methods of							Tules.	
teaching or								
equipment.								

			Work with	
			collaboration in a	
			small group.	
			Finding solutions.	
			Complete a	
			planned	
			orienteering	
			activity in	
			Brockwell park.	