PE: Knowledge and Skills Progression Map



Progression through our PE Curriculum

The progression of our PE curriculum ensures that the knowledge and skills taught in each year group flows and progresses throughout the teaching of PE. We have used the Get Set for PE programme and OFSTED research on 'The Pillars of progression in PE' to tailor our children's learning and excel their knowledge in each strand of PE and Physical Activity. The skills and knowledge to be taught is laid out in each year's curriculum maps. Pillars of PE are also identified: Motor competence, Rules strategies and tactics and Healthy participation.

The INTENT of our PE Curriculum Map Using our tailored curriculum design and teaching and learning policy, the intention of our Seaton Academy's' approach is to provide each child with the skills and opportunities to meet the National Curriculum/Early Years end of key stage statements.

Early Years – The intent in our Foundation Stage is to focus on developing gross and fine motor skills. To do this, our Nursery takes the Physical Development strands from their thematic based learning mapped out on Curriculum Maestro. All Gross and Fine Motor Skills are developed in daily provision too. In order to prepare our Reception students for delivery in KS1, Reception Planning is taken from Get Set for PE, alongside Development Matters. Class teachers deliver this alongside a range of County approved Sport's Coaches. We feel that the skills taught by the scheme and the coaches, along with opportunities to develop a wider range of physical skills, will ensure they are ready for KS1 PE. The children are assessed against the Early Learning Goals and Get Set for PE assessments at the end of the year, which then means that Year 1 teachers can plan and adapt their PE offer to specifically cater for their new pupils. As students progress through KS1 they will build and acquire new skills for KS2.

Early Years						
By the end of EYFS – Taken from Development Matters and Early Learning Goals	EYFS Vocabulary:					
3-4	Athletics – push, stop, jump, space, forwards, safely, balance and backwards					
• Start taking part in some group activities, which they make up for themselves,	Ball Skills – run, stop, throw, roll, team, kick, space and catch					
or in teams.	Dance – move, copy, shape, space, safely, around, travel, sideways, forwards and					
 Increasingly be able to use and remember sequences and patterns of 	backwards					
movements, which are related to music and rhythm.	Gymnastics – push, stop, space, jump, balance, safely, move, copy, over, shape,					
• Match their developing physical skills to tasks and activities in the setting. For	rock, around, sideways, travel, forwards and backwards					
example, they decide whether to crawl, walk or run across a plank, depending	Fundamentals – run, stop, space, jump, balance and skip Invasion					
on its length and width.	Games – pass, team, tag, balance, safely, space, forwards and backwards					
Reception	Net and Wall Games – team, space, catch, throw, safely, bounce, forward and					
Revise and refine the fundamental movement skills they have already	backward Striking and Fielding – run, pass, roll, team, space, safely, forwards and					
acquired: rolling, crawling, walking, jumping, running, hopping, skipping and	backwards Target Games – aim, space, team, pass, safety and balance					
climbing.						

- Develop the overall body strength, co-ordination, balance and agility needed to engage successfully with future physical education sessions and other physical disciplines including dance, gymnastics, sport and swimming.
- Combine different movements with ease and fluency.
- Confidently and safely use a range of large and small apparatus indoors and outside, alone and in a group.
- Develop overall body-strength, balance, co-ordination and agility.

Gross Motor Skills ELG Children at the expected level of development will:

- Negotiate space and obstacles safely, with consideration for themselves and others;
- Demonstrate strength, balance and coordination when playing;
- Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.





Nursery	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
·	Exploring Autumn	Once upon a Time	Starry Night	Dangerous Dinosaurs	Sunshine and Sunflowers	Big Wide World
Gross Motor Skills	- Experiment with different ways of moving the body and begin to remember sequences and patterns of movement related to music and rhythm. -Uses large muscle movements to wave flags and streamers.	-Move confidently in a range of ways and safely negotiate space, obstacles and terrains. -Travel with confidence and skill around, under, over and through equipment and different terrains, such as climbing steps, stairs and apparatus using alternate feet.	 -Pat, throw, kick, pass, aim, bat and catch different sized balls with increasing control. -Experiment with different ways of moving the body and begin to remember sequences and patterns of movement related to music and rhythm. -Uses large muscle movements to wave flags and streamers. -Move energetically and repeatedly, with improved fluency, control and grace when dancing and moving in time to music. -Move confidently in a range of ways and safely negotiate space, obstacles and terrains. 	-Move energetically and repeatedly, with improved fluency, control and grace when dancing and moving in time to music -Adjust speed when running, and jump off objects and land successfully. -Move confidently in a range of ways and safely negotiate space, obstacles and terrains. -Experiment with different ways of moving the body and begin to remember sequences and patterns of movement related to music and rhythm. -Uses large muscle movements to wave flags and streamers.	-Join in with games that include racing, chasing, balancing, riding (scooters, trikes and bikes) and ball skills. -Pat, throw, kick, pass, aim, bat and catch different sized balls with increasing control.	-Join in with games that include racing, chasing, balancing, riding (scooters, trikes and bikes) and ball skills. -Move confidently in a range of ways and safely negotiate space, obstacles and terrains. -Pat, throw, kick, pass, aim, bat and catch different sized balls with increasing contro -Move energetically and repeatedly, with improved fluency, control and grace when dancing and moving in time to music. -Demonstrate balance, strength, fluency of movement and coordination when using play equipment and develop core muscle strength.
Fine Motor Skills	-Explore simple tools within practical tasks and experiment with joining materials. -Choose and explore appropriate tools for simple practical tasks.	-Choose and explore appropriate tools for simple practical tasks		-Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases.	-Use a range of media, tools and techniques to create images, express ideas and show different emotions. -Use a range of small	 -Use a range of small tools, including scissors, paint brushes and cutlery. -Manipulate malleable materials into a variety of shapes and forms

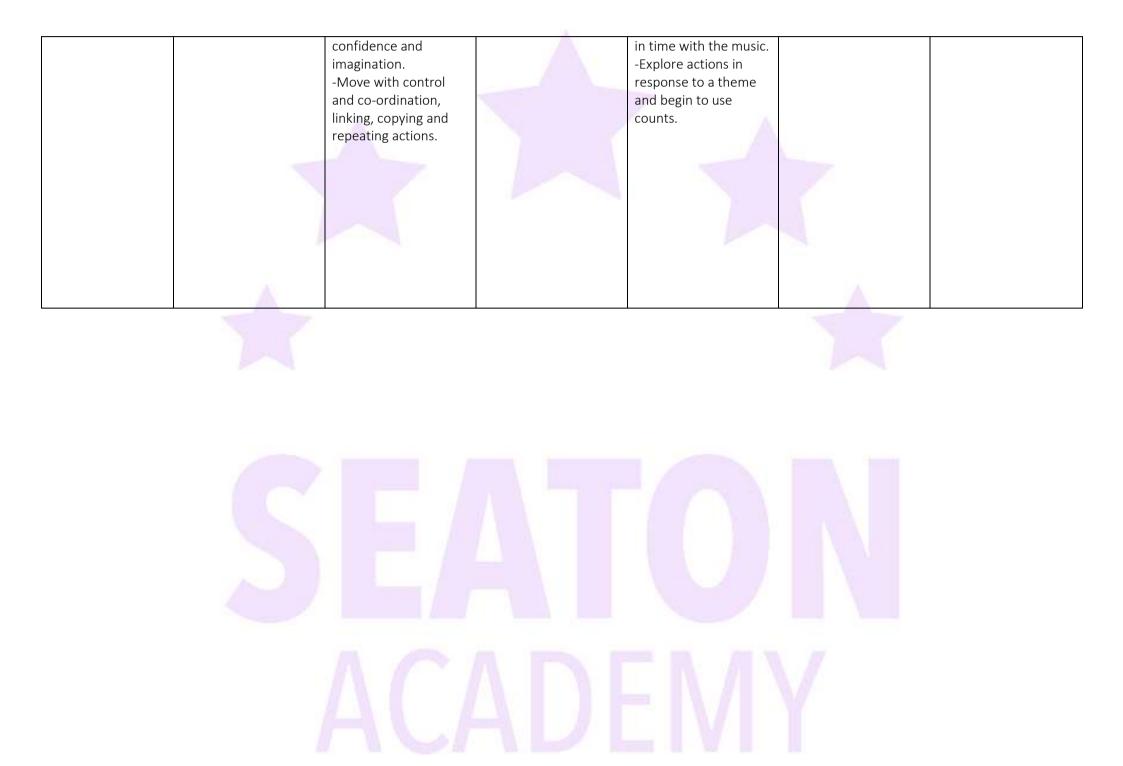
		tools, including scissors, paint brushes and cutlery. -Manipulate malleable materials into a variety of shapes and forms using their hands and other simple tools.	using their hands and other simple tools. -Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases. -Use a range of small tools, including scissors, paint brushes and cutlery.

Nursery	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Cycle B	Me and my Community	Sparkle and Shine	Winter Wonderland	Puddles and Rainbows	Shadows and Reflections	Splash!
Gross Motor Skills	-Pat, throw, kick, pass, aim, bat and catch different sized balls with increasing control. -Demonstrate balance, strength, fluency of movement and coordination when using play equipment and develop core muscle strength.	-Experiment with different ways of moving the body and begin to remember sequences and patterns of movement related to music and rhythm. Uses large muscle movements to wave flags and streamers.	-Move energetically and repeatedly, with improved fluency, control and grace when dancing and moving in time to music.	-Experiment with different ways of moving the body and begin to remember sequences and patterns of movement related to music and rhythm. -Uses large muscle movements to wave flags and streamers.	-Demonstrate balance, strength, fluency of movement and coordination when using play equipment and develop core muscle strength -Move energetically and repeatedly, with improved fluency, control and grace when dancing and moving in time to music. -Adjust speed when running, and jump off objects and land successfully.	-Move confidently in a range of ways and safely negotiate space, obstacles and terrains
Fine Motor Skills	-Choose and explore appropriate tools for simple practical tasks.	-Cut, tear, fold and stick a range of papers and fabrics.	-Use a range of small tools, including scissors, paint brushes	-Hold a pencil effectively in preparation for fluent	-Manipulate malleable materials into a variety of shapes and forms	-Use a range of small tools, including scissors, paint

-Use a r	ange of small and cutlery	y.	writing – using the	using their hands and	brushes and cutlery.
tools, in	cluding -Hold a pe	ncil	tripod grip in almost all	other simple tools.	-Manipulate
scissors,	, paint brushes effectively	in	cases.	-Use a range of small	malleable materials
and cut	ery. preparatio	n for fluent	-Cut, tear, fold and	tools, including scissors,	into a variety of
-Manipu	ulate malleable writing – u	ising the	stick a range of papers	paint brushes and	shapes and forms
materia	ls into a variety tripod grip	in almost all	and fabrics.	cutlery.	using their hands and
of shape	es and forms cases.		-Use a range of small	-Hold a pencil effectively	other simple tools.
using th	eir hands and -Manipulat	te malleable	tools, including	in preparation for fluent	
other si	mple tools. materials i	nto a variety	scissors, paint brushes	writing – using the	
	of shapes a	and forms	and cutlery.	tripod grip in almost all	
	using their	hands and	-Manipulate malleable	cases.	
	other simp	ole tools.	materials into a variety		
			of shapes and forms		
			using their hands and		
			other simple tools		



Reception	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
•	Introduction to PE 1	Fundamentals 1	Fundamentals 2	Ball Skills 1	Ball Skills 2	Games 1
	 -Move safely and sensibly in a space with consideration of others. -Develop moving safely and stopping with control. -Use equipment safely and responsibly. -Use different travelling actions whilst following a path. -Work with others co- operatively and play as a group. -Follow, copy and lead a partner. 	 -Develop balancing whilst stationary and on the move. -Develop running and stopping. -Develop changing direction. -Develop jumping and landing. -Develop hopping and landing with control. -Explore different ways to travel. 	 -Develop balancing. -Develop running and stopping. -Develop changing direction. -Develop jumping. -Develop hopping. -Explore different ways to travel using equipment. 	 -Develop rolling a ball to a target. -Develop stopping a ball. -Develop accuracy when rolling a ball to a target. -Develop bouncing and catching a ball. -Develop dribbling a ball with your feet. -Develop kicking a ball 	 -Develop rolling and tracking a ball. -Develop accuracy when throwing to a target. -Develop dribbling with hands. -Develop throwing and catching with a partner. -Develop dribbling a ball with your feet. -Develop kicking a ball to a target. 	 -Work safely and develop running and stopping. -Develop throwing and learn how to keep score. -Play games showing an understanding of the different roles within it. -Follow instructions and move safely when playing tagging games. -Work co-operatively and take turns. -Work with others to play team games.
	Introduction to PE 2	Dance 1	Gymnastics 1	Dance 2	Gymnastics 2	Games 2
	 -Move around safely in space. -Follow instructions and stop safely. -Stop safely and develop control when using equipment. -Follow instructions and play safely as a group. -Follow a path and take turns. -Work co-operatively with a partner. 	 -Explore different body parts and how they move. -Explore different body parts and how they move, remember, and repeat actions. -Express and communicate ideas through movement exploring directions and levels. -Create movements and adapt and perform simple dance patterns. -Copy and repeat actions showing 	 -Copy and create shapes with your body. -Create shapes whilst on apparatus. -Develop balancing and taking weight on different body parts. -Develop jumping and landing safely. -Copy and create short sequences by linking actions together. -Develop rocking and rolling. 	 -Copy, repeat and explore actions in response to a theme. -Explore movement using a prop with control and coordination. -Explore and remember actions considering level, shape and direction. -Move with control and co-ordination, expressing ideas through movement. -Remember and repeat actions moving 	 -Create short sequences using shapes, balances and travelling actions. -Develop balancing and safely using apparatus. -Develop jumping and landing safely from a height. -Develop rocking and rolling. -Explore travelling around, over and through apparatus. -Create sequences using apparatus. 	 -Aim when throwing and practice keeping score. -Follow instructions and move safely when playing tagging games. -Learn to play against a partner. -Develop coordination and play by the rules. -Explore striking a ball and keeping score. -Work co-operatively as part of a team.



Key Sta	ge 1
By the end of KS1, children will:	KS1 Vocabulary:
Pupils should develop fundamental movement skills, become increasingly competent	Athletics –
and confident and access a broad range of opportunities to extend their agility, balance	Y1 - far, hop, aim, fast, slow, bend, improve, direction and travel
and coordination, individually and with others. They should be able to engage in	Y2 – sprint, jog, distance, height, take off, landing, overarm and underarm
competitive (both against self and against others) and co-operative physical activities,	Ball Skills
in a range of increasingly challenging situations.	Y1 – far, aim, safely, direction, balance and send
Pupils should be taught to:	Y2 – overarm, collect, target, underarm, dribble and distance
• master basic movements including running, jumping, throwing and catching, as	Dance
well as developing balance, agility and co-ordination, and begin to apply these	Y1 – counts, pose, level, slow, fast and balance
in a range of activities	Y2 – mirror, action, pathway, direction, speed and timing
 participate in team games, developing simple tactics for attacking and 	Gymnastics
defending	Y1 – action, jump, roll, level, direction, speed, point and balance
 perform dances using simple movement patterns 	Y2 – link, pathway, sequence, tuck, straddle, speed, star and pike
	Fundamentals
Prior learning links:	Y1 – fast, hop, slow, direction, land and safely
	Y2 – dodge, jog, hurdle, speed, steady and sprint Invasion
Physical Development	Games
Gross Motor Skills	Y1 – defender, points, dribbling, attacker, score and partner
	Y2 – received, send, teammate, chest, pass, possession, goal, dodge, bounce and
ELG: Negotiate space and obstacles safely, with consideration for themselves and	pass
others.	Net and Wall Games
	Y1 – ready, possession, partner, net, underarm, score and points
ELG: Demonstrate strength, balance and coordination when playing.	Y2 – receive, quickly, trap, defend, return, collect and against
	Striking and Fielding
ELG: Move energetically, such as running, jumping, dancing, hopping, skipping and	Y1 – hit, points, target, throw, score and catch
climbing.	Y2 – fielder, send, teammate, runs, batter, received ad bowler
	Target Games
	Y1 – points, throw, far, distance, score and partner
	Y2 – accurate, send, teammate, against, overarm, release, target and underarm
	Yoga
	Y1- balance, breath, copy, feel, focus, listen, pose, slowly, stretch
	Y2- breath, choose, flexibility, focus, perform, pose , strength, flow, create

Year 1	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Fundamentals	Fitness	Sending and Receiving	Invasion	Net and Wall Games	Striking and Fielding
	-Explore balance,	-Master basic	-Develop rolling and	-Understand the role	-Defend space using	-Develop underarm
	stability and landing	movements including	throwing a ball	of attackers and	the ready position.	throwing and catching.
	safely.	running, jumping and	towards a target.	defenders.	-Play against an	-Develop overarm
	-Explore how the body	throwing.	-Develop receiving and	-Recognise who to	opponent and keep	throwing.
	moves differently	-Develop balance,	tracking skills.	pass to and why.	the score.	-Develop hitting a ball.
	when running at	agility and	-Be able to send and	-Move towards the	-Explore hitting with a	-Develop collecting a
	different speeds.	coordination to apply	receive a ball with your	goal with the ball.	racket.	ball.
	-Explore changing	them in different	feet.	-Support a teammate	-Develop racket and	-Learn how to get a
	direction and dodging.	activities.	-Develop throwing and	when playing in attack.	ball skills.	batter out.
	-Explore co-ordination	-Develop	catching skills over a	-Move into space	-Develop sending a ball	-Play games and
	and combination	understanding of	short distance.	showing an awareness	using a racket.	understand how to
	jumps.	importance of daily	-Develop throwing and	of defenders.	-Develop hitting over a	score points.
	-Explore combination	exercise.	catching over a longer	-Stay with a player	net.	
	jumping and skipping	-Understand that	distance.	when defending.		
	in an individual rope.	activities help our	-Apply sending and			
	-Explore changing	muscles and the	receiving skills to small			
	direction and dodging.	importance of	games.			
		breathing.				
		-Recognise the				
		importance of daily				
		exercise.			Comment of the second	
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Ball Skills	Dance	Gymnastics	Yoga	Target Games	Athletics
-Develop dribbling a	-Use counts of 8 to	-Explore, develop and	-Engage and	-Develop underarm	-Move at different
ball with your hands.	move in time.	combine travelling	understand the	throwing towards a	speeds over varying
-Explore accuracy	-Create pathways in a	movements.	benefits of yoga and	target.	distances.
when rolling a ball.	routine.	-Improve quality when	mindfulness.	-Develop throwing for	-Develop balance.
-Explore throwing with	-Create my own dance	performing and linking	-Copy and remember	accuracy.	-Change direction with
accuracy towards a	using actions,	shapes.	poses.	-Develop underarm	increased speed.
target.	pathways and counts.	-Develop stability and	-Improve <mark>fle</mark> xibility	and overarm throwing	-Hop, jump and leap
-Explore catching with	-Use different speeds	control in	when holding poses.	at a target.	for distance.
two hands.	and actions in a theme	performances.	-Create yoga poses	-Develop throwing for	-Throw at different
-Explore dribbling a	inspired dance.	-Develop technique	using a hoop.	accuracy and distance	distances.
ball with your feet.	-Copy, repeat, create	and control when	-Create a yoga flow	using underarm and	-Throw with accuracy.
-Explore tracking a ball	and perform actions	performing shape	with a partner.	overarm.	
that is coming towards	that represent the	jumps, barrell rolls,		-Select the correct	
me.	theme.	straight and forward		throw for the target.	
	-Explore speeds and	rolls.		-Develop throwing for	
	actions.	-Link gymnastic actions		accuracy and distance.	
		and rolls to create a		1000	
		sequence.			



Year 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Fundamentals	Fitness	Sending and Receiving	Invasion	Net and Wall Games	Striking and Fielding
	 -Explore how the body moves when running at different speeds. -Develop changing direction and dodging. -Develop balance, stability and landing safely. -Explore and develop jumping, hopping and skipping actions. -Develop co-ordination and combining jumps. -Experiment with combination jumping and skipping on an individual rope. 	 Build stamina to run for a duration of time. Jump using a long rope for increasing lengths of time. Build co-ordination during individual skipping. Develop stamina and change directions. Explore exercises to develop strength. Develop agility, balance and coordination. 	 -Effectively roll a ball towards a target. -Track and receive a rolling ball accurately. -Send and receive a ball with your feet recognising your dominant foot. -Develop throwing catching skills with a range of different throwing techniques. -Send and receive a ball using a racket. 	-Understand what being in possession means and support a teammate. -Understand that scoring goals is an attacking skill and explore ways to do this. -Explore how to gain possession. -Understand that stopping a goal is a defending skill and explore ways to do this. -Mark an opponent and understand that this is a defending skill. -Apply simple tactics for attacking and defending.	-Use the ready position to defend a space on the court. -Return a ball with hands. -Play against a partner. -Use developing racket sills to return a ball. -Play against an opponent using a racket.	 Track a rolling ball and collect it. Develop underarm throwing and catching to field a ball. Develop overarm throwing to limit a batter's score. Hit for distance to score more points. Get a batter out. Understand the rules of a game to play fairly

Ball Skills	Dance	Gymnastics	Yoga	Target Games	Athletics
-Roll a ball to hit a	-Remember, repeat	-Perform gymnastics	-Recall, copy and	-Consider how much	-Increase speed using
target.	and link actions to tell	shapes with control	repeat poses.	power to apply when	the sprinting action.
-Stop a rolling ball.	a story through dance.	and link them	-Develop an awareness	aiming at a target.	-Jump for distance.
-Dribble a ball with	-Develop an	together.	of strength when	-Understand how to	-Jump for height.
your feet.	understanding of	-Use shapes to create	completing yoga	score using underarm	-Throw for distance.
-Develop kicking a ball.	dynamics and how	balances and link them	poses.	and overarm throwing.	-Throw with accuracy.
-Develop throwing and	they can show an idea.	using travelling actions	-Develop an awareness	-Strike into a target.	-Select and apply
catching.	-Use counts of 8 to	and apparatus.	of flexibility when	-Hit at a moving target.	knowledge and
-Develop dribbling a	stay in time to music.	-Demonstrate	completing yoga	-Select and apply the	technique in an
ball with your hands.	-Copy and repeat	different shapes, take	poses.	appropriate skill to a	athletics carousel.
	actions with the use of	off and landing when	-Copy and remember	target game.	
	facial expressions	performing.	actions linking them to	-Show an	
	responding to a	-Develop rolling and	a flow.	improvement in	
	stimulus.	sequence building.	-Explore yoga poses,	Personal Best.	
	-Use pathways and		copy and remember		
	levels.		actions linking them in		
	-Create and perform		a flow.		
	using unison, mirroring				
	and matching a				
	partner with changes				
	of speed.				

