

St Joseph's PE Progression Map



	EYFS	KS1		KS2				
		Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Dance	Negotiate space safely with consideration for themselves and others. Confident to try new challenges and perform in front of others. Use movement skills with developing strength, balance and co-ordination showing increasing grace. Follow instructions involving different ideas and actions.	Begin to use counts. Show some sense of dynamic and expressive qualities. Co-ordinate arm and leg actions. Choose actions for an idea. Respond to a variety of stimuli through movement.	Use counts of 8 to help stay in time with the music. Use pathways, levels, shapes, directions, speeds and timing with guidance. Select from a wider range of actions in relation to a stimulus. Use mirroring and unison when completing actions with a partner. Show a character through actions, dynamic and expression.	Use counts to keep in time with a partner and a group. Use canon, unison and formation to represent an idea. Match dynamic and expressive qualities to a range of ideas. Create short dance phrases that communicate an idea. Can remember and perform a dance phases.	Use counts when choreographing short phrases. Demonstrate different relationships mirroring, unison, canon, complementary and contrasting. Change dynamics to express changes in character or narrative. Copy, remember and adapt set choreography. Evaluate experiences and outcomes and set goals for their own development.	Use counts accurately when choreographing to perform in time with others and the music. Choreograph phrases individually and with others considering actions, dynamics, space and relationships in response to a stimulus. Confidently perform choosing appropriate dynamics to represent an idea. Accurately copy and repeat set choreography in different styles of dance showing a good sense of timing.	Use counts when choreographing and performing to improve the quality of work. Perform dances confidently and fluently with accuracy and good timing. Work creatively and imaginatively individually, with a partner and in a group to choreograph longer phrases and structure dance considering actions, space, Relationship and dynamics in relation to a theme. Improvise and combine dynamics demonstrating an awareness of the impact on performance	
Games	Drop and catch with two hands. Move a ball with feet. Kick larger balls to a space.	Begin to throw and roll underarm to a partner. Move a ball with different parts of a foot.	To develop underarm and overarm throws. To develop throwing to a teammate.	o develop control whilst dribbling a ball with hands. To further develop overarm throws and throwing under pressure.	T o link dribbling the ball with other actions with increasing control. To develop underarm bowling.	Use dribbling to change the direction of play with some control under pressure. Send and receive a ball with hands with	use dribbling to change the direction of play with control under pressure.	

Stop a beanbag or large ball sent to them using hands.

Attempt to stop a large ball sent to them using feet.

Hit a ball with their hands.

Run and stop when instructed. Begin to show an awareness of others. Make simple decisions in response to a situation.

Kick towards a stationary target

Catch a beanbag and medium sized ball with two hands.

Attempt to track and catch an object sent to them.

Roll a ball towards a target.

Begin to send and receive a ball using: hands, feet, hockey stick and racquet.

Strike a stationary ball. Run, stop, change, direction with some balance and control.

Be a competent mover to avoid others.

Begin to use simple tactics with guidance.

Use skills in different ways in different games.

Adapt activities using their own ideas of how to make a game easier or harder.

Dribble a ball with two hands on the move.

Dribble a ball with some success stopping when required with feet.

To develop passing to a teammate showing balance.

Catch an object passed to them with or without a bounce.

Move to track a ball and develop underarm throwing towards a target.

To begin to develop control when handling a racquet, hockey stick and strike a moving ball

Run, stop and change direction with balance and control. Move into a space showing an awareness of defenders.

To develop dodging and use it to lose a defender. Move into a space to score goals or limit others scoring.

Use simple tactics.

Understand simple tactics to outwit a partner /small team when attacking or defending.

Make up simple rules with others to make games enjoyable and challenging

Dribble a ball with feet with some control in game situations.

To develop passing moving and changing direction in game situations.

Catch a ball passed to them using one or two hands with success.

Explore and develop a variety of throwing techniques in games situations.

To develop confidence and accuracy when tracking a ball.

Strike a ball with varying techniques using different equipment.

Develop ball control and movement skills.

Change direction with increasing speed in game situations.

To develop moving into a space after passing a ball and be able to track an opponent.

Use space well by finding and moving into a free space.

Use simple tactics individually and within a team.

Adapt and make up rules to suit the equipment.

Demonstrate an increased control and accuracy of ball skills, changing direction with ball at feet.

Send and receive a ball with increasing accuracy and choosing the right time to pass to a teammate or to outwit an opponent.

Begin to join actions together move,

receive, shoot. Use a variety of throwing techniques with increasing success in games situations.

Strike a ball using varying techniques with increased accuracy.

Use space well by finding and moving into a free space /passing to a teammate when they are in a good space.

Support a teammate when attacking, dodge a defender.

Use simple tactics to help their score or gain possession.

Be able to apply rules and tactics to play in a competition.

accuracy to a space or teammate.

Pass, control, dribble and shoot with accuracy and fluency whilst on the move.

Change direction to lose a defender, develop attacking skills understand when to pass.

Strike a ball with intent and pass it accurately to a target to help maintain possession.

Use a variety of techniques when passing a ball and throw with accuracy. Catch and intercept a ball.

Strike a ball using a wider range of skills, techniques and equipment.

Create and use space for themselves and others with success.

Understand the need for tactics and can identify when to use them in different situations.

Make decisions quickly in a game.

Begin to understand to change tactics /roles for the success of the whole team.

Begin to understand the transference of skills from one type of game to another.

Show precision and accuracy when sending using different passes and receiving.

Use a variety of dribbling techniques to maintain possession under pressure.

Select and apply the appropriate kicking technique with control

To develop protective dribbling against an opponent.

Strike a ball using a wider range of skills to outwit an opponent.

Apply these with increasing control and pressure.

Catch and intercept a ball using one and two hands with increasing success in game situations.

Receive a ball with consideration to the next move.

							Effectively create and use space for self and others to outwit opponent. Be able to change direction to get free from a defender and receive a pass. Work collaboratively to create tactics within their team and evaluate the effectiveness of this. Understand the transference of skills from one type of game to another and apply appropriately.
Gymnastics	Create shapes showing a basic level of stillness using different parts of the body. Begin to take weight on different parts of the body and develop strength. To travel in different ways. To explore using their body to roll. To explore jumps.	Perform balances making body tense, stretched and curled. Begin to develop front/back balances to encourage holding a balance for a count of 5. To explore travel movements in the space around them. Link actions to create sequences. To begin to develop technique in barrel, teddy bear, straight roll.	Perform balances on different body parts of the body with some control. Develop front and back balance (arch and dish) To begin to travel on hands and feet developing monkey, caterpillar walk and bunny hop. Develop straight and dish roll. Perform 2 rolls to perform the full circle roll. Begin to develop rock and roll, roll and three-quarter forward roll.	Complete balances with increasing stability and control and technique. Explore balancing combinations eg 2 hands and 1 foot, head and 2 hands. Developing travel at different speeds eg move slowly before a balance, travel quickly before a jump. Develop the straight, barrel and forward roll. To perform and show control of a straight, star	Use body tension to perform balances both individually and with a partner. Explore balancing with a partner creating sequences. Move in and out of a balance fluently. Travel in variety of ways and link travel to a sequence. Develop more control when rolling.	Perform balances with more control showing good body tension. Explore symmetrical and asymmetrical with a partner. To explore matching and mirroring balances. Sequencing travelling actions in both canon and synchronisation. Develop control when performing a forward and back roll. Improve	Explore and take more control in taking some /all of a partner's weight using counterbalance and tension. Perform group balances moving out of the balances with fluency and control. Travel sideways in a bunny hop developing into

Chaur shanes and	Introduce first stage to	Evalore changing the sain	and tucked it	Dorform the full france	straight, straddle roll.	a cantuck sel
Show shapes and actions that stretch	forward roll. (tipper truck).	Explore shape in the air when jumping and landing	and tucked jump from a bench.	Perform the full forward roll and begin to explore	Explore symmetry	a cartwheel. Increase the
their bodies.	Jorwara rott. (tipper truck).	with control.	bench.	backwards roll.	through rolling actions.	
their boules.	Stretch and jump soft	with control.	Demonstrate increased	backwaras roll.	through rolling actions.	variety of pathways,
Copy and link simple	landing.	Show increased awareness	flexibility and extension	Explore stag jump.	Make symmetrical and	levels and
actions together		of extension and flexibility	in their actions		asymmetrical shapes in	speed at which
	To begin to develop	in actions.		Make a twisted shape in	the air.	you travel.
	technique when jumping.			the air and control		god travet.
		Copy, remember, repeat		landing by keeping body	Jump along, over, and off	Travel in time
	Demonstrate poses and	and plan linking simple	Choose actions that flow	upright.	apparatus of varying	with a partner.
	movements that challenge	actions with some control	well into one another		height.	·
	their flexibility.	and technique.	both on and off the	Demonstrate increased	Usa flavibility ta immus	Explore
	Remember and repeat and		apparatus.	flexibility and extension in more challenging	Use flexibility to improve the quality of the actions	different
	link simple actions together			actions.	they perform as well as	starting and
				actions.	the actions they choose	finishing
	To begin to develop			Plan and perform	to link them.	positions when
	technique in barrel, teddy			sequences showing	to tilk titoit.	rolling. Continue to
	bear, straight roll.			control and technique	Create and perform more	
	Introduce first stage to			with and without a	complex sequences of	develop more control over all
	forward roll. (tipper truck).			partner.	actions with a good level	rolls.
	Stretch and jump soft					Totts.
	landing.				of control and technique	Use a variety of
	tunuing.				with or without a partner	jumps with
	To begin to develop					control in
	technique when jumping.					sequences.
	Demonstrate poses and					Confidently
	movements that challenge					transition from
	their flexibility.					one action to another
	Remember and repeat and					showing
	link simple actions together					appropriate
	time emipre descente tegerner					control and
						extension for
						the complexity
						of the action
						oj tito dettett
						Plan and
						perform with
						precision
						control and
						fluency a
						sequence of
						actions
						including a
						wide range of
						skills.
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Athletics	Run showing an awareness of others. Introduction to different types of jumps. To throw objects into a space.	Describe different ways of running. To learn to move at different speeds for varying distances. To develop the 5 basic jumps. To develop balance whilst jumping and landing. Perform a range of throwing actions.	Develop sprint action. Begin to use different techniques to meet challenges Perform different combinations of the 5 basic jumps. Begin to show control at take-off and landing. Throw into targets beginning to develop accuracy. Throw for distance.	To develop sprinting technique and work to improve personal best. To develop changeover technique in relay. To develop fluency when running over hurdles. Begin to develop hop, step, jump. Explore different styles of throwing. Hit a target with different implements	Choose different styles of running for different distances. Recognise and record how the body works in different types of challenges over different distances. Perform combination ns of hop step jump showing consistency Explore different styles of throwing to prepare for javelin, shot.	To develop fluency and coordination when running for speed. Further develop change over in relay. Demonstrate a range of jumps showing power and control and consistency at both takeoff and landing. Throw with greater control, accuracy and efficiency of movement.	Develop strength stamina and speed when running. Adapt skills and techniques to different challenges and distances. Develop running over obstacles with greater control and coordination. Perform the triple jump. Set realistic targets for themselves when jumping for distance and height. To develop throwing with force and
OAA	Follow simple instructions. Share ideas with others. Explore activities and make own decisions. Make decisions about where to move to in a space. Follow a path. Begin to identify personal success.	Follow instructions. Begin to work with a partner Understand the rules of a game and suggest ideas to solve tasks. Copy a simple diagram/map. Identify own and others' success.	Follow instructions accurately. Work cooperatively with a partner and a small group, taking turns and listening. Try different ideas to solve a task. Follow and create a simple diagram/map. Understand when a challenge is solved successfully and begin to	Follow instructions from a peer and give simple instructions. Work cooperatively with a partner and a small group, listening and accepting others ideas. Plan and attempt strategies to solve problems. Orientate and follow a diagram/map.	Accurately follow instruction s given by a peer and give clear and usable instruction s to a peer. Confidently communicate ideas and listen to others before deciding on the best approach. Plan and apply strategies to solve problems. Identify key symbols on a map and use a key to	Use clear communication when working in a Group and taking on different roles. Begin to lead others, providing clear instructions. Plan and apply strategies with others to more complex challenges. Orientate a map confidently using it to	longer distances. Communicate with others clearly and effectively when under pressure. Confident to lead others and show consideration of including all within a group. Use critical thinking skills to form ideas

			suggest simple ways to improve.	Reflect on when and why challenges are solved successfully and use others' success to help them improve	help navigate around a grid. Watch describe and evaluate the effectiveness of their team strategy, giving ideas for improvement.	navigate around a course. Explain why a particular strategy worked and alter methods to improve.	and strategies selecting and applying the best method to solve a problem. Confidently and efficiently orientate a map, identifying key features to navigate around a course. Accurately reflect on when challenges are solved successfully and suggest well thought out improvement
FMS	Run and stop with some control. Explore rolling, crawling, walking, skipping, climbing. Explore jumping and hopping. Explore moving different body parts together.	Explore changing direction and dodging. Explore jumping, hopping and skipping actions. Explore vertical jump and side gallop. Use co-ordination with and without equipment.	Show balance and co- ordination when running at different speeds. To explore combination jumping and introduce skipping in an individual rope. Explore leap, dodging. Perform actions with increased control when co- ordinating their body with and without equipment.	To develop running smoothly at different speeds. Begin to develop pace and sustain effort over long distances. To develop technique and control when jumping, hopping and landing. To develop skipping in a rope. To apply FMS to a variety of challenges. Can coordinate their bodies with increased consistency in a variety of activities.	Run smoothly at different speeds. Develop pace and sustain effort over longer distances. Jump for distance and height showing balance and control. To apply FMS to a variety of challenges. Begin to co-ordinate their body at speed in response to a task.	Sustain pace over longer distances. Choose a pace for running over different distances. To perform actions that develop agility. To apply FMS to a variety of challenges and identify areas of improvement Can coordinate a range of body parts at increased speed.	Sustain pace and beat personal records over distance. Show strength, stamina and speed when running. To complete actions that to develop stamina. To develop strength using body weight and take part in fitness challenges and identify areas of improvement

			and how this challenge could be met.
			Can coordinate a range of body parts with a fluent action at a speed appropriate to the challenge.