

Micklands Primary School

Progression in Learning - PE

		EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Games	Striking and hitting a ball	Hit a ball with a bat or racquet.	Use hitting skills in a game. Practise basic striking, sending and receiving.	Strike or hit a ball with increasing control. Learn skills for playing striking and fielding games. Position the body to strike a ball.	Demonstrate successful hitting and striking skills Develop a range of skills in striking (and fielding where appropriate). Practise the correct batting technique and use it in a game. Strike the ball for distance.	Use a bat, racquet or stick (hockey) to hit a ball or shuttlecock with accuracy and control. Accurately serve underarm. Build a rally with a partner. Use at least two different shots in a game situation. Use hand-eye coordination to strike a moving and a stationary ball.	Use different techniques to hit a ball. Identify and apply techniques for hitting a tennis ball. Explore when different shots are best used. Develop a backhand technique and use it in a game. Practise techniques for all strokes. Play a tennis game using an overhead serve.	Hit a bowled ball over longer distances. Use good hand-eye coordination to be able to direct a ball when striking or hitting. Understand how to serve in order to start a game.
	Throwing and catching	Roll equipment in different ways. Throw underarm. Throw an object at a target. Catch equipment using two hands.	Throw underarm and overarm. Catch and bounce a ball. Use rolling skills in a game. Practise accurate throwing and consistent catching.	Throw different types of equipment in different ways, for accuracy and distance. Throw, catch and bounce a ball with a partner. Use throwing and catching skills in a game. Throw a ball for distance. Use hand- eye coordination to control a ball.	Throw and catch with greater control and accuracy. Practise the correct technique for catching a ball and use it in a game. Perform a range of catching and gathering skills with control. Throw a ball in different ways (e.g. high, low, fast or slow).	Develop different ways of throwing and catching.	Consolidate different ways of throwing and catching, and know when each is appropriate in a game	Throw and catch accurately and successfully under pressure in a game.

			Vary types of throw used.	Develop a safe and effective overarm bowl.			
Travelling with a ball	Move a ball in different ways, including bouncing and kicking. Use equipment to control a ball.	Travel with a ball in different ways. Travel with a ball in different directions (side to side, forwards and backwards) with control and fluency.	Bounce and kick a ball whilst moving. Use kicking skills in a game. Use dribbling skills in a game.	Move with the ball in a variety of ways with some control. Use two different ways of moving with a ball in a game.	Move with the ball using a range of techniques, showing control and fluency.	Use a variety of ways to dribble in a game with success. Use ball skills in various ways, and begin to link together.	Show confidence in using ball skills in various ways in a game situation, and link these together effectively.
Passing a ball	Kick an object at a target.	Pass the ball to another player in a game. Use kicking skills in a game	Know how to pass the ball in different ways.	Pass the ball in two different ways in a game situation with some success.	Pass the ball with increasing speed, accuracy and success in a game situation.	Pass a ball with speed and accuracy using appropriate techniques in a game situation.	Choose and make the best pass in a game situation and link a range of skills together with fluency, e.g. passing and receiving the ball on the move.
Possession				Know how to keep and win back possession of the ball in a team game.	Occasionally contribute towards helping their team to keep and win back possession of the ball in a team game.	Keep and win back possession of the ball effectively in a team game.	Keep and win back possession of the ball effectively and in a variety of ways in a team game.
Using Space	Move safely around the space and equipment. Travel in different ways, including sideways and backwards.	Use different ways of travelling in different directions or pathways. Run at different speeds. Begin to use space in a game.	Use different ways of travelling at different speeds and following different pathways, directions or courses. Change speed and direction whilst running. Begin to choose and use the best space in a game.	Find a useful space and get into it to support teammates.	Make the best use of space to pass and receive the ball.	Demonstrate an increasing awareness of space.	Demonstrate a good awareness of space.
Attacking and defending	Play a range of chasing games.	Begin to use the terms attacking and defending. Use simple defensive skills such as marking	Begin to use and understand the terms attacking and defending. Use at least one technique to attack	Use simple attacking and defending skills in a game. Use fielding skills to stop a ball from travelling past them.	Use a range of attacking and defending skills and techniques in a game.	Choose the best tactics for attacking and defending. Shoot in a game. Use fielding skills as a team to prevent the	Think ahead and create a plan of attack or defence. Apply knowledge of skills for attacking and defending.

	Tactics and Rules	Follow simple rules	a player or defending a space. Use simple attacking skills such as dodging to get past a defender. Follow simple rules to play games, including team games. Use simple attacking skills such as dodging to get past a defender.	or defend to play a game successfully. Understand the importance of rules in games. Use at least one technique to attack or defend to play a game successfully.	Apply and follow rules fairly. Understand and begin to apply the basic principles of invasion games. Know how to play a	Use fielding skills as an individual to prevent a player from scoring. Vary the tactics they use in a game. Adapt rules to alter games.	opposition from scoring Know when to pass and when to dribble in a game. Devise and adapt rules to create their own game.	Work as a team to develop fielding strategies to prevent the opposition from scoring. Follow and create complicated rules to play a game successfully. Communicate plans to others during a game. Lead others during a game.
Athletics	Running	Run in different ways for a variety of purposes.	defender. Use simple defensive skills such as marking a player or defending a space. Vary their pace and speed when running. Run with a basic technique over different distances. Show good posture and balance. Jog in a straight line. Change direction when jogging. Sprint in a straight line.	Run at different paces, describing the different paces. Use a variety of different stride lengths. Travel at different speeds. Begin to select the most suitable pace and speed for distance. Complete an obstacle	striking and fielding game fairly. Identify and demonstrate how different techniques can affect their performance. Focus on their arm and leg action to improve their sprinting technique. Begin to combine running with jumping over hurdles. Focus on trail leg and lead leg action when	Confidently demonstrate an improved technique for sprinting. Carry out an effective sprint finish. Perform a relay, focusing on the baton changeover technique. Speed up and slow down smoothly.	Accelerate from a variety of starting positions and select their preferred position. Identify their reaction times when performing a sprint start. Continue to practise and refine their technique for sprinting, focusing on an effective sprint start.	during a game. Recap, practise and refine an effective sprinting technique, including reaction time. Build up speed quickly for a sprint finish. Run over hurdles with fluency, focusing on the lead leg technique and a consistent stride pattern. Accelerate to pass other competitors.
			Change direction when sprinting. Maintain control as they change direction when jogging or sprinting.	course. Vary the speed and direction in which they are travelling. Run with basic techniques following a curved line.	running over hurdles. Understand the importance of adjusting running pace to suit the distance being run.		Select the most suitable pace for the distance and their fitness level in order to maintain a sustained run.	Work as a team to competitively perform a relay. Confidently and independently select the most appropriate pace for different

			Be able to maintain and control a run over different distances.			Identify and demonstrate stamina, explaining its importance for runners.	distances and different parts of the run. Demonstrate endurance and stamina over longer distances in order to maintain a sustained run.
Jumping	Jump in a range of ways, landing safely.	Perform different types of jumps: for example, two feet to two feet, two feet to one foot, one foot to same foot or one foot to opposite foot. Perform a short jumping sequence. Jump as high as possible. Jump as far as possible. Land safely and with control. Work with a partner to develop the control of their jumps.	Perform and compare different types of jumps: for example, two feet to two feet, two feet to one foot, one foot to same foot or one foot to opposite foot. Combine different jumps together with some fluency and control. Jump for distance from a standing position with accuracy and control. Investigate the best jumps to cover different distances. Choose the most appropriate jumps to cover different distances. Know that the leg muscles are used when performing a jumping action.	Use one and two feet to take off and to land with. Develop an effective take-off for the standing long jump. Develop an effective flight phase for the standing long jump.	Learn how to combine a hop, step and jump to perform the standing triple jump. Land safely and with control. Begin to measure the distance jumped.	Improve techniques for jumping for distance. Perform an effective standing long jump. Perform the standing triple jump with increased confidence. Develop an effective technique for the standing vertical jump (jumping for height) including take-off and flight. Land safely and with control. Measure the distance and height jumped with accuracy. Investigate different jumping techniques.	Develop the technique for the standing vertical jump. Maintain control at each of the different stages of the triple jump. Land safely and with control. Develop and improve their techniques for jumping for height and distance and support others in improving their performance. Perform and apply different types of jumps in other contexts. Set up and lead jumping activities including measuring the jumps with confidence and accuracy.
Throwing	Roll equipment in different ways.	Throw underarm and overarm.	Throw different types of equipment in different ways, for accuracy and distance.	Throw with greater control and accuracy.	Perform a pull throw. Measure the distance of their throws.	Perform a fling throw. Throw a variety of implements using a	Perform a heave throw.

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		Throw underarm.	Throw a ball towards		Show increasing	Continue to develop	range of throwing	Measure and record
		Throw an object at a	a target with	Throw with accuracy	control in their	techniques to throw	techniques.	the distance of their
		target.	increasing accuracy.	at targets of different	overarm throw.	for increased		throws.
		-		heights.		distance.	Measure and record	
			Improve the distance	0.00	Perform a push		the distance of their	Continue to develop
			they can throw by	Investigate ways to	throw.		throws.	techniques to throw
					throw.		throws.	
			using more power.	alter their throwing				for increased distance
				technique to achieve	Continue to develop			and support others in
				greater distance.	techniques to throw			improving their
					for increased			personal best.
					distance.			
								Develop and refine
								techniques to throw
								for accuracy.
	Acquiring and	Create a short	Create and perform a	Copy, explore and	Choose ideas to	Create a sequence of	Select ideas to	Create their own
		sequence of	movement sequence.	remember actions	compose a	actions that fit a	compose specific	complex sequences
	Developing	movements.		and movements to	movement sequence	theme.	sequences of	involving the full
	Skills		Copy actions and	create their own	independently and		movements, shapes	range of actions and
		Roll in different ways	movement sequences	sequence.	with others.	Use an increasing	and balances.	movements:
		with control.	with a beginning,	sequencer		range of actions,		travelling, balancing,
		with control.	middle and end.	Link actions to make	Link combinations of	directions and levels	Adapt their	holding shapes,
		Travel in different	findule and end.				sequences to fit new	
				a sequence.	actions with	in their sequences.		jumping, leaping,
		ways.	Link two actions to		increasing		criteria or	swinging, vaulting and
			make a sequence.	Travel in a variety of	confidence, including	Move with clarity,	suggestions.	stretching.
		Stretch in different		ways, including	changes of direction,	fluency and		
		ways.	Recognise and copy	rolling.	speed or level.	expression.	Perform jumps,	Demonstrate precise
			contrasting actions				shapes and balances	and controlled
		Jump in a range of	(small/tall,	Hold a still shape	Develop the quality	Show changes of	fluently and with	placement of body
<u>.</u>		ways from one space	narrow/wide).	whilst balancing on	of their actions,	direction, speed and	control.	parts in their actions,
st		to another with		different points of	shapes and balances.	level during a		shapes and balances.
na		control.	Travel in different	the body.		performance.	Confidently develop	
Ē			ways, changing		Move with		the placement of	Confidently use
Gymnastics		Begin to balance with	direction and speed.	Jump in a variety of	coordination, control	Travel in different	their body parts in	equipment to vault
0		control.		ways and land with	and care.	ways, including using	balances, recognising	and incorporate this
			Hold still shapes and	increasing control		flight.	the position of their	into sequences.
		Move around, under,	simple balances.	and balance.	Use turns whilst		centre of gravity and	
		over, and through	simple bulances.	und balance.	travelling in a variety	Improve the	where it should be in	Apply skills and
		different objects and	Carry out simple	Climb onto and iumn	of ways.	placement and	relation to the base	techniques
				Climb onto and jump	or ways.			
		equipment.	stretches.	off the equipment		alignment of body	of the balance.	consistently, showing
				safely.	Use a range of jumps	parts in balances.		precision and control.
1			Carry out a range of		in their sequences.		Confidently use	
			simple jumps, landing	Move with increasing		Use equipment to	equipment to vault in	Develop strength,
			safely.	control and care.	Begin to use	vault in a variety of	a variety of ways.	technique and
					equipment to vault.	ways.		flexibility throughout
			Move around, under,				Apply skills and	performances.
			over, and through		Create interesting	Carry out balances,	techniques	
					body shapes while	recognising the	consistently. Develop	
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		different objects and		holding balances with	position of their	strength, technique	
		equipment.		control and	centre of gravity and	and flexibility	
				confidence.	how this affects the	throughout	
		Begin to move with			balance.	performances.	
		control and care.		Begin to show		perioritation	
		control and care.			Degin to develop	Combine equipment	
				flexibility in	Begin to develop	Combine equipment	
				movements.	good technique when	with movement to	
					travelling, balancing	create sequences.	
					and using equipment.		
					Develop strength,		
					technique and		
					flexibility throughout		
					performances		
Dalla	Curled side roll (egg	Log roll (controlled)	Rocking forward roll	Forward roll from	Straddle forward roll	Pike forward roll	Dive forward roll
Rolls	roll)	Log foir (controlled)	Rocking for ward foll	standing	Stradule for ward foll	TIKE TOT WATCH TOT	Divertorward roll
		Curled side well (see	Crouch ad forwards II	stationing	De eluvierel de ll tre		De elsuesel se ll te
		Curled side roll (egg	Crouched forward roll		Backward roll to		Backward roll to
	Log roll (pencil roll)	roll) (controlled)		Tucked backward roll	straddle		standing pike
	Teddy bear roll	Teddy bear roll					Pike backward roll
		(controlled)					
Jumps	Straight jump	Cat spring	Cat spring to straddle	Star jump	Straight jump full-	Pike jump	Stag leap
Jumps					turn		
	Tuck jump			Straddle jump		Stag jump	
					Cat leap half-turn	eres Jamp	
	Jumping jack			Pike jump		Split leap	
				Fike julip		Split leap	
				Chusisht iuwan half			
	Half turn jump			Straight jump half-			
				turn			
				Cat leap			
Vault		Straight jump off	Hurdle step onto	Squat on vault	Straddle on vault	Squat through vault	Straddle over vault
		springboard	springboard				
				Star jump off			
			Tuck jump off	springboard			
			springboard	opinio odi d			
			Springbourd	Straddle jump off			
				springboard			
				Pike jump off			
				springboard			
Handstands,	Bunny hop	Front support	T-lever Scissor kick	Handstand	Lunge into cartwheel	Lunge into round-off	Hurdle step
		wheelbarrow with					
cartwheels and		partner		Lunge into handstand			Hurdle step into
round-offs							cartwheel
-				Cartwheel			
				Curtwiller			

								Hurdle step into round-off
	ravelling and nking actions	Tiptoe, step, jump and hop	Hopscotch Skipping Galloping	Straight jump half- turn	Chassis steps Cat leap	Straight jump full turn Cat leap half turn	Pivot	
	nape and alances	Standing balances	Kneeling balances Pike, tuck, star, straight, straddle shapes	Large body part balances Balances on apparatus Balances with a partner Front and back support	Large and small body part balances, including standing and kneeling balances Matching and contrasting partner balances Pike, tuck, star, straight, straddle shapes	1, 2, 3 and 4- point balances Balances with and against a partner	Part body weight partner balances	Develop technique, control and complexity of part-weight partner balances Group formations
Dance		Join a range of different movements together. Change the speed of their actions. Change the style of their movements. Create a short movement phrase which demonstrates their own ideas.	Copy and repeat actions. Put a sequence of actions together to create a motif. Vary the speed of their actions. Use simple choreographic devices such as unison, canon and mirroring. Begin to improvise independently to create a simple dance.	Copy, remember and repeat actions. Create a short motif inspired by a stimulus. Change the speed and level of their actions. Use different transitions within a dance motif. Move in time to music. Improve the timing of their actions.	Begin to improvise with a partner to create a simple dance. Create motifs from different stimuli. Begin to compare and adapt movements and motifs to create a larger sequence. Use simple dance vocabulary to compare and improve work. Perform with some awareness of rhythm and expression.	Identify and repeat the movement patterns and actions of a chosen dance style. Compose a dance that reflects the chosen dance style. Confidently improvise with a partner or on their own. Compose longer dance sequences in a small group. Demonstrate precision and some control in response to stimuli. Begin to vary dynamics and develop actions and	Compose individual, partner and group dances that reflect the chosen dance style. Show a change of pace and timing in their movements. Develop an awareness of their use of space. Demonstrate imagination and creativity in the movements they devise in response to stimuli. Use transitions to link motifs smoothly together. Improvise with confidence, still	Use dramatic expression in dance movements and motifs. Perform with confidence, using a range of movement patterns. Demonstrate strong and controlled movements throughout a dance sequence. Combine flexibility, techniques and movements to create a fluent sequence. Move appropriately and with the required style in relation to the stimulus, e.g. using various levels, ways of travelling and motifs.

					motifs in response to	demonstrating	
					stimuli.	fluency across the	Show a change of pace
						sequence.	and timing in their
					Demonstrate rhythm		movements.
					and spatial	Ensure their actions	
					awareness.	fit the rhythm of the	Move rhythmically and
						music.	accurately in dance
					Change parts of a		sequences.
					dance as a result of	Modify parts of a	
					self-evaluation.	sequence as a result	Improvise with
						of self and peer	confidence, still
					Use simple dance	evaluation.	demonstrating fluency
					vocabulary when		across their sequence.
					comparing and	Use more complex	
					improving work.	dance vocabulary to	Dance with fluency
						compare and improve	and control, linking all
						work.	movements and
							ensuring that
							transitions flow.
							Demonstrate
							consistent precision
							when performing
							dance sequences.
							dance sequences.
							Modify some elements
							of a sequence as a
							result of self and peer
							evaluation.
							evaluation.
							Lico comploy dance
							Use complex dance
							vocabulary to
							compare and improve
							work.
Health and fitness	Describe how the	Describe how the	Recognise and	Recognise and	Describe how the	Know and understand	Understand the
	body feels when still	body feels before,	describe how the	describe the effects	body reacts at	the reasons for	importance of
	and when exercising.	during and after	body feels during	of exercise on the	different times and	warming up and	warming up and
		exercise.	and after different	body.	how this affects	cooling down.	cooling down.
			physical activities.		performance.		
		Carry and place		Know the importance		Explain some safety	Carry out warm-ups
		equipment safely.	Explain what they	of strength and	Explain why exercise	principles when	and cool-downs safely
			need to stay healthy.	flexibility for physical	is good for your	preparing for and	and effectively.
				activity.	health.	during exercise.	
							Understand why
				Explain why it is	Know some reasons		exercise is good for
				important to warm	for warming up and		health, fitness and
				up and cool down.	cooling down.		wellbeing.

Compete/perform	Control my body when performing a sequence of movements. Participate in simple games.	Perform using a range of actions and body parts with some coordination. Begin to perform learnt skills with some control.	Perform sequences of their own composition with coordination. Perform learnt skills with increasing control.	Develop the quality of the actions in their performances. Perform learnt skills and techniques with control and confidence. Compete against self and others in a controlled manner.	Perform and create sequences with fluency and expression. Perform and apply skills and techniques with control and accuracy.	Perform own longer, more complex sequences in time to music. Consistently perform and apply skills and techniques with accuracy and control.	Know ways they can become healthier. Link actions to create a complex sequence using a full range of movement that 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.
Evaluate	Talk about what they have done. Talk about what others have done.	Watch and describe performances. Begin to say how they could improve.	Watch and describe performances, and use what they see to improve their own performance. Talk about the differences between their work and that of others.	Watch, describe and evaluate the effectiveness of a performance. Describe how their performance has improved over time.	Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements Modify their use of skills or techniques to achieve a better result.	Choose and use criteria to evaluate own and others' performances. Explain why they have used particular skills or techniques, and the effect they have had on their performance.	Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.