Stapeley Broad Lane CE Primary School



PE Progression

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Dance	Copy basic body actions and rhythms. Choose and use travelling actions, shapes and balances. Travel in different pathways using the space around them. Begin to use dynamics and expression with guidance. Begin to count to music.	Copy, remember and repeat actions. Choose actions for an idea. Use changes of direction, speed and levels with guidance. Show some sense of dynamic and expressive qualities. Begin to use counts.	Copy, remember and repeat a series of actions. Select from a wider range of actions in relation to a stimulus. Use pathways, levels, shapes, directions, speeds and timing with guidance. Use mirroring and unison when completing actions with a partner. Show a character through actions, dynamics and expression. Use counts with help to stay in time with the music.	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 expressive qualities to a range of ideas. Use counts to keep in time with a partner and group.	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 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.	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.
Fundamental Movement Skills	Run and stop with some control. Explore skipping as a travelling action. Jump and hop with bent knees. Throwing larger balls and beanbags into space. Balance whilst	Attempt to run at different speeds showing an awareness of technique. Begin to link running and jumping movements with some control. Jump, leap and hop and choosing which allows them to jump the furthest.	Show balance and coordination when running at different speeds. Link running and jumping movements with some control and balance. Show hopping and jumping movements with some balance and control.	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	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	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.	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

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	stationary and on the	Throw towards a	Change technique to	technique.	towards a target area.	Show accuracy and	technique.
	move.	target.	throw for distance.		_	power when throwing	
				Throw a variety of	Demonstrate good	for distance.	Show accuracy and
	Change direction at a	Show some control	Show control and	objects, changing	balance when		good technique when
	slow pace.	and balance when	balance when	action for accuracy	performing	Demonstrate good	throwing for distance.
		travelling at different	travelling at different	and distance.	other fundamental	balance and control	
	Explore moving	speeds.	speeds.		skills	when performing	Show fluency and
	different body parts			Demonstrate		other fundamental	control when
	together.	Begin to show balance	Demonstrates balance	balance when	Show balance when	skills.	travelling, landing,
		and co-ordination	and co-ordination	performing other	changing direction at	Danisanahar	stopping and
		when changing	when changing	fundamental skills.	speed in combination	Demonstrate	changing direction.
		direction.	direction.	Charachalan as a han	with other skills.	improved body posture	
		I I a a a a a a dia a di a a a di di	Day farmer and a second like	Show balance when		and speed when	Change direction
		Use co-ordination with	Perform actions with	changing direction in	Begin to co-ordinate	changing direction.	with a fluent action
		and without	increased control	combination with other	their body at speed in	Cara aa audinaka a	and can transition
		equipment.	when co-ordinating	skills.	response to a task.	Can co-ordinate a	smoothly between
			their body with and without equipment.	Can co-ordinate		range of body parts at	varying speeds.
			without equipment.	their bodies with		increased speed.	Can co-ordinate a
				increased consistency			range of body parts
				in a variety of			with a fluent action at
				activities.			a speed appropriate to
				activities.			the challenge.
	Drop and catch with	Drop and catch a ball	Dribble a ball with two	Dribble the ball with	Link dribbling the ball	Use dribbling to	Use dribbling to
	two hands.	after one bounce on	hands on the move.	one hand with some	with other actions with	change the direction of	change the direction of
	two flarids.	the move.	manas on the move.	control in game	increasing control.	play with some control	play with control under
	Move a ball with feet.	the move.	Dibble a ball with some	situations	mereasing control.	under pressure.	pressure.
	riove a ball marrieda	Move a ball using	success, stopping it	Sicuations	Change direction when	under pressure.	pressure.
	Throw and roll a	different parts of the	when required.	Dribble a ball with feet	dribbling with feet with	Dribble with feet with	Use a variety of
	variety of beanbags	foot.		with some control in	some control in game	some control under	dribbling techniques to
	and larger balls to		Throw and roll towards	game situations.	situations.	increasing pressure.	maintain possession
	space.	Throw and roll towards	a target using varying			J	under pressure.
	- P	a target with some	techniques with some	Use a variety of	Use a variety of	Use a variety of	
	Kick larger balls to	varying techniques	success.	throwing techniques in	throwing techniques	throwing techniques	Use a variety of
S	space.	, , , .		game situations.	with increasing success	with some control	throwing techniques
E		Kick towards a	Show balance when		in game situations.	under increasing	including fake passes
Games	Stop a beanbag or	stationary target.	kicking towards a	Kick towards a partner	Kick with increasing	pressure.	to outwit an opponent.
	large ball sent to them		target	in game situations	success in game		
	using hands.	Catch a beanbag and a			situations.	Use a variety of kicking	Select and apply the
		medium-sized ball	Catch an object passed	Catch a ball passed to		techniques with some	appropriate kicking
	Attempt to stop a large		to them, with and	them using one and	Catch a ball passed to	control under	technique with control.
	ball sent to them using	Attempt to track balls	without a bounce.	two hands with some	them using one and	increasing pressure.	
	feet.	and other equipment		success.	two hands with		Catch and intercept a
		sent to them.	Move to track a ball		increasing success.	Catch and intercept a	ball using one and two
	Hit a ball with hands.		and stop it using feet	Receive a ball sent to		ball using one and two	hands with increasing
		Strike a stationary ball	with limited success.	them using different	Receive a ball using	hands with some	success in game
	Run and stop when	using a racket.		parts of the foot.	different parts of the	success in game	situations
	instructed.				foot under pressure.	situations.	

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					with a good level of quality, control and technique with and without a partner.	actions including a wide range of skills.
Outdoor, Adventurous Activities		Follow instructions accurately. Work co-operatively with a partner and a small group, taking turns and listening to each other. Try different ideas to solve a task. Follow and create a simple diagram/map. Understand when a challenge is solved successfully and begin to suggest simple ways to improve.		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		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 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 improvements.
Swimm			Beginners Submerge and regain fee Breathe in sync with an i 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. Developers 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. Intermediate 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.

			Select and apply the appropriate survival technique to the situation.	
Social, Emotional, Thinking	Take turns. Learn to share equipment with others. Share their ideas with others. Try again if they do not succeed. Practise skills independently. Confident to try new tasks and challenges 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.	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. Show determination to continue working over longer period of time. Determined to complete the challenges and to set Explore skills independently before asking for help. Confident to share ideas, contribute to class discussion and perform in front of others. Make decisions when presented with a simple challenge. E.g. move to an open space toward goal. Begin to select and apply skills to use in a var 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	work hard to achieve it. Begin to use rules showing awareness of fairness and honesty. Show an awareness of how other people feel. 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.	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 and honesty when playing independently. Confident to attempt tasks and challenges outside of their comfort zone. 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.