Haydon Wick's PE Progression Map

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS	Fundamentals: Unit 1	Ball Skills: Unit 1	Fundamentals: Unit 2	Gymnastics: Unit 1	Games: Unit 1	Games: Unit 2
	Introduction to PE: Unit 1	Introduction to PE: Unit 2	Dance: Unit 1	Dance: Unit 2	Gymnastics: Unit 2	Ball Skills: Unit 2
Key Stage 1	Fitness	Yoga	Dance	Invasion Games	Athletics	Team Building
	Gymnastics	Fundamentals	Ball Skills	Target Games	Net and Wall Games	Striking and Fielding Games
Key Stage 2	Fitness Gymnastics	Yoga Ball Skills (Year 3) Invasion Games	Dance Invasion Games	Invasion Games Net and Wall Games	Athletics Net and Wall Games	OAA Striking and Fielding Games

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS	Fundamentals: Unit 1	Ball Skills: Unit 1	Fundamentals: Unit 2		Games: Unit 1	Games: Unit 2
	Running:	Sending:	Same as Term 1.	Gymnastics: Unit 1	Running:	Same as Term 5.
	Explore running and stopping.	Explore sending an object with		Shapes:	Explore running and stopping.	
	Explore changing direction	hands and feet.	Dance: Unit 1	Show contrast with their bodies	Explore running on the balls of	Ball Skills: Unit 2
	safely.		Actions:	including wide/narrow,	their feet.	Same as Term 2.
		Catching:	Explore how their body moves.	straight/curved.		
	Balance:	Explore catching using a variety	Copy basic body actions and	_	Jumping:	
	Explore balancing whilst	of larger balls and beanbags.	rhythms.	Balances:	Explore jumping and hopping	
	stationary and on the move.			Explore shapes using different	safely.	
		Tracking:	Dynamics:	parts of their bodies.		
	Jumping:	Explore stopping a ball with	Explore actions in response to		Throwing:	
	Begin to explore take-off and	hands and feet.	music and an idea.	Rolls:	Exploring throwing to a target.	
	landing safely.			Explore rocking and rolling.		
		Dribbling:	Space:		Gymnastics: Unit 2	
	Hopping:	Explore bouncing and catching.	Explore pathways and the	Jumps:	Same as Term 4	
	Explore hopping on both feet.		space around them in relation	Explore jumping safely.		
		Introduction to PE: Unit 2	to others.			
	Skipping:			Dance: Unit 2		
	Explore skipping as a travelling		Performance:	Same as Term 3.		
	action.		Are given opportunities to			
			perform in front of others.			
	Introduction to PE: Unit 1					

<u>Key Stage 1</u>

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1	Fitness	Yoga	Dance	Invasion Games	Athletics	Team Building
	Agility: Change direction whilst	Balance:	Actions:	Sending and receiving:		Problem solving:
	running.					



			•		•	
		Perform balances and poses	Copy, remember and repeat	Explore S&R with hands and		Suggest ideas in response to a
	Balance:	making their body tense,	actions to represent a theme.	feet to a partner.	Running:	task.
	Explore balancing in more	stretched and curled.	Explore creating their own	Dribbling:	Explore running at different	Navigational Skills:
	challenging activities with some		actions in relation to a theme.	Explore dribbling with hands	speeds. Explore running over	Follow a simple diagram/map.
	success.	Flexibility:		and feet.	obstacles.	
		Explore poses and movements	Dynamics:			Communication:
	Co-ordination:	that challenge their flexibility.	Explore varying speeds to	Attacking:	Jumping:	Work cooperatively with a
	Explore coordination through		represent an idea.	Explore changing direction to	Develop balance whilst jumping	partner and a small group.
	the use of equipment.	Strength:		move away from a partner.	and landing.	
		Explore strength whilst	Space:		Explore hopping, jumping and	Reflection:
	Speed:	transitioning from one pose to	Explore pathways within their	Defending:	leaping for distance.	Verbalise when they were
	Can demonstrate running at	another.	performances.	Explore tracking and move to		successful and areas that they
	different speeds.			stay with a partner.	Throwing:	could improve.
		Mindfulness:	Relationships:		Explore throwing for distance	
	Strength:	Recognise their own feelings in	Explore working with a partner	Space:	and accuracy.	Striking and Fielding Games
	Demonstrate increased control	response to a task or activity.	using unison, matching and	Recognise good space when		Striking:
	in body weight exercises.		mirroring.	playing games.	Net and Wall Games	Explore striking a ball with their
		Fundamentals	_		Hitting:	hand and equipment.
	Stamina:	Running:	Performance: Develop the use	Target Games	Explore hitting a dropped ball	
	Show an ability to work for	Explore changing direction and	of facial expressions in their	Throwing overarm:	with a racket.	Fielding:
	longer periods of time.	dodging. Discover how the body	performance.	Explore technique when		Develop tracking and retrieving
		moves at different speeds.		throwing overarm towards a	Feeding:	a ball for their team.
	Gymnastics		Ball Skills	target.	Throw a ball over a net to land	
	Shapes:	Balance:	Sending:		into the court area.	Throwing:
	Explore basic and still shapes	Move with some control and	Roll and throw with some	Throwing underarm: explore		Explore technique when
	straight, tuck, straddle, pike.	balance. Explore stability and	accuracy towards a target.	technique when throwing	Rallying:	throwing over and underarm.
	Balance:	landing safely.	, .	underarm towards a target.	Explore underarm rallying with	
	Perform balances making their		Catching:		a partner.	Catching:
	body tense, stretched and	Jumping:	Begin to catch with two hands.	Throwing: Know which type of		Develop coordination and
	curled.	Demonstrate control in take off	Catch after a bounce.	throw to use for distance and	Footwork:	technique when catching.
		and landing when jumping.		accuracy. Know that my body	Use the ready position to move	
	Rolls:		Tracking:	position will affect the accuracy	towards a ball.	
	Explore barrel, straight and	Hopping:	Track a ball being sent directly.	of my throw.		
	forward roll progressions.	Begin to explore hopping in				
		different directions.	Dribbling:	Tactics: Know that tactics can		
	Jumps:		Begin to dribble with hands and	help us when playing games.		
	Explore shape jumps including	Skipping:	feet.			
	jumping off low apparatus.	Show co-ordination when		Rules: Know that rules help us		
		turning a role. Use rhythm to		to play fairly.		
		jump continuously in a French				
		rope.				
		Tope.				
Year 2	Fitness	Yoga	Dance	Invasion Games	Athletics	Team Building
	Agility:	Balance:	Actions:	Sending and receiving:	Running:	Problem solving:
	Demonstrate improved	Remember, copy and repeat	Accurately remember, repeat	Developing S&R with increased	Develop the sprinting action.	Begin to plan, and with some
	technique when changing	sequences of linked poses.	and link actions to express an	control.	Explore rhythm when running	success, apply strategies to
	direction on the move.		idea.		over obstacles.	overcome a challenge.
		Flexibility:		Dribbling:		
	Balance:	Show increased awareness of	Dynamics:		Jumping:	Navigational Skills:
		extension in poses.	Cynamics.		Jamping.	
		evension in hoses.				

[]	de construit e la construit de la const			 A state of the late of the la		the deside of the state of the
	demonstrate increased balance		Develop an understanding of	Explore dribbling with hands	Develop jumping, hopping and	Understand how to use, follow
	whilst travelling along and over	Strength:	dynamics.	and feet with increasing control	skipping actions.	and create a simple
	equipment.	Demonstrate increased control		on the move.	Explore safely jumping for	diagram/map.
		in performing poses.			distance and height.	
	Co-ordination:	Mindfulness:	Space:		Throwing:	Communication:
	Perform actions with increased	Explore controlling their focus	Develop the use of pathways	Attacking:	Develop overarm throwing for	Work cooperatively with a
	control when coordinating their	and sense of calm.	and travelling actions to include	Developing moving into space	distance.	partner and a small group.
	body with and without		levels.	away from defenders.		
	equipment.	Fundamentals			Net and Wall Games	Reflection:
	Speed: Can demonstrate	Running:	Relationships:	Defending:	Hitting:	Verbalise when they were
	running at different speeds.	Change direction quickly.	Explore working with a partner	Explore staying close to other	Develop hitting a dropped ball	successful and areas that they
		Understand and show how the	using unison, matching and	players to try and stop them	over a net.	could improve.
	Strength:	body moves at different speeds.	mirroring.	getting the ball.		
	Demonstrate increased control				Feeding:	Striking and Fielding Games
	in body weight exercises.	Balance:	Performance:	Space:	Accurately underarm throw	Striking:
	Stamina: Show an ability to	Demonstrate balance when	Develop the use of facial	Explore moving with a ball	over a net to a partner.	Develop striking a ball with
	work for longer periods of time.	performing other fundamental	expressions in their	towards the goal.		their hand and equipment with
		skills.	performance.		Rallying:	some consistency.
	Gymnastics			Target Games	Explore underarm rallying with	
	Shapes:	Jumping:	Ball Skills	Throwing overarm: Develop	a partner catching after one	Fielding:
	Explore using shapes in	Demonstrate jumping for	Sending:	co-ordination and technique	bounce.	Understand that there are
	different gymnastic balances.	distance, heights and in	Roll, throw and kick a ball to hit	when throwing overarm	bounce.	different roles within a fielding
	different gymnastic balances.	different directions.	a target.	towards a target.	Footwork:	team.
	Balances:	different difections.		towards a target.	Consistently use the ready	tean.
		Upphing	Catabing	Throwing undergrow Dovelop		Throwing
	Remember, repeat and link	Hopping:	Catching:	Throwing underarm: Develop	position to move towards a ball.	Throwing:
	combinations of gymnastic	Demonstrate hopping for	Develop catching a range of	co-ordination technique when		Develop coordination and
	balances.	distance, height and in different	objects with two hands. Catch	throwing underarm towards a		technique when throwing over
		directions.	with and without a bounce.	target.		and underarm.
		Skipping:	Tracking:	Striking: Develop striking a ball		Catching:
	Rolls:	Explore single and double	Consistently track and collect a	with equipment with some		Catch with two hands with
	Explore barrel, straight and	bounce when jumping in a	ball being sent directly.	consistency.		some coordination and
	forward roll and put into	rope.				technique.
	sequence work.		Dribbling:	Throwing: Know that stepping		
			Dribble a ball with hands and	with opposite foot to throwing		
	Jumps:		feet with some control.	arm will help you to balance.		
	Explore shape jumps and take			Know that moving my arm		
	off combinations.			quicker will give me more		
				power.		
				Striking: Know to finish with my		
				object/hand pointing at my		
				target.		
				Tactics: Understand and apply		
				simple tactics.		
				Rules: Know how to score		
				points and follow simple rules.		
			1		1	1

Key Stage 2

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 3	Fitness		Dance	Invasion Games	Athletics	OAA
	Agility:	Yoga	Actions:	Sending & receiving:	Running:	Problem Solving:
	Show balance when changing	Balance:	Create actions in response to a	Explore S&R abiding by the	Develop the sprinting	Can play and implement
	direction.	Demonstrate increased	stimulus individually and in	rules of the game.	technique and apply it to relay	strategies to solve problems.
		control when in poses and	groups.		events.	
	Balance:	explore control in paired		Dribbling:	Develop fluency and rhythm	Navigational Skills:
	Explore more complex	poses.	Dynamics:	Explore dribbling the ball	when running over obstacles.	Developing map reading skills.
	activities which challenge		Use dynamics effectively to	abiding by the rules of the		
	balance.	Flexibility:	express an idea.	game under some pressure.	Jumping:	Communication:
		Explore poses and movement			Develop technique in a range	Can follow and give
	Co-ordination:	in relation to their breath.	Space:	Attacking:	of approaches take off	instructions and are accepting
	Can coordinate their bodies		Use directions to transition	Developing movement skills to	positions.	of other peoples' ideas.
	with increased consistency in a	Strength:	between formations.	lose a defender. Explore	Develop jumping for height	
	variety of activities.	Explore arm balances with		shooting actions in a range of	and safety on landing.	Reflection:
		some control.	Relationships:	invasion games.		Can reflect on when and why
	Speed:		Develop an understanding of		Throwing:	they were successful at solving
	Explore sprinting technique.	Mindfulness:	formations.	Defending:	Explore the technique for a	challenges.
		Develop their ability to stay		Track opponents to limit their	pull throw.	
	Strength:	still and keep their focus.	Performance:	scoring opportunities.		Striking and Fielding Games
	Explore building strength in		. Perform short, self-		Net and Wall Games	Striking:
	different muscle groups.	Ball Skills	choreographed phrases	Space:	Shots:	Begin to strike a bowled ball
		Sending:	showing an awareness of time.	Develop moving with a ball	Explore returning a ball using	using different equipment.
	Stamina:	Send a ball with accuracy and		towards goal with some	focus shots such as the	
	Explore using their breath to	increasing consistency to a	Invasion Games	control.	forehand and backhand.	Fielding:
	increase their ability to work	target.	Sending & receiving:			Explore bowling and fielding
	for longer periods of time.		Explore S&R abiding by the	Target Games	Serving:	skills to include a two –
		Catching:	rules of the game.	Throwing: Explore throwing at	Explore serving from an	handed pick up and long and
	Gymnastics	Catch a range of objects with		a moving target.	underarm serve.	short barriers.
	Shapes:	increasing consistency.	Dribbling:			
	Explore matching and		Explore dribbling the ball	Catching (dodgeball): begin to	Rallying:	Throwing:
	contrasting shapes.	Tracking:	abiding by the rules of the	catch whilst on the move.	Explore rallying with a	Use overarm and underarm
		Track a ball not sent directly.	game under some pressure.		forehand.	throwing in game situations.

	I	I			I
			with accuracy and balance.		Catching:
balances and transition	-	Developing movement skills to		Consistently use and return to	Catch with some consistency
smoothly into and out of	control and co-ordination.	lose a defender. Explore	Throwing: Know to throw	the ready position in between	in game situations.
them.		shooting actions in a range of	slightly ahead of a moving	shots.	
		invasion games.	target.		Swimming
Rolls:			C	Swimming	5
		Defending:	Catching (dodgeball): Know	0	
		U U			
lumps		scoring opportunities.			
-		Sanan .			
		1 -			
jumps with control.					
		-	bigger swing will give me more		
			power.		
		Swimming			
			Tactics: Know that using		
			simple tactics will help my		
			team to achieve an outcome		
			e.g spread out so thar we are		
			Rules: Know that rules of the		
			them.		
			Invasion Games		
	Yoga		Same as Term 2 and 3.		
Fitness	_	Dance		Athletics	OAA
					Problem Solving:
					Plan independently and in
					small groups implementing a
direction at speed.	pose.	-			
		character and narrative.			strategy with increased
	-		competitively.		success.
				the sprinting technique.	
	extension in their poses.				
challenge balance.				Jumping:	Navigational Skills:
	Strength:	express changes in character.		Develop technique when	Identify key symbols on a map
	Demonstrate increased		consistency.	jumping for distance.	and use a key to help navigate
Explore increased speed when	control and strength when in a	Space:		Explore fluency and technique	around a grid.
coordinating their bodies.	pose.	Confidently use changes in	Rallying:	in the vertical jump.	
-		level, direction and pathway.	Develop rallying using both		Communication:
Speed:	Mindfulness:		forehand and backhand with	Throwing:	Confidently, communicate
-	Can engage with mindfulness	Relationships:		_	ideas and listen to others.
sprinting technique.	activities with increased focus.	Use actions and reaction to		when throwing for distance in	
		represent an idea.	Footwork:	a pull throw.	Reflection:
		represent an luca.			
Strongth	Invasion Games		Regin to use annropriate fact		
Strength:	Invasion Games	Porformance:	Begin to use appropriate foot	Not and Wall Comes	With increased accuracy,
Identify activities which help	Sending & receiving:	Performance:	work patterns to move around	Net and Wall Games	critically reflect on when and
•		Performance: Perform complex dances that communicate narrative and		Net and Wall Games Same as Term 4	
	Balances: Explore point and patch balances and transition smoothly into and out of them. Rolls: Develop the straight, barrel and forward roll. Jumps: Develop stepping into shape jumps with control. Fitness Agility: Show balance when changing direction at speed. Balance: Show control whilst completing activities which challenge balance. Co-ordination: Explore increased speed when coordinating their bodies. Speed: Demonstrate improved	Explore point and patch balances and transition smoothly into and out of them.Dribbling: Dribble a ball with increasing control and co-ordination.Rolls: Develop the straight, barrel and forward roll.Dribble a ball with increasing control and co-ordination.Jumps: Develop stepping into shape jumps with control.Herein and a straight, barrel and forward roll.Fitness Agility: Show balance when changing direction at speed.Yoga Balance: Explore using their breath to maintain balance within a pose.Balance: Show control whilst completing activities which challenge balance.Flexibility: Demonstrate increased extension in their poses.Speed: Demonstrate improvedMindfulness: Can engage with mindfulness	Explore point and patch balances and transition smoothly into and out of them.Dribbling: 	Explore point and patch balances and transition smoothly into and out of them.Nitibiling: Dribble a ball with increasing control and co-ordination.Attacking: Develop im movement skills to lose defender. Explore shooting actions in a range of invasion games.with accuracy and balance.Rolls: Develop the straight, barrel and forward roll.Defending: Track opponents to limit their scoring opportunities.Catching (dodgeball): Know that beginning in a ready position will help me to react to the ball.Catching (dodgeball): Know that beginning in a ready position will help me to react to the ball.Jumps: Develop stepping into shape jumps with control.Yoga Balance: Space: Develop ato that using a biger swing will give me more power.Striking: Know that using a biger swing will give me more power.Fitness Agility: Show balance when changing direction at speed.Yoga Balance: Shore stance when changing direction at speed.Dance Actions: Respond imaginatively to a range of stimuli related to character and narrative.Invasion Games Same as Term 2 and 3. Net and Wall GamesBalance: Show balance.Flexibility: Demonstrate increased extension in their poses.Dance Respond imaginatively to a range of stimuli related to character and narrative.Source: Develop imaginatively to a range of stimuli related to character and narrative.Source: Develop technique in serving underarm with increased technique in serving underarm with increased control and strength when in a pose.Space: Confidentity use changes in control and pathway.Relationships:Fitness Agility: Show	Explore point and patch balances and transition smoothly into and out of them.Orbible is all with increasing to brobbe is ability into and out of them.Attacking: Developing movement skills to lose a defender. Explore invision games.with a couracy and balance.Footwork: to throw shooting actions in a range of livision games.Courton and co- ordination.Footwork: Develop invision games.Footwork: Throwing (dodgeball): Know that beginning in a ready position will help movement skills to to the ball.with a ready position will help movement to the ball.Footwork: the ready position in between shots.Jumps: Develop trapping into shape jumps with control.Defending: Track opponents to limit their soring opportunities. Develop moving with a ball to wards goal with some control.Striking: Know that using a simple tactics will help my team to achieve an outcome e.g. spread outs other e.g. spread outs other spread out spread them.Athetics Running:Fitness Agility:

	Stamina:	techniques appropriate to the	character well, performing			Striking and Fielding Games
	Demonstrate using their	game.	clearly and fluently.			Striking:
	breath to maintain their work					Develop batting technique
	rate.	Dribbling:	Invasion Games			consistent with the rules of
	Gymnastics	Develop control whilst	Same as Term 2.			the game.
	Shapes:	dribbling under pressure.				
	Develop the range of shapes					Fielding:
	they use in their sequences.	Attacking:				Develop bowling with some
		Develop decision making				consistency, abiding by the
	Inverted movements:	around when to pass and				rules of the game.
	Develop strength in bridge and	when to short.				rules of the guilte.
	shoulder stand.					Throwing:
		Defending:				Use overarm and underarm
	Balances:	Develop defending one on one				throwing with increased
	Develop control and fluency in	and know when to win the				consistency in game
	individual and partner	ball.				situations.
	balances.					
						Catching:
	Rolls:					Beginning to catch with one
	Develop the straight, barrel,	Space:				and two hands with some
	forward and straddle roll and	Move into space to help their				consistency in game
	perform with increased	team keep possession and				situations.
	control.	score goals.				
	Jumps:					
	Develop control in performing					
	and landing rotation jumps.					
'ear 5				Invasion Games		
		Yoga		Same as Term 2 and 3.		
	Fitness	Balance:	Dance	Net and Wall Games	Athletics	OAA
	Agility:	Use their breath to maintain	Actions:	Shots:	Running:	Problem Solving:
	Demonstrate improved body	balance within a pose.	Choreograph planned dances	Develop the range of shots	Apply fluency and	Explore tactical planning
	posture and speed when		by using, adapting and	used in the games they play.	coordination when running for	within a team to overcome
	changing direction.	Flexibility:	developing actions and steps		speed in relay changeovers.	increasingly challenging tasks.
		Develop flexibility by	from different dance styles.	Serving:	Effectively apply speeds	
	Balance:	connecting their movement		Develop their range of serving	appropriate for the event.	Navigational Skills:
	Change their body position to	with their breath.	Dynamics:	techniques appropriate to the		Develop navigational skills and
	maintain a controlled centre		Confidently use dynamics to	game they are playing.	Jumping:	map reading in increasingly
	of gravity.	Strength:	express different dance styles.		Develop power, control and	challenging tasks including
		Demonstrate increased		Rallying:	consistently in jumping for	map orientation.
	Co-ordination:	control and strength when in	Space:	Use a variety of shots to keep	distance.	
	Demonstrate increased speed	and transitioning between	Use direction and patterning	a continuous rally.	Explore technique and rhythm	Communication:
	when co-ordinating their	poses.	to express different dance		in the triple jump.	Explore a variety of
	bodies.	, possi	styles.	Footwork:		communication methods with
		Mindfulness:		Demonstrate effective	Throwing:	increasing success.
	Speed:	Understand that there are	Relationships:	footwork patterns to move	Develop technique and power	
	Identify the best pace for a		Confidently use formations,	around the court.		Reflection:
		methods they can use to			in javelin and shot put.	
	set distance or time.	control how they feel.	canon and unison to express a		Not and Wall Comes	Reflect on when they were
	Strongth	Invesion Comes	dance idea.		Net and Wall Games	successful at solving
	Strength:	Invasion Games			Same as Term 4	

	Demonstrate increased technique in body weight exercises.	Sending & receiving: Develop control when S&R under pressure.	Performance: Perform dances expressively,		
	exercises.		Lusing a range of performance		
	1	under pressure.	using a range of performance skills, showing accuracy and		
	Stamina:	Dribbling:	fluency.		
	Use their breath to increase	Select and apply a variety of	nuency.		
	their ability to move for	dribbling techniques to game	Invasion Games		
	sustained periods of time.	situations.	Same as Term 2.		
	sustained periods of time.	situations.			
	Gymnastics	Attacking:			
	Shapes:	Explore creating tactics with			
	Perform shapes consistently	others and applying them to			
	and fluently to a high	game situations.			
	standard, sometimes linked	Sume situations.			
	with other gymnastic actions.	Defending:			
	State of the gymnastic actions.	Develop tracking and marking	1		
	Inverted movements:	with a variety of techniques			
	Explore progression of a	and increased success.	1		
	cartwheel and a headstand.				
		Space:	1		
	Balance:	Move to create space for	1		
		themselves and others in their	1		
	Explore symmetrical and	team.	1		
	asymmetrical balances.		1		
	Rolls:		1		
	Develop control and fluency in				
	the straight, barrel, forward,				
	straddle and backward roll.				
			1		
	lumps				
	Jumps: Select a range of jumps to				
			1		
	include in a sequence work.				
			1		
Year 6	Fitness	Yoga	Dance	Invasion Games	Athletics
	Agility:	Balance:	Actions:	Same as Term 2 and 3.	Running:
	Change direction with a fluent	Link combinations of poses for	Show controlled movements		Demonstrate a clear
	action and can transition	balance with increased control	which express emotion and	Net and Wall Games	understanding of pa
	smoothly between varying	in transition.	feeling.	Shots:	it to develop their ov
	speeds.		icening.	Demonstrate increased	others sprinting tech
	specus.	Flexibility:	Dynamics:	success and technique in	Hurdle with greater
	Balance:	Confidently transition from	Explore, improvise and	selecting and applying the	and coordination.
	Show fluency and control	one pose to another showing	combine movement dynamics	appropriate shot for the	Jumping:
	when traveling, landing,	extension connected to their	to express ideas, fluently,	situation.	Develop take off pos
	stopping and changing	breath.	effectively on their own, with	Soming	when jumping for he
	direction.	Characteria and he	a partner or in a small group.	Serving:	Develop power, con
		Strength:		Serve accurately and	technique in the trip
	Co-ordination:	Explore poses that challenge	Space and relationships:	consistently. Beginning to	- 1
	I (an coordinate a range of	their strength and work to	Use a variety of basic	apply tactics to their serve.	Throwing:
	Can coordinate a range of	-	-	apply tacties to their serve.	in on B.
	body parts with a fluent action	maintain increased control	compositional principles when creating their own dances.	Rallying:	in oung

	Reflection:
ng for height. wer, control and h the triple jump.	Communication: Inclusively communicate with others, share job roles and lead when necessary.
ting technique. greater control ation. e off position	Navigational Skills: Orientate a map efficiently to navigate around a course.
e a clear ng of pace and use o their own and	OAA Problem Solving: Pool ideas within a group, selecting and applying the best method to solve a problem.
	some consistency in game situations.
	Catching: Explore catching skills (close/deep and wicket keeping) and apply these with
	Throwing: Demonstrate clear technique when using a variety of throws under pressure.
	Fielding: Develop over and underarm bowling technique. Select and apply long and short barriers appropriate to the situation.
	Striking and Fielding Games Striking: Explore defensive and driving hitting techniques and directional batting.
	challenges and alter their methods in order to improve.

at a speed appropriate to the	and strength when in and		Successfully apply a variety of	Develop power, control and	With increasing accuracy, they
challenge.	transitioning between poses.	Performance:	shots to keep a continuous	technique when throwing	reflect on when and how they
Speed:		Demonstrate a clear	rally.	discus and javelin.	were successful at solving
Can adapt running technique	Mindfulness:	understanding of timing in			challenges and alter their
to meet the needs of the	Explore methods they can use	relation to the music and	Footwork:	Net and Wall Games	methods in order to improve.
distance.	to control how they feel with	other dancers throughout	Demonstrate a variety of	Same as Term 4	
	some success.	their performance.	footwork patterns relevant to		Striking and Fielding Games
Strength:			the game they are playing.	Swimming	Striking:
Can complete body weight	Invasion Games	Invasion Games	Example: a split step and a		Strike a bowled ball with
exercises for increased	Sending & receiving:	Same as Term 2.	chasse.		increasing accuracy and
repetitions, with control and	Develop making quick				consistency.
fluency.	decisions about when, how				
	and who to pass to.				Fielding:
Stamina:					Consistently select and apply
Use their breath to increase	Dribbling:				the appropriate fielding action
their ability to move for	Dribble consistently using a				for the situation.
sustained periods of time.	range of techniques with				
	increasing control under				Throwing:
Gymnastics	pressure.				Consistently make good
Shapes:					decisions on who and when to
Combine and perform	Attacking:				pass to in order to get batters
gymnastic shapes more	Explore creating attacking				out.
fluently and effectively.	tactics with others in response				
	to the game.				Catching:
Inverted movements:					Consistently demonstrate
Develop control in	Defending:				good technique in catching
progressions of a cartwheel	Explore creating and applying				skills under pressure.
and a headstand.	defending tactics with others				Cusimenting
Beleven	in response to the game.				Swimming
Balance:	Green				
Explore counter balances and	Space:				
counter tension balances.	Move to the correct space				
Balla	when transitioning from attack				
Rolls: Develop fluency and	to defence.				
consistency in the straddle,					
forward and backward roll.					
Jumps:					
Combine and perform a range					
of gymnastic jumps more					
fluently and effectively.					
1					

Progression of Skills for swimming

Year 1	Strokes:
	Can swim over a 10m distance with a buoyancy aid.
	Breathing:
	Can submerge confidently in the water.
	Water Safety:
	Become aware of water safety and explore floating on their front and back.
Year 2	Strokes:
rear Z	Begin to use arms and legs together, more effectively across the water.
	Breathing:
	Begin t explore breathing in sync with their kicking action.
	Water Safety:
	Demonstrate an awareness of water safety and float on their front and on their back.
Year 3	Strokes:
	Explore technique for specific strokes to include head above water breaststroke, backstroke and
	front crawl.
	Breathing:
	Begin to explore front crawl breathing technique.
	Water Safety:
	Explore techniques for personal survival techniques to include survival strokes such as sculling and
	treading water.
Year 4	Strokes:
	Explore technique for specific strokes to include head above water breaststroke, backstroke and
	front crawl.
	Breathing:
	Demonstrate improved breathing technique in front crawl.
	Water Safety:
	Are comfortable with some personal survival techniques to include survival strokes such as sculling
	and treading water.
Year 5	Strokes:
	Demonstrate increased technique in a range of strokes, swimming over a distance of 25m.
	Breathing:
	Explore underwater breaststroke breathing technique over a distance of 25m.
	Water Safety:
	Demonstrate a good understanding of water safety. Explore safety techniques to include the
	H.E.L.P and huddle positions.
Year 6	Strokes:
	Identify their personal best in a range of strokes. Successfully select and apply the fastest stroke
	over a distance of 25m.
	Breathing:
	Demonstrate a smooth and consistent breathing technique in a range of strokes over a distance of
	25m. Water Sofety:
	Water Safety: Can select and apply the appropriate survival technique for the situation.
	Can select and apply the appropriate survival technique for the situation.