

PE Progression Development in Year 1 **Athletics Dance Gymnastics** Games **Aim of Educational Dance** Aim of Educational **Aim of Educational Games Aim of Educational** Children will explore basic In all games activities, **Gymnastics Athletics** children think about how to body actions e.g. jumping and In gymnastics as a whole, In all athletic activities, turning and use different children use skills and agilities use skills, strategies and children think about how to parts of their body to make tactics to outwit the individually, in combination and achieve the greatest movements. They create and opposition. in sequence with the aim of possible speed, height, Children develop basic gamerepeat short dances. showing as much control and distance or accuracy. Performance of skills playing skills, in particular the precision as possible. Children will explore the FMS of throwing and **Progression** Children investigate movement, FMS of running, jumping catching. They play games stillness and how to find and and throwing activities and Perform fundamental based on net games and use space safely. They explore take part in simple movement skills at a striking and fielding games. basic gymnastic actions on the challenges and developing level. Perform Performance of skills competitions. They floor and using apparatus. They basic body actions with experiment with different control and show some sense copy or create, remember and **Progression** repeat, short movement Perform fundamental ways of travelling, throwing of dynamic, expressive and phrases of 'like' linked actions and jumping, increasing rhythmic qualities in their movement skills at a their awareness of speed e.g. two jumps, or two rolls. own dance. developing level in: Performance of skills and distance. **Developing Physical Skills** Travelling skills, Sending Performance of skills – **Progression** skills, Receiving skills Lancashire scheme **Progression** Perform fundamental **Developing Physical Skills Body Actions** movement skills at a developing Perform fundamental Copy and explore basic body Lancashire scheme level in travelling skills. Perform movement skills at a Side gallop, Underarm throw, actions from a range of body actions with some control developing level. stimuli. Running, Rolling a ball, and coordination. **Developing Physical** Travel, Turn, Jump, Gesture, Bouncing a ball, Catching a <u>Developing Physical Skills –</u> Stillness. ball, Jumping, Hopping, Skills - Lancashire Copy simple movement **Lancashire scheme** Skipping, Overarm throw. scheme patterns. Shape - Wide, thin. Application of skills -Running, Hopping, Rolling a Show and tell using body Travelling on feet - jog, skip, Lancashire scheme (Core ball, Underhand throw, actions to explore emotions. gallop, hop, and walk forwards, Task) Jumping. Vary speed, strength, energy backwards. They have an opportunity to Application of skills and tension of their Travelling on hand and feet play one against one, one Lancashire scheme (Core movements frog, bunny, caterpillar, crab, against two and one against Task) Application of skills bear, crocodile, monkey etc. three. The 'Honey pot' core task **Lancashire scheme (Core** Balancing - Front support, Knowledge involves children running in balance on 4 and 3 points, large To use a simple tactic i.e. different directions to pick body parts, tummy, back, Choose movements to make Pretend to throw one way up objects as quickly as they bottom, shoulder. Jumping and their own simple dance then throw the other. can. The children work in Landing – 2-2 for height. phrase with beginning, To use a simple tactic i.e. pairs. They then swap roles Rolling - Rocking on back, middle and ending. Look one way and roll the ball and carry out the task again. pencil, egg rolls. Practice and repeat these the other. 'Honesty' is the character **Apparatus** To use a simple tactic i.e. short dance phrases so they trait that is important. Application of skills -Throw away from the cones can be performed in a controlled way. Choose and Lancashire scheme (Core (fielders). 'Determination' is the link actions that express a mood, idea or feeling. character trait that is Involves children knowing how 'Imagination' and 'Empathy' important. to create a gymnastic sequence are the character traits that on floor, mats and apparatus by are important. linking gymnastic shapes through rolling, travelling,

balancing or jumping individually at first and then with a partner. 'Concentration' is the character trait that is

important.