## Planning and Progression: PE

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FS			Y1/2		Y	Y3/4		Y5/6	
My World, Seasons and Celebrations			CYCLE A	CYCLE B	CYCLE A	CYCLE B	CYCLE A CYCLE B		
Where Does the Snow Go?		Topics	London	Toys, Under the Sea	Natural Disasters	The Mayan Civilisation, Chocolate	WW2	Town and Country, Guy Fawkes	
Traditional Tales, Marvellous Mini-beasts			Move It, Me On My Map	Springfield to India	Explorers, South America (Rainforest)	Grimsby's Fishing Industry, Our Local	Extreme Environments, Shackleton	Viking Raiders, Fair Trade	
Fun on the Farm			Scented Garden, Seaside	Wriggle and Crawl	Water (Rivers), Ancient Egypt	Area	Olympic Legacies	Keen To Be Green	
						Prehistoric Britain, Coastlines			
			Procedural Knowledge	Declarative Knowledge	Procedural Knowledge	Declarative Knowledge	Procedural Knowledge	Declarative Knowledge	
	Procedural Knowledge	_	Explore and evaluate different	Know basic technique and principles	Improve quality of standing jump	Know the names of different athletic	Improve quality and technique of	Can suggest ways to others on how	
	Gross Motor Skills:	(and	jumps	for jumping for distance and/or	Refine jumping for height	events	jumping, running and throwing	to improve	
	Follow instructions	<u>e</u>	Runs, jumps and moves in different	height	Link forward movements together	Be aware of basic techniques in	Apply techniques to races	Know the difference between sprint	
	Negotiate space and obstacles safely, with consideration for	Activity OAA)	directions at different speeds	Know a variety of ways to move	Throw accurately and with power	running, jumping and throwing	Develop a three part sequence jump	and endurance running	
			Explore throwing different objects	know the basic principles of jumping	Adjust pace effectively and run for	Knows the difference between	Pass a relay baton successfully	Know how to keep safe in the water	
	themselves and others	A Q	for different purposes	Know different ways of throwing	extended periods	jogging and sprinting	Run using appropriate pace and		
	Demonstrate strength, balance	Athletic					technique		
	and coordination when playing	<u>ē</u>					Throw using a run-up		
	Experiment with different	¥					Work together to solve problems		
	movements energetically, such as	7					To use orienteering skills		
	running, jumping, dancing,		Roll, receive and control an object	Know basic principles of sending and	Send and control a ball in different	Know and apply rules of a game	Work together to solve problems	Know how to use a map in	
	hopping, skipping and climbing		with body parts and equipment	receiving	directions	Give examples of tactics in games	Develop and consolidate forehand	orienteering skills	
	Move safely over small and large		Explore ways of moving an object	Knows how to change direction	Stop a moving ball effectively	situation	Develop fielding techniques	Know how exercise effects health	
	apparatus		Develop hand/eye coordination and	when moving and how to use space	Develop forehand and backhand	Know effective striking technique	Pass and receive effectively	and fitness	
	Develop coordination, strength,	10	racquet skills	Know a variety of ways to move	Participate in pair and team games	and how to apply it	Develop and improve marking and	Know and use different terms to	
	balance and agility	иè	Move forward fluently		Use and apply tactics to games	Understand the need for invasion	evading techniques	describe ball handling: dribble,	
		Games	Send and strike an object with		Apply principles of evade, attack and	Know the difference between attack	Develop skills in working as part of a	volley, block, strike etc.	
	Declarative Knowledge	O	accuracy		defence	and defence	team		
Ħ	Know the difference between					Understand the principles of a game	Consolidate volley and develop shot		
me	walk, run, jump and roll						selection		
do	Know how to push, pat, throw,						Consolidate striking and fielding		
Ve	catch, kick objects						skills		
Physical Development			Know, use and demonstrate small	Know different ways of travelling	Can move in a straight line and in	Know the principles of take-off and	Perform a variety of balances with a	Know the difference between	
<u>Ca</u>			and large body parts	Know principles of take-off and	different directions	landing	partner (mirror and control)	mirroring and shadowing	
ıysi			Use different methods of travelling	landing	Demonstrate and perform balances	Know how to use space and	Perform gymnastics movements	Knows how to adapt a sequence of	
占			and be able to change direction	Know the difference between static	using different body parts on their	direction	Perform jumps and land safely,	movements for different apparatus	
		S	Use different stepping gymnastic	pose and linked movements	own and with a partner	Know how to link, sequence and	refining techniques	or floor	
		sti	movements		Roll in a variety of ways	adapt movements	Demonstrate tension and control	Know the difference between	
		Ĕ	Explore jumping types and refine		Apply principles of landing and take-	Know and use the terms: dish,	Can link 6 or more movements and	resistance and counter balance	
		Gymnastics	techniques		off	hollow,	balances together to create a		
		G	Link and learn a sequence of 3 or		Link 4 or more movements and		routine		
			more movements and static poses		balances together, showing		Combine, adapt, refine and perform		
					mirroring with a partner		a sequence		
					Create and evaluate a paired				
					sequence, adapting it to apparatus				
			Respond to stimuli	Know movements can represent	Explore and respond to a stimuli	Know music can create feeling and	Respond to music	Know the difference between	
			Explore dance moves	different feelings or moods	Explore characters in narrative	develop movements to show this	Create part of a dance sequence	constructive feedback and criticism	
			Use space and direction when		Perform dance that communicates a	Know the difference between	Create, rehearse and refine		
		Dance	responding to stimuli		narrative	shadow, mirror and cannon	performances		
		Oar	Perform a learnt sequence and		Create a link dance phrase with a		Create, refine and perform a		
		_	repeat sequences		partner or in a group		narrative based on music		
			Begin to give feedback to peers		Learn/copy dance routines  Can refine a routine or performance				
					Give feedback to peers				
					Give reeuback to peers		<u> </u>		