



## Haydon Wick's Vocabulary Progression Map

### Curriculum Map

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

### EYFS

Vocabulary Progression	Term	EYFS
Vocabulary	<b>1</b> <b>Fundamentals: Unit 1</b>	Run, Stop, Space, Jump, Balance, Skip
	<b>2</b> <b>Ball Skills: Unit 1</b>	Run, Stop, Throw, Roll, Team, Kick, Space, Catch
	<b>3</b> <b>Fundamentals: Unit 2</b>	Run, Stop, Space, Jump, Balance, Skip
	<b>Dance: Unit 1</b>	Move, Copy, Shape, Space, Safely, Around, Travel, Sideways, Forwards, Backwards

	<b>4</b> <b>Dance: Unit 2</b>	Move, Copy, Shape, Space, Safely, Around, Travel, Sideways, Forwards, Backwards
	<b>Gymnastics: Unit 1</b>	Move, Copy, Over, Shape, Space, Rock, Around, Safely, Sideways, Travel, Forwards, Backwards
	<b>5</b> <b>Games: Unit 1</b>	Aim, Space, Team, Pass, Safely, Balance, Run, Pass, Roll, Team, Space, Safely, Around, Forwards, Backwards, Catch, Throw, Bounce
	<b>Gymnastics: Unit 2</b>	Move, Copy, Over, Shape, Rock, Space, Around, Safely, Sideways, Travel, Forwards, Backwards
	<b>6</b> <b>Games: Unit 2</b>	Aim, Space, Team, Pass, Safely, Balance, Run, Pass, Roll, Team, Space, Safely, Around, Forwards, Backwards, Catch, Throw, Bounce
	<b>Ball Skills: Unit 2</b>	Run, Stop, Throw, Roll, Team, Kick, Space, Catch

### Key Stage 1 and 2

Vocabulary Progression	Term	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Vocabulary</b>	<b>1</b> <b>Fitness</b>	Fast, Jump, Hop, Flow, Direction, Balance, Bounce	Strong, Pace, Race, Speed, Jog, Steady, Sprint	Strength, Accurately, Distance, Balance, Control	Technique, Co-ordination, Healthy, Progress, Muscle, Stamina	Technique, Momentum, Rhythm, Agility, Drive, Power	Generate Force, Continuous, Measure, Flexibility, Analyse, Record
	<b>Gymnastics</b>	Action, Jump, Roll, Level, Direction, Speed, Point, Balance	Link, Pathway, Sequence, Tuck, Straddle, Speed, Star, Pike	Flow, Explore, Create, Matching, Interesting, Control, Contrasting	Quality, Perform, Inverted, Technique, Apparatus, Extension	Symmetrical, Rotation, Aesthetics, Canon, Asymmetrical, Synchronisation, Progression	Formation, momentum, Counter Balance, Fluently, Counter Tension, Stability

	<b>2</b> <b>Yoga</b>	Feel, Breath, Copy, Listen, Slowly	Focus, Position, Flow, Pose, Create, Choose	Strength, Try, Link, Perform, Flexibility, Perform, Technique	Relax, Stable, Control, Grounded, Mindfulness, Down Dog	Quality, Develop, Notice, High Lunge, Calm, Fluidity	Salutation, Transition, Aware, Collaboratively, Practice, Connected
	<b>Invasion Games</b>	Defender Points, Dribbling, Attacker, Score, Partner	Received, Send, Teammate, Chest Pass, Possession, Goal, Dodge, Bounce Pass	Receiver, Footwork, Rebound, Tracking, Interception, Mark, Travelling, Playing Area	Outwit, Opposition, Opponent, Contact, Pivot, Court, Field, Pitch	Tactics, Control, Foul, Pressure, Onside, Offside, Support, Obstruction	Consecutive, Consistently, Dictate, Contest, Formation, Conceding, Turnover, Shut Down
	<b>Fundamentals</b>	Fast, Hop, Slow, Direction, Land, Safely	Dodge, Jog, Hurdle, Speed, Steady, Sprint				
	<b>Ball Skills</b>			Track, Receive, Chest, Shoulder, Overhead, Accurate			
	<b>3</b> <b>Dance</b>	Counts, Pose, Level Slow, Fast, Balance	Mirror, Action, Pathway, Direction, Speed, Timing	Flow, Explore, Create, Perform, Match, Feedback, Expression	Reaction, Unison, Represent, Dynamics, Control	Formation, Posture, Performance, Canon, Relationship	Phrase, Structure, Connect, Choreograph, Contrast, s Structure, Fluently, Connect
	<b>Invasion Games</b>	Defender Points, Dribbling, Attacker, Score, Partner	Received, Send, Teammate, Chest Pass, Possession, Goal, Dodge, Bounce Pass	Receiver, Footwork, Rebound, Tracking, Interception, Mark, Travelling, Playing Area	Outwit, Opposition, Opponent, Contact, Pivot, Court, Field, Pitch	Tactics, Control, Foul, Pressure, Onside, Offside, Support, Obstruction	Consecutive, Consistently, Dictate, Contest, Formation, Conceding, Turnover, Shut Down

	Ball Skills	Far, Aim, Safely, Direction, Balance, Send	Overarm, Collect, Target, Underarm, Dribble, Distance				
	4 Invasion Games	Defender Points, Dribbling, Attacker, Score, Partner	Received, Send, Teammate, Chest Pass, Possession, Goal, Dodge, Bounce Pass	Receiver, Footwork, Rebound, Tracking, Interception, Mark, Travelling, Playing Area	Outwit, Opposition, Opponent, Contact, Pivot, Court, Field, Pitch	Tactics, Control, Foul, Pressure, Onside, Offside, Support, Obstruction	Consecutive, Consistently, Dictate, Contest, Formation, Conceding, Turnover, Shut Down
	Target Games	Points, Throw, Far, Distance, Score, Partner	Accurate, Send, Teammate, Against, Overarm, Release, Target, Underarm	Rules, Dodge, Receiver, Putt, Court/Course, Drive, Block	Communicate, Chipping, Opponent, Swing, Protect, Align	Tactics, Par, Hole, Officiate, Pressure, Fair play, Power	Support, Cooperatively, Tournament, Hazard, Bunker, Outwit, Sportsmanship, Consistently
	Net and Wall Games	Ready Position, Partner, Net, Underarm, Score, Points	Receive, Quickly, Trap, Defend, Return, Collect, Against	Serve, Accurately, Track, Racket, Control, Rally, Opponent	Outwit, Receiver, Court, Backhand, Forehand	Tactics, Volley, Co-operatively, Footwork, Continuously, Set, Dig	Consecutive, Deep, Consistently, Forecourt, Backcourt, Defensive, Attacking
	5 Athletics	Far, Hop, Aim, Fast, Slow, Bend, Improve, Direction, Travel	Sprint, Jog, Distance, Height, Take Off, Landing, Overarm, Underarm	Speed, Power, Strength, Accurately, Higher, Pace, Control, Faster, Further	Power Stamina, Officiate, Perseverance, Determination, Accuracy, Personal Best	Technique, Downsweep, Upsweep, Flight, Rhythm, Stride	Rotation, Force, Compete, Trajectory, Momentum, Continuous Pace, Transfer of Weight

	<b>Net and Wall Games</b>	Ready Position, Partner, Net, Underarm, Score, Points	Receive, Quickly, Trap, Defend, Return, Collect, Against	Serve, Accurately, Track, Racket, Control, Rally, Opponent	Outwit, Receiver, Court, Backhand, Forehand	Tactics, Volley, Co-operatively, Footwork, Continuously, Set, Dig	Consecutive, Deep, Consistently, Forecourt, Backcourt, Defensive, Attacking
	<b>6 OAA</b>	Lead, Co-operate, Teamwork, Solve, Instructions	Support, Successful, Map, Direction, Communicate	Rules, Route, Trust, Navigate, Grid, Discuss, Plan	Leader, Inclusive, Effectively, Orientate, Symbol	Collaborate, Tactical, Control Card, Collective, Orienteering, Navigation	Location, Boundaries, Critical Thinking, Symbol, Co-operatively, Strategy
	<b>Striking and Fielding Games</b>	Hit, Points, Target, Throw, Score, Catch	Fielder, Send, Teammate, Runs, Batter, Received, Bowler	Stroke, Grip, Rounder, Backstop, Bowl, Post, Wicket, Batting, Wicket Keeper, Fielding	Stance, Retrieve, Opposition, Stumped, Two-Handed Pick Up, Technique, Short Barrier	Pressure, Overtake, Tracking, Backing Up, Outwit, Support, Tactics	Obstruction, c Consecutive, Consistently, Co-operatively, Drive Hit, Defensive Hit

**Swimming vocabulary for all years.**

**At Haydon Wick, swimming happens in Year 3 and Year 6.**

<b>Vocabulary Progression</b>	<b>Year 1</b>	<b>Year 2</b>	<b>Year 3</b>	<b>Year 4</b>	<b>Year 5</b>	<b>Year 6</b>
<b>Vocabulary for swimming</b>	Exit, Enter, Front, Travel, Rules, Safely, Kicking Back	Pulling, Splash, Unaided, Gliding, Floating, Breathing	Sculling, Crawl, Breaststroke, Submersion, Rotation, Backstroke	Stroke, Huddle, Alternate, Survival, Treading Water, Buoyancy	Exhale, Flutter Kick, Surface, Somersault, Personal Best, Inhale	Endurance, Propel, Continuous, Streamline, Synchronised, Retrieve

