

		Gymna	stics Progressi	on Grid		
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
		•	Health and Fitness			
Describe how the body feels when still and when exercising.	Describe how the body feels before, during and after exercise. Carry and place equipment safely.	Recognise and describe how the body feels during and after different physical activities. Explain what they need to stay healthy.	Recognise and describe the effects of exercise on the body. Know the importance of strength and flexibility for physical activity. Explain why it is important to warm up and cool down.	Describe how the body reacts at different times and how this affects performance. Explain why exercise is good for your health. Know some reasons for warming up and cooling down.	Know and understand the reasons for warming up and cooling down. Explain some safety principles when preparing for and during exercise.	Understand the importance of warming up and cooling down. Carry out warmups and cool-downs safely and effectively. Understand why exercise is good for health, fitness and wellbeing. Know ways they can become healthier.
		Acquiring and De	veloping Skills in Gyr	mnastics (General)		
Create a short sequence of movements.	Create and perform a movement sequence.	Copy, explore and remember actions and movements to create their own	Choose ideas to compose a movement sequence	Create a sequence of actions that fit a theme.	Develop strength, technique and flexibility throughout	Create their own complex sequences involving the full range of actions
Roll in different ways with control.	Copy actions and movement sequences with a	sequence. Link actions to make a sequence.	independently and with others. Link combinations of actions with	Use an increasing range of actions, directions and levels in their sequences.	performances. Select ideas to compose specific sequences of	and movements: travelling, balancing, holding shapes, jumping, leaping, swinging,



Travel in different	beginning, middle	Travel in a variety	increasing	Move with clarity,	movements, shapes	vaulting and
ways.	and end.	of ways, including	confidence,	fluency and	and balances.	stretching.
		rolling.	including changes	expression.		
Stretch in	Link two actions to		of direction, speed		Adapt their	Demonstrate
different ways.	make a sequence.	Hold a still shape	or level.	Show changes of	sequences to fit	precise and
		whilst balancing on		direction, speed	new criteria or	controlled
Jump in a range of	Recognise and	different points	Develop the	and level during a	suggestions.	placement of body
ways from one	copy contrasting	of the body.	quality of their	performance.		parts in their
space to another	actions (small/tall,		actions, shapes		Perform jumps,	actions, shapes
with control.	narrow/wide).	Jump in a variety	and balances.	Travel in different	shapes and	and balances.
		of ways and land		ways, including	balances fluently	
Begin to balance	Travel in different	with increasing	Move with	using flight.	and with control.	Confidently use
with control.	ways, changing	control and	coordination,			equipment to vault
	direction and	balance.	control and care.	Improve the	Confidently	and incorporate
Move around,	speed.			placement and	develop the	this into
under, over, and		Climb onto and	Use turns whilst	alignment of body	placement of their	sequences.
through different	Hold still shapes	jump off the	travelling in a	parts in balances.	body parts in	
objects and	and simple	equipment safely.	variety of ways.		balances,	Apply skills and
equipment.	balances.			Use equipment to	recognising the	techniques
		Move with	Use a range of	vault in a variety	position of their	consistently,
	Carry out simple	increasing control	jumps in their	of ways.	centre of gravity	showing precision
	stretches.	and care.	sequences.		and where it	and control.
				Carry out	should be in	
	Carry out a range		Begin to use	balances,	relation to the	Develop strength,
	of simple jumps,		equipment to vault.	recognising the	base of the	technique and
	landing safely.			position of their	balance.	flexibility
			Create interesting	centre of gravity		throughout
	Move around,		body shapes while	and how this	Confidently use	performances.
	under, over, and		holding balances	affects the	equipment to vault	
	through different		with control and	balance.	in a variety of	
	objects and		confidence.		ways.	
	equipment.					



	Begin to move with control and care.		Begin to show flexibility in movements	Begin to develop good technique when travelling, balancing and using equipment.	Apply skills and techniques consistently. Develop strength, technique and flexibility throughout performances. Combine equipment	
					with movement to create sequences.	
			Rolls		creare sequences.	
Curled side roll (egg roll)	Log roll (controlled)	Log roll (controlled)	Crouched forward	Forward roll from standing	Forward roll from standing	Forward roll from standing
Log roll (pencil roll)	Curled side roll (egg roll) (controlled)	Curled side roll (egg roll) (controlled)	Forward roll from standing	Straddle forward roll	Straddle forward roll	Straddle forward roll
Teddy bear roll	Teddy bear roll (controlled)	Teddy bear roll (controlled) Rocking for forward roll Crouched forward roll	Tucked backward roll	Tucked backward roll Backward roll to straddle	Pike forward roll Tucked backward roll Backward roll to straddle	Pike forward roll Dive forward roll Tucked backward roll Backward roll to straddle
						Backward roll to standing pike



						Pike backward roll
			Jumps			
Straight jump	Straight jump	Straight jump	Straight jump	Straight jump	Straight jump	Straight jump
Tuck jump	Tuck jump	Tuck jump	Tuck jump	Tuck jump	Tuck jump	Tuck jump
Jumping Jack	Jumping jack	Jumping jack	Jumping jack	Jumping jack	Jumping jack	Jumping jack
Half turn jump	Half turn jump	Half turn jump	Star jump	Star jump	Star jump	Star jump
	Cat spring	Cat spring	Straddle jump	Straddle jump	Straddle jump	Straddle jump
		Cat spring to straddle	Pike jump	Pike jump	Pike jump	Pike jump
		on addition	Straight jump half-turn	Straight jump half-turn	Stag jump	Stag jump
					Straight jump	Straight jump
			Cat leap	Straight jump full- turn	half-turn	half-turn
				1 2	Straight jump full-	Straight jump full
				Cat leap	turn	turn
				Cat leap half-turn	Cat leap	Cat leap
					Cat leap half-turn	Cat leap half-turn
					Split leap	Cat leap full-turn
						Split leap
						Stag leap



	Vault – with sp	ringboard and vault	or other suitable rai	ised platform, e.g. g	ymnastics table	
		Hurdle step onto	Hurdle step onto	Hurdle step onto	Straight jump off	Hurdle step onto
		springboard	springboard	springboard	springboard	springboard
		Straight jump off springboard	Squat on vault	Squat on vault	Hurdle step onto springboard	Squat on vault
		T 10.000 (6	Star jump off	Straddle on vault		Straddle on vault
		Tuck jump off springboard	Tuck jump off	Star jump off	Squat on vault	Star jump off
					Straddle on vault	
			Straddle jump off	Tuck jump off	Star jump off	Tuck jump off
			Pike jump off	Straddle jump off	,	Straddle jump off
				Pike jump off	Tuck jump off	Pike jump off
					Straddle jump off	
					Pike jump off	Squat through vault
					Squat through	Straddle over
	L	Handstan	ds, Cartwheels and F	Round-offs	1	
Bunny hop	Bunny hop	Bunny hop	Handstand	Lunge into handstand	Lunge into handstand	Lunge into cartwheel
	Front support	Front support	Lunge into			
	wheelbarrow with	wheelbarrow with	handstand	Lunge into	Lunge into	Lunge into round-
	partner	partner		cartwheel	cartwheel	off
			Cartwheel			
		T-lever			Lunge into round- off	Hurdle step
		Scissor kick				Hurdle step into cartwheel



						Hurdle step into
		Trav	velling and Linking Ac	tions		
Tiptoe, step, jump and hop	Tiptoe, step, jump and hop	Tiptoe, step, jump and hop	Tiptoe, step, jump and hop	Tiptoe, step, jump and hop	Tiptoe, step, jump and hop	Tiptoe, step, jump and hop
	Hopscotch	Hopscotch	Hopscotch	Hopscotch	Hopscotch	Hopscotch
	Skipping	Skipping	Skipping	Skipping	Skipping	Skipping
	Galloping	Galloping	Chassis steps	Chassis steps	Chassis steps	Chassis steps
		Straight jump half-turn	Straight jump half turn	Straight jump half turn	Straight jump half turn	Straight jump half turn
			Cat leap	Straight jump full turn Cat leap	Straight jump full turn Cat leap	Straight jump full turn Cat leap
				Cat leap half turn	Cat leap half turn	Cat leap half turn
				Pivot	Pivot	Cat leap full turn
						Pivot
			Shapes and Balances		1	T
Standing balances	Standing balances	Standing balances	Large and small body part	1, 2, 3 and 4- point balances	1, 2, 3 and 4- point balances	1, 2, 3 and 4- point balances
	Kneeling balances	Kneeling balances	balances, including standing and	Balances on	Balances on	Balances on
		Large body part balances	kneeling balances	apparatus	apparatus	apparatus



	Pike, tuck, star, straight, straddle shapes	Balances on apparatus Balances with a partner Pike, tuck, star, straight, straddle shapes	Balances on apparatus Matching and contrasting partner balances Pike, tuck, star, straight, straddle shapes	Balances with and against a partner Pike, tuck, star, straight, straddle shapes Front and back support	Part body weight partner balances Pike, tuck, star, straight, straddle shapes Front and back support	Develop technique, control and complexity of part-weight partner balances Group formations Pike, tuck, star, straight, straddle shapes
		Front and back support	Front and back			Front and back support
	1		Compete/Perform	1	1	
Control my body when performing a sequence of movements.	Perform using a range of actions and body parts with some coordination.	Perform sequences of their own composition with coordination.	Develop the quality of the actions in their performances.	Perform and create sequences with fluency and expression.	Perform own longer, more complex sequences in time to music.	Link actions to create a complex sequence using a full range of movement that
Participate in simple games.	Begin to perform learnt skills with some control.	Perform learnt skills with increasing control.	Perform learnt skills and techniques with control and confidence. Compete against self and others in a controlled manner.	Perform and apply skills and techniques with control and accuracy.	Consistently perform and apply skills and techniques with accuracy and control.	showcases different agilities, performed in time to music. Perform and apply a variety of skills and techniques confidently, consistently and with precision.
						Begin to record their peers'



			performances, and
			evaluate these.