

Gymnastics Progression Grid



Curriculum intent:

Shawclough Primary School believes that Physical Education (PE), experienced in a safe and supportive environment, is essential to ensure children attain optimum physical and emotional development and good health. We intend to deliver high-quality teaching and learning opportunities that inspire all children to succeed in physical education and in developing life skills. We want to teach children skills to keep them safe such as being able to swim. We also want to teach children how to be effective participators, creative thinkers through cooperate and collaboration with others as part of an effective team workers, understanding fairness and equity of play to embed life-long values. Our curriculum aims to improve the wellbeing and fitness of all children at Shawclough, not only through the sporting skills taught, but through the underpinning values and disciplines PE promotes.

Early Years Outcome

The main Early Years Outcomes covered in the Gymnastics units are:

- Initiates new combinations of movement and gesture in order to express and respond to feelings, ideas and experiences.
- Experiments with different ways of moving.
- Jumps off an object and lands appropriately.
- Travels with confidence and skill around, under, over and through balancing and climbing equipment.

KS1 National Curriculum Aims

The main KS1 national curriculum aims covered in the Gymnastics units are:

• Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and coordination, and begin to apply these in a range of activities

KS2 National Curriculum Aims

The main KS2 national curriculum aims covered in the Gymnastics units are:

- Develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics].
- Compare their performances with previous ones and demonstrate improvement to achieve their personal best

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
			Health & Fitness			
To describe how the body feels when still and when exercising.	 To describe how the body feels before, during and after exercise. To carry and place equipment safely. 	 To recognise and describe how the body feels during and after different physical activities. To explain what they need to stay healthy 	 To recognise and describe the effects of exercise on the body. To know the importance of strength and flexibility for physical activity. To explain why it is important to warm up and cool down. 	 To describe how the body reacts at different times and how this affects performance. To explain why exercise is good for your health. To know some reasons for warming up and cooling down. 	 To know and understand the reasons for warming up and cooling down. To explain some safety principles when preparing for and during exercise. 	 To understand the importance of warming up and cooling down. To carry out warm-ups and cool-downs safely and effectively. To understand why exercise is good for health, fitness and wellbeing. To know ways they can

			become healthier.
	Acquiring and I	Developing Skills in Gymnastics (General)	'
 To create a short sequence of movements. To roll in different ways with control. To travel in different ways. To stretch in different ways. To jump in a range of ways from one space to another with control. To begin to balance with control. To move around, under, over, and through different objects and equipment. 	 To create and perform a movement sequence. To copy actions and movement sequences with a beginning, middle and end. To link two actions to make a sequence. To recognise and copy contrasting actions (small/tall, narrow/wid e). To travel in different ways, changing direction and speed. To hold still shapes and simple balances. To copy, explore and remember actions and movements to create their own sequence. Link actions to make a sequence. To travel in a variety of ways, including rolling. To hold a still shape whilst balancing on different points of the body. To jump in a variety of ways and land with increasing control and balance. To climb onto and jump off the equipment safely. To move with increasing control and care. 	 To choose ideas to compose a movement sequence independently and with others. To link combinations of actions with increasing confidence, including changes of direction, speed or level. To develop the quality of their actions, shapes and balances. Move with coordination, control and care. To use turns whilst travelling in a variety of ways. To use an increasing range of actions, directions and levels in their sequences. To move with clarity, fluency and expression. To show changes of direction, speed and level during a performance. To travel in different ways, including using flight. To improve the placement and alignment of body parts in balances. To use equipment to vault in a variety of ways. 	 To select ideas to compose specific sequences of movements, shapes and balances. To adapt their sequences to fit new criteria or suggestions. To perform jumps, shapes and balances fluently and with control. To confidently develop the placement of their body parts in balances, recognising the position of their centre of gravity and where it should be in relation to the base of the balance. To confidently use equipment to To confidently use equipment to To apply skills and techniques consistently, showing precision and

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To carry out	their	To carry out	vault in a	control.
simple	sequences	. balances,	variety of	Develop
stretches.	To begin to	recognising	ways.	strength,
To carry out	use	the position	 To apply skills 	technique and
a range of	equipment	to of their centre	and	flexibility
simple	vault.	of gravity and	techniques	throughout
jumps,	To create	how this	consistently.	performances
landing	interesting	affects the	 To develop 	
safely.	body shape	es balance.	strength,	
To move	while hold	ng • To begin to	technique and	
around,	balances w		flexibility	
under, over,	control and	technique	throughout	
and through	confidence	· ·	performances.	
different	To begin to		To combine	
objects and	show	balancing and	equipment	
equipment.	flexibility in	-	with	
To begin to	movement		movement to	
move with	movement	To develop	create	
control and		strength,	sequences.	
		technique and	sequences.	
care		flexibility		
		·		
		throughout		
		performances.		1 00 . 111

The Gymnastic skills taught throughout the units can be broken down into these specific areas; rolls, jumps, vault work, handstands, cartwheels and round-offs, travelling and shapes and balances. This table maps out the progression of skills in each area to be taught in each year group. Please note – the age range is only a guide. All skills should be taught depending on the gymnastic ability of the children. Many of the skills are repeated across year groups to allow for children to progress at their own pace. For example, if a child has not mastered a forward roll from standing in year 3, the skill can be revisited in year 4, 5 and 6 if necessary.

			Rolls			
 To complete curled side roll (egg roll) To complete log roll (pencil roll) 	 To complete log roll (controlled) To complete curled side roll (egg roll) (controlled) 	 To complete log roll (controlled) To complete curled side roll (egg roll) (controlled) To complete teddy bear roll (controlled) 	 To complete crouched forward roll To complete forward roll from standing To complete tucked backward roll 	 To complete forward roll from standing To complete straddle forward roll To complete tucked backward roll 	 To complete forward roll from standing To complete straddle forward roll To complete pike forward roll 	 To complete forward roll from standing To complete straddle forward roll To complete pike forward roll

To complete teddy bear roll	To complete teddy bear roll (controlled)	 To rock for forward roll To complete crouched forward roll 		To complete backward roll to straddle	 To complete tucked backward roll To complete backward roll to straddle 	 To complete dive forward roll To complete tucked backward roll To complete backward roll to straddle To complete backward roll to standing pike To complete pike backward roll
 To complete straight Jump To complete tuck Jump To complete Jumping Jack To complete Half turn 	 To complete straight jump To complete tuck jump To complete jumping jack To complete half turn To complete Cat spring 	 To complete straight jump To complete tuck jump To complete jumping jack To complete half turn To complete Cat spring To complete Cat spring to straddle 	Jumps To complete straight jump To complete tuck jump To complete jumping jack To complete star jump To complete straddle jump To complete pike jump To complete complete straight jump To complete straight jump To complete complete straight jump	 To complete straight jump To complete tuck jump To complete jumping jack To complete star jump To complete straddle jump To complete pike jump To complete straight half turn To complete straight full turn 	 To complete straight jump To complete tuck jump To complete jumping jack To complete star jump To complete straddle jump To complete jump To complete straddle jump To complete stag jump To complete stag jump To complete straight half turn 	 To complete straight jump To complete tuck jump To complete jumping jack To complete star jump To complete straddle jump To complete pike jump To complete stag jump To complete stag jump To complete stag jump To complete stag jump

 To straight jump off springboard To squat on vault To hurdle step onto onto springboard To hurdle step onto onto springboard To hurdle step onto onto springboard To squat on vault 				 To complete Cat leap To complete Cat leap half turn 	To complete straight full turn To complete Cat leap half turn Split leap	 To complete straight full turn To complete Cat leap To complete Cat leap half turn To complete Cat leap full turn To complete split leap To complete split leap
	jump off	springboardTo straight jump off springboardTo tuck jump off	onto springboard To squat on vault To star jump off To tuck jump off To straddle jump off To pike jump	onto springboard To squat on vault To straddle on vault To star jump off To tuck jump off To straddle jump off To pike jump	onto springboard To squat on vault To straddle on vault To star jump off To tuck jump off To straddle jump off To pike jump off To squat	onto springboard To squat on vault To straddle on vault To star jump off To tuck jump off To straddle jump off To pike jump off To squat through vault To straddle

To bunny hop	 To bunny hop To complete front support wheelbarro w with partner 	 To bunny hop To complete front support wheelbarrow with partner To t-lever To scissor kick 	 To complete handstand To lunge into handstand cartwheel 	 To lunge into handstand To lunge into cartwheel To lunge into round-off 	 To lunge into handstand To lunge into cartwheel To lunge into round-off 	 To lunge into cartwheel To lunge into round-off To hurdle step To hurdle step into cartwheel To hurdle step into round-off
			evelling and Linking actio		ł-	
To tiptoe, step, jump and hop	 To tiptoe, step, jump and hop Hopscotch To skip To gallop 	 To tiptoe, step, jump and op To hopscotch To skip To gallop To complete straight jump half-turn 	 To tiptoe, step, jump and hop To hopscotch To skip To complete chassis steps To complete straight jump half turn To cat leap 	 To tiptoe, step, jump and hop To hopscotch To skip To complete chassis steps To complete straight jump half turn To complete straight jump full turn To cat leap To cat leap half turn Pivot 	 To tiptoe, step, jump and hop To hopscotch To skip To complete chassis steps To complete straight jump half turn To complete straight jump full turn To cat leap To cat leap half turn Pivot 	 To tiptoe, step, jump and hop To hopscotch To skip To complete chassis steps To complete straight jump half turn To complete straight jump full turn To cat leap To cat leap half turn To cat leap full turn Pivot
			Shapes & Balances			
 To complete standing balances 	 To complete standing balances To complete kneeling balances 	 To complete standing balances To complete kneeling balances To complete large body part balances 	 To complete large and small body part balances, including standing and 	 To complete 1, 2, 3 and 4- point balances To balances on apparatus To balances with and 	 To complete 1, 2, 3 and 4- point balances To balance on apparatus To complete part body 	 To complete 1, 2, 3 and 4- point balances To balance on apparatus To complete full body

	To pike, tuck, star, straight, straddle shapes	 To balance on apparatus To balance with a partner To complete pike, tuck, star, straight, straddle shapes To front and back support 	kneeling balances To balance on apparatus To complete matching and contrasting partner balances To complete pike, tuck, star, straight, straddle shapes To front and back support	against a partner To complete pike, tuck, star, straight, straddle shapes To front and back support	weight partner balances To complete pike, tuck, star, straight, straddle shapes To front and back support	weight partner balances To complete pike, tuck, star, straight, straddle shapes To front and back support
To control	To perform	To perform	• To develop	To perform	To perform	To link actions
my body when performing a sequence of movements. To participate in simple games	using a range of actions and body parts with some coordinatio n. To begin to perform learnt skills with some control.	sequences of their own composition with coordination. • Perform learnt skills with increasing control.	the quality of the actions in their performances. To perform learnt skills and techniques with control and confidence. To compete against self and others in a controlled manner.	and create sequences with fluency and expression. To perform and apply skills and techniques with control and accuracy.	own longer, more complex sequences in time to music. To consistently perform and apply skills and techniques with accuracy and control.	to create a complex sequence using a full range of movement that showcases different agilities, performed in time to music. To perform and apply a variety of skills and techniques confidently, consistently and with precision. To begin to record their peers'

						performances, and evaluate these.
			Evaluate			
 To talk about what they have done. To talk about what others have done. 	 To watch and describe performances. To begin to say how they could improve 	 To watch and describe performances and use what they see to improve their own performance. To talk about the differences between their work and that of others. 	 To watch, describe and evaluate the effectiveness of a performance. To describe how their performance has improved over time. 	 To watch, describe and evaluate the effectiveness of performances, giving ideas for improvement s. To modify their use of skills or techniques to achieve a better result 	 To choose and use criteria to evaluate own and others' performances. To explain why they have used particular skills or techniques, and the effect they have had on their performance. 	To thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.
Vocabulary				better result		
Vocabulary	Docio movement	Davidanina balanca	A arility and	Toom gomes	Mayamant nattarna	
	Basic movement	Developing balance	Agility and coordination	Team games	Movement patterns	
KS1	Jump Hop Stop on command Sprint Run Skip Gallop	Single balance Apparatus Side roll Climb Walk	Throw Catch Roll Target Kick Accuracy Aim Dribble Balance Strike Obstacle Hit Pass	Opponent Control Rules Team Cooperate Control Accuracy Team Work	Dance Theme Pattern Movement Beat Sequence Mirror	
KS2		Forward roll Backward Roll	Over Arm Throw Under Arm Throw	Participation Tactics	Create Perform	

(The vocabulary for KS1 continues but is uplevelled in KS2)	Control Coordination Precision Control Fluency	Chest pass Volley Pivot Bounce Consistency Dynamics Speed Direction Level Coordination Precision Control Fluency Dribble	Attack Defend Defence Competitive Competition Compete Mark	Expressive dance phase Expression Contrast Consistency Dynamics Speed Direction Level Coordination Precision Control Fluency Evaluate Improve Develop Transition Compose Compare Adapt Refine Symmetry	
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