St John The Evangelist Catholic Primary School



Progression of Skills Documentation 2022-23

Progression of Skills - Reception



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		al Movement ss motor Skills				
Static Balancing	Dynamic Balancing	Fine Motor	Gross Motor	Striking and Fielding	Gymnastics	Dance
Perform a variety of static balances using different body parts	Perform a variety of balances that incorporate movement.	Perform the correct catching techniques (smaller ball)	Perform the correct catching techniques (larger ball)	Aim & throw object underarm	Make body tense, relaxed, curled and stretched.	Move to music.
Be able to hold a specific static balance for up to 5 seconds	Move along balancing boards and benches effectively	Confident using both sides of their body. E.g. holding an egg and spoon in both hands	Be able to link different movement patterns together. e.g. jumping and	Catch balloon/bean bag/scarf & sometimes a bouncing ball Use hand to strike a bean	Balance on small/large body parts & understand stillness	Copy dance moves. Perform some dance moves.
Be in control of body whilst balancing	Be able to apply the correct balancing techniques linked with dynamic balancing	Control small scale body movements effectively	running Control large scale body movements effectively	bag or ball and move towards a scoring area Begin to use a bat to hit a ball or bean bag	Make large and small body shapes Climb & hang from apparatus	Move around the space safely.
Be able to balance on the surf boards					Perform basic travelling actions on various body parts	



		tal Movement oss motor Skills					
Static Balancing	Dynamic Balancing	Fine Motor	Gross Motor	Striking and Fielding	Gymnastics	Dance	Athletics
Perform advanced static balances Be able to hold a variety of balances utilising different body parts	Perform a variety of advanced dynamic balances Link dynamic balancing to more gymnastic elements	Be able to catch a smaller ball more successfully Control small scale body movements more effectively	Catch a ball more consistently Be able to link more advanced movement patterns together e.g. jumping and skipping	Show some different ways of hitting, throwing and striking a ball Hit a ball or bean bag and move quickly to score a range of points (further distance scores more points) Play as a fielder and get the ball back to a STOP ZONE	Make body tense, relaxed, curled and stretched, showing some tension. Begin to work on alone/with someone to make a sequence of shapes/travels Climb safely, showing some shapes and balances when	Copy dance moves. Make up a short dance, after watching one. Dance imaginatively. Change rhythm, speed, level and direction.	Use varying speeds when running. Explore footwork patterns. Explore arm mobility. Explore different methods of throwing.
				Begin to follow some simple rules (carrying the bat, not over taking someone)	climbing. Keep balance travelling in a range of ways along bench, spots, mat etc Roll in stretched/curled positions e.g. 'log' and 'egg rolls'		Practise short distance running.



Learn Ski	ll Sets for Invasi	ion Games		Learn	Net and			
				Striking and	Wall			
				Fielding	Games			
				techniques				
Invasion	Football	Hockey	Striking and	Cricket	Tennis	Gymnastics	Dance	Athletics
Games			Fielding					
Perform	Develop	Be able to	Send a ball off	Be able to	Understand	Make body tense, relaxed,	Change rhythm,	Run with agility and
some	dribbling	hold a hickey	a tee using a	hold a	and apply	curled and stretched, in a	speed, level and	confidence.
dribbling	techniques	stick correctly	bat or a racket	cricket bat	the correct	range of movements.	direction with	
skills with				correctly	grip		consistency.	Learn the best
hands and	Be able to	Understand	Play two types			Perform a sequence with		jumping techniques
feet using	dribble with	the correct	of games to		Be able to	changes in speed &	Dance with	for distance.
space	both feet	techniques to	score: running	Successfully	strike a	direction including 3	control and co-	
	successfully	dribble in	around a	ne able to	static ball	different actions	ordination.	Throw different
Pass a ball		Hockey	series of hula	strike a ball		(sometimes giving advice to		objects in a variety
accurately	Be able to		hoops or			others)	Make a sequence	of ways.
(hands &	pass the ball		forwards and				by linking	
feet) over	using the		backwards			Be still on single/two +	sections together.	Hurdle an obstacle
longer	correct		between hula			points of contact on		and maintain
distances to a	techniques		hoops			floor/apparatus showing	Link some	effective running
team mate						tension & control	movement to	style.
			Stop moving				show a mood or	
Combine			when the			Link known	feeling.	Run for distance.
stopping,			'bowler' has			shape/travel/roll/jump to a		
pick			the ball			balance using floor & on		Complete an
up/collect &						apparatus		obstacle course with
send a ball								control and agility.

		DI			T /1 1 1.1 . 1		
accurately to		Play as a			Jump/land with control		
other players		fielder and			using different body shapes		
		pass the ball			in flight		
Make simple		back to the					
decisions		bowler to					
about when		make the					
/where to		runner stop					
move in		_					
game to		Follow rules					
receive a ball		for a game					
		(carry the bat,					
		don't					
		overtake, run					
		around the					
		outside of the					
		hula hoops)					
			End of K	S1 expectation	<u>ns</u>		
Pupils should	Pupils should	Pupils should			Children should develop	Children should	Pupils should
participate in	participate in	participate in			core movement, become	be taught to	continue to apply
team games,	team games,	team games,			increasingly competent and	perform dances	and develop a range
developing	developing	developing			confident and access a	using simple	of skills, learning
simple tactics	simple tactics	simple tactics			broad range of opportunities	movement	how to use them in
for attacking	for attacking	for attacking			to extend their agility,	patterns.	different ways and to
and	and defending	and			balance and co-ordination,	1	link them to make
defending.		defending.			individually and with	Use movement	actions and
					others.	imaginatively,	sequences of
					0.22020	responding to	movement.
						stimuli,	
						including music	They should enjoy
						and performing	communicating,
						basic skills	collaborating their
							own success.
						Change rhythm,	
						speed, level and	Pupils should be
						1,	taught to use
		l					saught to use

			direction of their	running, jumping,
			movements	throwing and
				catching in isolation
			Create and	and in combination.
			perform dances	
			using simple	
			movement	
			patterns,	
			including those	
			from different	
			times and	
			cultures	
			Express and	
			communicate	
			ideas and	
			feelings	





Bringing learning to Life"

	Invasion	Games		Striking and	d Fielding	Net and Wall Games			
Netball	Tag Rugby	Football	Hockey	Cricket	Rounders	Tennis	Gymnastics	Dance	Athletics
Use of first steps netball (4 a side C GA GS GK) over 1/3 of a netball court) Make a series of passes to team mates moving towards a scoring area. Show some signs of using a	Move holding a rugby ball Know where to score a try and how to position the ball to score a try Move into spaces to avoid defenders Make a backward pass to team mates, using the direction most comfortable	Begin to dribble a ball making small touches Begin to send a football to someone on team. Keep a ball under control. Know where space is and try to	Begin to show how to hold a hockey stick and which side to use. Use a simple push pass to another team mate. Dribble the ball keeping it close to me using the correct side of stick. Show some signs of an approaching a	Throw and catch under pressure. Use fielding skills to stop the ball effectively. Learn batting control. Learn the role of backstop. Play in a tournament and work as team, using	Be able to play simple rounders games Apply some rules to games Develop and use simple rounders skills	Tap the ball off racquet (tapping it to the ground, tapping it up off the racket, tapping it up with one bounce etc) Tap the ball back and forth to partner Stand in a ready position holding racquet correctly Change from a	Use a greater number of own ideas for movement in response to a task. Combine arm actions with skips/leaps/steps/jumps & spins in travel Travel while using various hand apparatus,(ribbon/hoop/rope/ball) Know principles of balance and apply them on floor & apparatus	Perform pair/group dance involving canon & unison, meet & part Respond to music in time & rhythm to show like/unlike actions Respond to music to express a variety of moods &	Run in different directions and at different speeds, using a good technique. Improve throwing technique. Reinforce jumping techniques. Understand the relay and passing the baton. Choose and
chest pass		-	player to			ready position		feelings	understand

and	Know to tag	move into	tackle and	tactics in	before tapping	appropriate
shoulder	team mates	it.	cause	order to beat	the ball to a	running
pass.	when to		pressure.	another	partner	techniques.
	defend	Mark	_	team.		Compete in a
Show a		another	Begin to		Begin to know	mini
target to		player and	attempt to	Play in a	what it means	competition,
indicate		defend	score a goal	tournament	by a forehand	recording
where I'd		when	from	and work as	and backhand	scores.
like to pass		needed.	anywhere.	team, using	position	
to.				tactics in		
				order to beat	Begin to	
Know				another team	attempt to	
where					serve the tennis	
space is					ball straight	
and try to					from hands,	
move into					sometimes	
it.					using one	
					bounce if	
Mark					needed	
another						
player and						
defend						
when						
needed.						



	Invasio	n Games		Striking ar	nd Fielding	Net and Wall			
						Games			
Netball	Tag	Football	Hockey	Cricket	Rounders	Tennis	Gymnastics	Dance	Athletics
	Rugby								
Use of first	Move	Dribble with	Sometimes			Tap the ball back	Share ideas and	Respond	Select and
steps netball	with speed	small	change	To develop	Develop	and forth to a	give positive	imaginatively to	maintain a
(4 a side C	(and	touches into	direction	the range	the range	partner over a	criticism/advice to	stimuli related to	running pace
GA GS GK)	change of)	space.	of travel	of Cricket	of rounders	small space	self & others.	character/music/story	for different
over 1/3 of a	with the		by rotating	skills they	skills that				distances.
netball court)	ball and	Send a	and	can apply	can apply	Begin to tap a ball	Create & perform	Perform clear &	
	without	football to	turning	in a	in a	over a net	matching/mirroring	fluent dances that	Practise
Use a chest		someone on	stick to	competitive	competitive	allowing for a	sequences	show sensitivity to	throwing with
pass and	Use speed	the team,	support	context	context	bounce, hit	explaining how it	idea/stimuli	power and
shoulder pass	and space	using	this.	To choose	Choose and	technique	could be improved		accuracy.
to support	to avoid	different		and use a	use a range			Make up dance	
team in	defenders	parts of foot.	Use a push	range of	of simple	Move from a	Perform at least 3	within a small group	Throw safely
scoring.	_		pass to	simple	tactics in	ready position	different rolls		and with
	Pass	Keep a ball	make a	tactics in	isolation	into a forehand	(shoulder, forward,		understanding.
Make	backwards	under control	direct	isolation	and in a	position/backhand	back) with some		
decisions	and in	when	pass.	and in a	game	position quickly	control		Demonstrate
regarding	both	receiving a	D	game	context	D :	T : 1 11 1.1		good running
which is the	directions	range of	Begin to	context		Bring racquet to	Link a roll with		technique in a
best type of	and	passes from	use a slap		Identify	meet the ball for a	travel and balance		competitive
pass to use.	sometimes	team.	pass	То	different	forehand and	using floor and		situation.
			(bringing	consolidate	positions in	backhand hit			

Begin to use	on the	Understand	stick back	existing	rounders		apparatus with	Explore
a bounce	move	where the	and	skills and	and the	Know to use two	good body control	different
pass, which		space is and	causing	apply with	roles of	hands for an		footwork
only bounces	Tag the	can move	more	consistency	those	effective		patterns
once.	person	into it.	power).		positions	backhand		
	who has							Understand
Identify	the ball,	Mark another	Use speed			Move racquet in		which
space to	but can	player and	to dribble			a low to high		technique is
move into	mark a	begin to	the ball			swing for an		most effective
and show a	player	attempt	into space.			effective tap		when jumping
clear target	who	interceptions.						for distance.
to receive a	doesn't		Maintain			Serve the ball		
pass.	have the		defence			straight from		Utilise all the
	ball		and keep			hands to racquet		skills learned
Mark another			the			making sure it		in this unit in
player and	Begin to		pressure			lands 'in' on the		a competitive
begin to	make a		until			other side		situation.
attempt	high pop		possession					
interceptions.	pass to		is gained.					
Know where	avoid a							
positions are	defender		Attempt to					
allowed on a			score					
court.			inside a					
			designated					
			scoring					
			area.					



	Invasio	on Games		Striking ar	nd Fielding	Net and Wall Games			
Netball	Tag Rugby	Football	Hockey	Cricket	Rounders	Tennis	Gymnastics	Dance	Athletics
Use of High Five netball (5 a side C GA GA GS GK) over a whole netball court Use all three passes (chest, shoulder & bounce) correctly. Use a range of speeds within a game to	Be able to evade and tag opponents Be able to pass and receive a pass at speed. Be able to pass and receive a pass and receive a pass and receive a pass at speed in a game situation.	Dribble making small touches into space with speed. Send a football to someone on the team, using different parts of foot accurately. Use a range of ways to keep a ball	Change direction and use the correct side of stick, sometimes using Indian dribbling (alternating sides of stick while dribbling) to avoid defenders. Choose between the two passes	To link together a range of skills and use in combination To collaborate as a team to choose, use and adapt rules in games To recognise how some aspects of fitness apply to cricket e.g.	Link together a range of skills and use in combination. Collaborate as a team to choose, use and adapt rules in games. Recognise how some aspects of fitness apply to rounders e.g. power,	Tap the ball using either a fore hand or back hand motion Move towards the ball from 'ready' position choosing either forehand or backhand depending on where the ball is	Combine own work with that of others, identifying strengths & weaknesses. Include change of speed, direction and shape in movements. Follow a set of 'rules' to produce a sequence, possibly made by peers. Create mirror/matching/cannon (pair) sequence varying dynamics/levels/directio n etc.	Show/fluency/contro l in chosen dances in response to stimuli Perform fluent dances with characteristics of different styles/eras Adapt & refine(in pair/group), dances that vary direction, space & rhythm	Use correct technique to run at speed. Develop the ability to run for distance. Throw with accuracy and power. Identify and apply techniques of relay running.
support a		under control	(push/slap) and explain	power,	flexibility and				

team in	Refine	(foot, knee,	simply	flexibility and	cardiovascula	Set racquet		Explore
scoring.	attacking	head, and	why.	cardiovascula	r endurance	back in its		different
scoring.	and	knowing	wily.	r endurance	1 chairance	ready		footwork
Pagin to usa	defending	which one	Make a	1 endurance	Throw and	position		
Begin to use	skills.	due to			catch under			patterns.
square	SKIIIS.		direct pass		pressure.	quickly		TT 1 4 1
(across the	D 1	where ball	while		pressure.	upon		Understand
court) &	Develop	is coming	dribbling.		Use fielding	recovery		which
straight (up	tactics as	from).			skills to stop	_		technique is
& down the	a team.	_	Begin to			Demonstrat		most
court)		See space,	use stick to		the ball	e the correct		effective
passes to	Apply	and use it	mark a		effectively.	swing		when
achieve	learned	effectively.	player from			technique		jumping for
pace.	skills in a		the side line		Learn batting	when		distance.
	game of	Lose a	causing		control.	hitting the		
Lose a	tag rugby.	defender to	them			ball over a		Learn how
defender to		receive a	difficulty.		Learn the role	net		to use skills
receive a		pass.			of backstop.	sometimes		to improve
pass.		_	Successfull			showing		the distance
•		Defend a	y score		Play in a	control over		of a pull
Defend a		player and	while in the		tournament	the hit		throw.
player and		make some	scoring		and work as			
make some		successful	area.		team, using	Serve the		Demonstrat
successful		interception			tactics in	ball		e good
interception		s for team.			order to beat	correctly		techniques
s (snatch &		s for team.			another team.	beginning		in a
catch) when						to		competitive
playing as a					Play in a	purposely		situation.
team.					tournament	aim for		situation.
waiii.					and work as	space to		
					team, using	space to		
					tactics in	SCOLE		
					order to beat			
					another team			
					anomer team			



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Invas	on Games		Striking ar	nd Fielding	Net and Wall Games			
Netball Tag Rugby	Football	Hockey	Cricket	Rounders	Tennis	Gymnastics	Dance	Athletics
Use of High Five netball (5 a side C GA GA GS GK) over a whole netball court Know which pass is best to use and when in a game. Use a range of square & straight passes to change direction of the ball. Use landing foot to change direction to lose a defender. Draw defender away to create space for self or team. Position body to defend effectively,	Use a range of	Use speed, changing of direction and indian dribbling to advance towards team's goal. Use a range of passes knowing which one depending on the distance of the pass. Dribble and change direction by making a square pass (across the pitch) or straight pass (up/down the pitch). Know when to defend and what defence	To apply with consistency standard cricket rules in a variety of different styles of games To attempt a small range of recognised shots in isolation and in competitive scenarios To use a range of tactics for attacking and defending in role of bowler, batter and fielder	Apply consistently rounders rules in conditioned games Play small sided games using standard rounders pitch layout Use a range of tactics for attacking and defending in role of bowler, batter and fielder	Turn and run to the ball getting into a forehand or backhand position en route Use 'move-hit-recover' approach within a game showing facing forward on recovery Show a range of grips when demonstrating a backhand (continental, chopper, hammer grip). Use the correct swing technique and control with smooth swings keeping the path of the racquet the same	Select a suitable routine to perform to different audiences, bearing in mind who the audience is. Transfer sequence above onto suitably arranged apparatus & floor Perform 6-8 part floor sequence as individual, pair & small group to a piece of music Demonstrate 3 paired balances in sequence using various skills/actions	Create & perform dances in a variety of styles consistently Be aware of & use musical structure, rhythm & mood & can dance accordingly. Use appropriate criteria & terminology to evaluate performances	Investigate running styles and changes of speed. Practise throwing with power and accuracy. Throw safely and with understanding. Demonstrate good running technique in a competitive situation. Explore different footwork patterns. Understand which technique is most effective when jumping for distance.

making successful interceptions.		how to move into changing spaces. Draw defender away to create space. Position body to defend effectively, making successful interceptions.	skills could be used. Seize an opportunity to score, sometimes quite quickly.			Serve the ball accurately making team mates have to move to send it back			Utilise all the skills learned in this unit in a competitive situation.	
End of KS2 Expectations										
Pupils should	Pupils	Pupils should	Pupils	Pupils	Pupils	Pupils should	Pupils should	Children should	Pupils should	
be taught to	should be	be taught to	should be	should be	should be	be taught to	be taught to	be taught to	continue to	
play	taught to	play	taught to	taught to	taught to	play	develop	create dances	apply and	
competitive	play	competitive	play	play	play	competitive	flexibility,	using a range of	develop a	
games,	competitive	games,	competitive	competitive	competitive	games,	strength,	movement	broader range of	
modified	games,	modified	games,	games,	games,	modified	technique,	patterns,	skills, learning	
where	modified	where	modified	modified	modified	where	control and	including those	how to use them	
appropriate,	where	appropriate,	where	where	where	appropriate,	balance, for	from different	in different ways	
such as	appropriate,	such as	appropriate,	appropriate,	appropriate,	such as	example	times, place and	and to link them	
football,	such as	football,	such as	such as	such as	football,	through	cultures	to make actions	
netball,	football,	netball,	football,	football,	football,	netball,	gymnastics	Respond to a	and sequences of	
rounders,	netball,	rounders,	netball,	netball,	netball,	rounders,	and athletics	range of stimuli	movement.	
cricket,	rounders,	cricket,	rounders,	rounders,	rounders,	cricket,		and		
hockey,	cricket,	hockey,	cricket,	cricket,	cricket,	hockey,		accompaniment	They should	
basketball,	hockey,	basketball,	hockey,	hockey,	hockey,	basketball,		Through dance,	enjoy	
badminton and	basketball,	badminton and	basketball,	basketball,	basketball,	badminton and		develop	communicating,	
tennis, and	badminton	tennis, and	badminton	badminton	badminton	tennis, and		flexibility,	collaborating	
apply basic	and tennis,	apply basic	and tennis,	and tennis,	and tennis,	apply basic		strength,	and competing	
principles	and apply	principles	and apply	and apply	and apply	principles		technique,	with each other	

suitable for	basic	suitable for	basic	basic	basic	suitable for	control and	and evaluate
attacking and	principles	attacking and	principles	principles	principles	attacking and	balance	their own
defending	suitable for	defending	suitable	suitable for	suitable for	defending	Perform dances	success.
	attacking and		for attacking	attacking and	attacking and		using a range of	
	defending		and	defending	defending		movement	Pupils should be
			defending				patterns	taught to use
								running,
								jumping,
								throwing and
								catching in
								isolation and in
								combination.