PE Knowledge and Skills Progression

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				Fundamental Movement	Games	
	Dance	OAA	Gymnastics	Skills through fundamentals	through invasion, target, net and	Swimming
				and athletics	wall, striking and fielding games	
	NC KS1: perform dances using simple movement	NC KS2: take part in outdoor and adventurous	NC: KS1: master basic movements as well as	NC: KS1: master basic movements including running,	NC: KS1: master basic movements including	NC: All schools must provide swimming instruction
	patterns. KS2: perform dances using a range of	activity challenges both individually and within a	developing balance, agility and coordination. NC:	jumping and throwing, as well as developing	throwing and catching. Participate in team games,	either in key stage 1 or key stage 2.
NC	movement patterns	team	KS2: develop flexibility, strength, technique, control and balance.	balance, agility and coordination, and begin to apply these in a range of activities. NC: KS2: use running,	developing simple tactics for attacking and defending. NC: KS2: use throwing and catching in	
Links				jumping and throwing in isolation and in	isolation and in combination. Play competitive	
				combination	games, modified where appropriate and apply basic	
					principles suitable for attacking and defending.	
	Copy basic body actions and rhythms.	Follow simple instructions.	Create shapes showing a basic level of stillness using different parts of their bodies.	Run and stop with some control.	Drop and catch with two hands.	
	Choose and use travelling actions, shapes and balances	Share their ideas with others.	Begin to take weight on different body parts.	Jump and hop with bent knees.	Move a ball with feet.	
		Explore activities making own decisions in response		Throwing larger balls and beanbags into space.	Throw and roll a variety of beanbags and larger balls	
	Travel in different pathways using the space around them.	to a task.	Show shapes and actions that stretch their bodies.	Explore skipping as a travelling	to space.	
	Begin to use dynamics and expression with	Make decisions about where to move in space. Follow a path.	Copy and link simple actions together.	action Balance whilst stationary	Kick larger balls to space.	
EYFS	guidance.	Begin to identify personal success.		and on the move.	Stop a beanbag or large ball sent to them using	
ETFS	Begin to count to music.	begin to identify personal success.		Change direction at a slow pace.	hands.	
					Attempt to stop a large ball sent to them using feet.	
				Explore moving different body parts together.	Hit a ball with hands.	
					Run and stop when instructed.	
					Move around showing limited awareness of others.	
					Make simple decisions in response to a situation.	
	Copy, remember and repeat actions.	Follow instructions	Perform balances making their body tense,	Attempt to run at different speeds showing an	Drop and catch a ball after	
	Choose actions for an idea.	Begin to work with a partner and a small group.	stretched and curled.	awareness of technique.	one bounce on the move	
	Use changes of direction, speed and levels with	Begin to identify personal success.	Take body weight on hands for short periods of time.	Begin to link running and jumping movements with	Move a ball using different	
	guidance.		Demonstrate poses and movements that challenge	some control.		
	Show some sense of dynamic and expressive	Copy a simple diagram/map.	their flexibility.	Jump, leap and hop and choosing which allows them	parts of the foot.	
	qualities.	Identify own and others' success.	Remember, repeat and link simple actions together.	to jump the furthest.	Throw and roll towards a target with some varying techniques.	
	Begin to use counts.			Throw towards a target.		
Year 1				Show some control and balance when travelling at different speeds.	Kick towards a stationary target.	
icui I				Begin to show balance and co-ordination when	Catch a beanbag and a medium-sized ball.	
				changing direction.	Attempt to track balls and other equipment sent to them.	
				Use co-ordination with and without equipment.	Strike a stationary ball using a racket.	
					Run, stop and change direction with some balance and control.	
					Recognise space in relation to others.	
					Begin to use simple tactics with guidance.	
	Copy, remember and repeat a series of actions.	Follow instructions accurately.	Perform balances on different body parts with some	Show balance and coordination when running at	Dribble a ball with two hands on the move.	
	Select from a wider range of actions in relation to a	Work co-operatively with a partner and a small	control and balance.	different speeds.	Dibble a ball with some success, stopping it when	
	stimulus.	group, taking turns and listening to each other.	Take body weight on different body parts, with and without apparatus.	Link running and jumping movements with some control and balance.	required.	
	Use pathways, levels, shapes, directions, speeds and	Try different ideas to solve a task.			Throw and roll towards a target using varying	
	timing with guidance.	Follow and create a simple diagram/map.	Show increased awareness of extension and flexibility in actions.	Show hopping and jumping movements with some balance and control.	techniques with some success.	
	Use mirroring and unison when completing actions with a partner.	Understand when a challenge is solved successfully	Copy, remember, repeat and plan linking simple	Change technique to throw for distance.	Show balance when kicking towards a target.	
	Show a character through actions, dynamics and	and begin to suggest simple ways to improve.	actions with some control and technique.	Show control and balance when travelling at	Catch an object passed to them, with and without a bounce.	
Year 2	expression.			different speeds.		
Year 2	Use counts with help to stay in time with the music.			Demonstrates balance and co-ordination when	Move to track a ball and stop it using feet with limited success.	
				changing direction.	Strike a ball using a racket.	
				Perform actions with increased control when co-	Run, stop and change direction	
				ordinating their body with and without equipment.	with balance and control Move	
					to space to help score goals or	
					limit others scoring.	
					Use simple tactics.	

Year 3	Copy remember and perform a dance phrase. Create short dance phrases that communicate an idea. Use canon, unison and formation to represent an idea. Match dynamic and and expressive qualities to a range of ideas. Use counts to keep in time with a partner and group.	Follow instructions from a peer and give simple instructions. Work collaboratively with a partner and a small group, listening to and accepting others' ideas. Plan and attempt to apply strategies to solve problems. Orientate and follow a diagram/map. Reflect on when and why challenges are solved successfully and use others' success to help them to improve.	Complete balances with increasing stability, control and technique. Demonstrate some strength and control when taking weight on different body parts for longer periods of time. Demonstrate increased flexibility and extension in their actions. Choose actions that flow well into one another both on and off apparatus.	Show balance, coordination and technique when running at different speeds, stopping with control. Link running, hopping and jumping actions using different take offs and landing. Jump for distance and height with an awareness of technique. Throw a variety of objects, changing action for accuracy and distance. Demonstrate balance when performing other fundamental skills. Show balance when changing direction in combination with other skills. Can co-ordinate their bodies with increased consistency in a variety of activities.	Dribble the ball with one hand with some control in game situations. Dribble a ball with feet with some control in game situations. Use a variety of throwing techniques in game situations. Kick towards a partner in game situations. Catch a ball passed to them using one and two hands with some success. Receive a ball sent to them using different parts of the foot. Strike a ball with varying techniques Change direction with increasing speed in game	Submerge and regain feet in the water. Breathe in sync with an isolated kicking action from poolside. Use arms and legs together to move effectively across a short distance in the water. Glide on front and back over short distances. Float on front and back for short periods of time. Confidently roll from front to back and then regain a standing position. Identify a range of risks and ways of reducing them.
					Use space with some success in game situations. Use simple tactics individually and within a team.	
Year 4	Copy, remember and adapt set choreography. Choreograph considering structure individually, with a partner and in a group. Use action and reaction to represent an idea. Change dynamics to express changes in character or narrative. Use counts when choreographing short phrases.	Accurately follow instructions given by a peer and give clear and usable instructions 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 help navigate around a grid. Watch, describe and evaluate the effectiveness of their team strategy, giving ideas for improvements.	Use body tension to perform balances both individually and with a partner. Demonstrate increasing strength, control and technique when taking own and others weight. Demonstrate increased flexibility and extension in more challenging actions. Plan and perform sequences showing control and technique with and without a partner.	Demonstrate how and when to speed up and slow down when running. Link hopping and jumping actions with some control. Jump for distance and height showing balance and control. Throw with some accuracy and power towards a target area. Demonstrate good balance when performing other fundamental skills. Show balance when changing direction at speed in combination with other skills. Begin to co-ordinate their body at speed in response to a task.	Link dribbling the ball with other actions with increasing control. Change direction when dribbling with feet with some control in game situations Use a variety of throwing techniques with increasing success in game situations. Catch a ball passed to them using one and two hands with increasing success. Receive a ball using different parts of the foot under pressure. Strike a ball using varying techniques with increasing accuracy. Change direction to lose an opponent with some success. Create and use space with some success in game situations Use simple tactics to help their team score or gain	Confidently and consistently retrieve an object from the floor with the same breath. Begin to co-ordinate breath in time with basic strokes showing some consistency in timing. Demonstrate a fair level of technique, consistently co-ordinating the correct body parts in a range of strokes. Combine gliding and floating on front and back over an increased distance Float on front and back using different shapes with increased control. Comfortably demonstrate sculling head first, feet first and treading water. Select and apply the appropriate survival technique to the situation.
Year 5	Accurately copy and repeat set choreography in different styles of dance showing a good sense of timing. 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. Use counts accurately when choreographing to perform in time with others and the music.	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 navigate around a course. Explain why a particular strategy worked and alter methods to improve.	Show increasing control and balance when moving from one balance to another. Use strength to improve the quality of an action and the range of actions available. Use flexibility to improve the quality of the actions they perform as well as the actions they choose to link them. Create and perform more complex sequences of actions with a good level of quality, control and technique with and without a partner.	Run at the appropriate speed over longer distances or for longer periods of time. Show control at takeoff and landing in more complex jumping activities. Perform a range of more complex jumps showing some technique. Show accuracy and power when throwing for distance. Demonstrate good balance and control when performing other fundamental skills Demonstrate improved body posture and speed when changing direction. Can co-ordinate a range of body parts at increased speed	possession. Use dribbling to change the direction of play with some control under pressure. Dribble with feet with some control under increasing pressure. Use a variety of dribbling techniques to maintain. Use a variety of throwing techniques with some control under increasing pressure. Use a variety of kicking techniques with some control under increasing pressure. Catch and intercept a ball using one and two hands with some success in game situations. Receive a ball using different parts of the foot under pressure with increasing control. Strike a ball using a wider range of skills. Apply these with some success under pressure. Use a variety of techniques to change direction to lose an opponent. Create and use space for self and others with some success. Understand the need for tactics and can identify when to use them in different situations.	Confidently combine skills to retrieve an object from greater depth. Confidently co-ordinate a smooth and consistent breathing technique with a range of strokes. Confidently demonstrate good technique in a wider range of strokes over increased distances. Combine gliding and transitioning into an appropriate stroke with good control. Confidently link a variety of floating actions together demonstrating good technique and control.

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. Use counts when choreographing and performing to improve the quality of work 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 and strategies selecting and applying the best method solve a problem. Confidently and efficiently orientate a map, identifying key features to navigate around a court Accurately reflect on when challenges are solved successfully and suggest well thought out improvements.	level of strength and technique. Confidently transition from one action to another showing appropriate control and extension for the complexity of the action. Plan and perform with precision, control and	Demonstrate a controlled running technique using the appropriate speed over longer distances or for longer periods of time. Link running, jumping and hopping actions with greater control and co-ordination. Perform jumps for height and distance using good technique. Show accuracy and good technique when throwing for distance. Show fluency and control when travelling, landing, stopping and changing direction. Change direction with a fluent action and can transition smoothly between varying speeds. Can co-ordinate a range of body parts with a fluent action at a speed appropriate to the challenge.	Use dribbling to change the direction of play with control under pressure. Use a variety of dribbling techniques to maintain possession under pressure. Use a variety of throwing techniques including fake passes to outwit an opponent. Select and apply the appropriate kicking technique with control. 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. Strike a ball using a wider range of skills to outwit an opponent. Apply these with increasing control under pressure. Confidently change direction to successfully outwit an opponent. Effectively create and use space for self and others to outwit an opponent. Work collaboratively to create tactics within their team and evaluate the effectiveness of these.	Confidently combine skills to retrieve an object from greater depth. Confidently co-ordinate a smooth and consistent breathing technique with a range of strokes. Confidently demonstrate good technique in a widerange of strokes over increased distances. Combine gliding and transitioning into an appropriate stroke with good control. Confidently link a variety of floating actions together demonstrating good technique and control.
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EYFS

SOCIAL

Take turns.

Learn to share equipment with others.

> Share their ideas with others.

Encourage others to keep trying.

Talk to a partner about their ideas and take turns to listen to each other.

Work with a partner and small group to play games and solve challenges.

Encourage and motivate others to work to their personal best.

> Work with others to achieve a shared goal.

Work with others to self manage games.

Persevere when finding a challenge difficult.

Understand what their best looks like and they work hard to achieve it.

Begin to use rules showing awareness of fairness and honesty.

> Show an awareness of how other people feel.

Share ideas with others and work together to decide on the best approach to a task.

Lead others and show consideration of including all within a group.

> Communicate with others clearly and effectively.

Understand what maximum effort

looks and feels like and show

determination to achieve it.

Use different strategies to persevere to

achieve personal best.

Compete within the rules showing fair play

Confident to attempt tasks and

challenges outside of their comfort zone.

EMOTIONAL

Try again if they do not succeed.

Practise skills independently.

Confident to try new tasks and challenges. Show determination to continue working over a longer period of time.

> Determined to complete the challenges and tasks set.

Explore skills independently before asking for help.

Confident to share ideas, contribute to class discussion and perform in front of others.

and honesty when playing independently.

Reflect and evaluate their performances both as a group and as an individual and suggest areas for improvement.

Recognise and explain their thought process when playing games or completing tasks. E.g I moved here because my teammate was over there.

Identify their own and others' strengths and areas for development providing sensitive feedback and can suggest ways to improve.

Select and apply appropriate skills for the situation when under pressure.

Begin to identify personal success.

Choose own movements and actions in response to simple tasks e.g. choosing to travel by skipping.

Begin to provide simple feedback saying what they liked or thought was good about someone else's performance.

Make decisions when presented with a simple challenge. E.g. move to an open space towards goal.

Begin to select and apply skills to use in a variety of differing situations. E.g. choose to use a balance on their bottom on a wider piece of apparatus.

Provide feedback beginning to use key words from the lesson.

Pupils make quicker decisions when selecting and applying skills to a situation. E.g. who to pass to and where to move.

Select and apply from a wider range of skills and actions in response to a task.

> Provide feedback using key terminology.

THINKING