

BLEDINGTON PRIMARY SCHOOL P.E. Curriculum Progression Map

EYFS

Physical Development (PD)
Early Learning Goals: Gross Motor Skills

- Children at the expected level of development will: Negotiate space and obstacles safely, with consideration for themselves and others
- Demonstrate strength, balance and coordination when playing
- Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.

Early Learning Goals: Fine Motor Skills

- Hold a pencil effectively in preparation for fluent writing using the tripod grip in almost all cases.
- Use a range of small tools, including scissors, paintbrushes and cutlery.
- Begin to show accuracy and care when drawing.

The fine motor skills have cross curricular skills which link Physical Development, Literacy, Expressive Arts and Design. The links to gross motor skills is developing core muscle strength, stability, posture, grips and agility.

Key Stage 1

Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations.

Pupils should be taught to:

- master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities
- participate in team games, developing simple tactics for attacking and defending
- perform dances using simple movement patterns.

Key Stage 2

Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement. They should enjoy communicating, collaborating and competing with each other. They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success. Pupils should be taught to:

- use running, jumping, throwing and catching in isolation and in combination
- play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending
- develop flexibility, strength, technique, control and balance
- perform dances using a range of movement patterns
- take part in outdoor and adventurous activity challenges both individually and within a team
- compare their performances with previous ones and demonstrate improvement to achieve their personal best.

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
	EYFS	Year	1/2		r 3/4	Year		
Social skills	Take turns	Encourage others			others to achieve their best	Share ideas and work together to decide on how to carry out a task		
	Learn to share	Talk to others about their ic	leas and take turns to listen	Work with others				
	equipment	Work with partners or smal	l groups	Work with others to mana	age games	Lead others and show consideration of all in a group situation		
	Share ideas	Demonstrate determination periods of time and to comp		Persevere when somethin	ng proves difficult	Communicate effectively and clearly Understand what maximum effort looks and feels like		
	Try again if don't	perious or time and to comp	olete a challerige	Understand what 'good' le	a also like and two board to	and work hard to achieve th		
	succeed	Try independently before as	sking for help	achieve this	ooks like and try hard to			
	Practice skills	Share ideas		Begin to rule rules and to	be aware of fair play and	Use different strategies to persevere and achieve personal bests		
	Try new challenges	Perform in front of others		honesty		Compete within the rules of a game, showing fair play		
	Develop posture while			Show awareness of how o	others might feel	honesty and respect for all involved		
	sitting at a table and on			Begin to understand what	t respecting others	Attempt challenges outside comfort zone		
	the floor			(including adults) look like				
Evaluating and	Talk about what they have done.	'	Watch and describe performances and use	Watch, describe and evaluate the effectiveness of a		Choose and use criteria to evaluate own and others'	Thoroughly evaluate their own and others' work,	
	Talk about what others have done.			performance.	of performances, giving ideas for improvements.	performances. Explain why they have used	suggesting thoughtful and appropriate improvements.	
Improving Performance	D t - t			Describe how their	Modify their use of skills	particular skills or		
renjormance	Begin to use precise vocabulary to describe		Talk about the differences	performance has	or techniques to achieve a better result.	techniques, and the effect		
	movement and		between their work and that of others.	improved over time.	better result.	they have had on their performance.		
	directionality		that of others.			performance.		
Health and Fitness	Describe how the body feels when still and when	feels before, during and after exercise.	Recognise and describe how the body feels during and after different	the body.	and how this affects	Know and understand the reasons for warming up and cooling down.	Understand the importance of warming u and cooling down.	
	exercising.	Carry and place equipment safely.	physical activities. Explain what they need	Know the importance of strength and flexibility for physical activity.	Explain why exercise is good for your health.	Explain some safety principles when preparing for and during exercise.	Carry out warm-ups and cool-downs safely and effectively.	
			to stay healthy	Explain why it is important to warm up and cool down.	Know some reasons for warming up and cooling down.	Tor and daring exercise.	Understand why exercise is good for health, fitness and wellbeing.	
					down.		Know ways they can become healthier.	
	Copy basic body	Copy, remember and	Copy, remember and	Copy, remember and	Begin to compare and	Identify and repeat the	Identify and repeat the	
	actions and rhythms	repeat actions	repeat a series of actions	perform a dance phase	adapt movements and motifs to create a larger	movement patterns and actions of a chosen dance	movement patterns and actions of a chosen dance	
	Use travelling shapes	Choose actions for an		Create a short dance	sequence.	style.	style.	
	and balances	idea	Select actions from a	phase based on an idea				
	Travel in different	With guidance, use	stimulus	Hea canon unican and	Identify and repeat the	Compose individual, partner and group dances	Compose individual, partner and group dance	
	pathways using the	changes of direction,	Use pathways, levels,	Use canon, unison and formation to represent	movement patterns and	that reflect the chosen	that reflect the chosen	
		_	shapes directions	ideas	actions of a chosen dance style.	dance style.	dance style.	
Dance	space around them		speeds and timing with					
Dance	Begin to show		speeds and timing with guidance	Match expressions to	Compose a dance that		Use dramatic expression	
Dance		Show some expression	guidance	Match expressions to ideas	reflects the chosen dance	Show a change of pace and timing in their movements.	dance movements and	
Dance	Begin to show			ideas	reflects the chosen dance style.			
Dance	Begin to show expression	Show some expression	guidance Use mirroring with a partner		reflects the chosen dance style. Confidently improvise	timing in their movements.	dance movements and motifs. Perform with confidence,	
Dance	Begin to show expression Begin to count to	Show some expression	guidance Use mirroring with a	ideas Use counts to stay in	reflects the chosen dance style.	timing in their movements. Develop an awareness of	dance movements and motifs.	

		moving, with developing control and grace		Use counts to stay in time with music		Begin to vary dynamics and develop actions and motifs in response to stimuli.	movements they devise in response to stimuli. Use transitions to link	Demonstrate strong and controlled movements throughout a dance sequence.
						Demonstrate rhythm and spatial awareness	motifs smoothly together. Improvise with confidence, still demonstrating fluency across the 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.
								Show a change of pace and timing in their movements.
								Move rhythmically and accurately in dance sequences.
								Improvise with confidence, still demonstrating fluency across their sequence.
								Dance with fluency and control, linking all movements and ensuring that transitions flow.
								Demonstrate consistent precision when performing dance sequences.
		Drop and catch with two hands. Throw and roll a variety	Drop and catch a ball with one bounce on the move Move ball using different		Dribble a ball with one hand in game situations, beginning to show control	Link dribbling the ball with other actions Change directions when	Use dribbling to change direction of play with some control under pressure.	Use dribbling to change direction of play with control under pressure.
		of beanbags and larger balls to space.		Dribble a ball, beginning to stop it when required	Dribble a ball with feet in game situation with some control	dribbling with feet in	Dribble with feet with some control under increasing pressure.	Use a range of dribbling techniques to keep possession under pressure
		instructed. Hit a ball with hands.	Kick toward stationary target	Throw and roll towards a target Show when kicking	Use a range of throwing techniques in games	techniques in games with increasing success	Use a variety of throwing techniques with some control under increasing pressure.	Use a variety of throwing techniques including fake passes
		Move a ball with feet.	Catch a beanbag and medium sized ball Begin to track balls and	towards a target Catch an object with and without bounce	game situations Catch a ball using one	Kick with more success in game situations Catch a ball using one and	_	Select and apply appropriate kicking techniques showing control
			other equipment Strike a stationary ball with a racquet	Begin to move to track a ball and stop it	and two hands Receive a ball using different parts of foot	two hands with increasing success Receive a ball using different parts of foot	Catch and intercept a ball using one and two hands	Catch and intercept a ball using one and two hands with increased success in game situations.
Games	s		Run, stop and change direction with some control	Strike a ball with a racquet Run, stop and change direction with increasing	Strike a ball using varying techniques Change direction with	while under pressure	situations. Receive a ball using	Receive a ball considering next move
			Recognise space around them Begin to use simple tactics with guidance	control Move to space to score goals or aid	increasing speed in games Use space in games with	accuracy Change direction to lose an opponent in games	under pressure with increasing control. Strike a ball using a wider	Strike a ball using a wider range of skills to outwit an opponent and apply these with increased control
			with guidance	others Use simple tactics	increasing success Use simple tactics individually and in games	Create and use space in games	range of skills. Apply these with some success under pressure.	under pressure. Confidently change direction to outwit an
						Use simple tactics to help team score or gain possession	Use a variety of techniques to change direction to lose an opponent.	opponent. Create and use space for self and others to outwit
							Create and use space for self and others with some success.	an opponent Work with others to crate tactics in games and
				Conversation	Changeidean	Construction	Understand the need for tactics and can identify when to use them in different situations.	evaluate how effective these are
		Create basic shapes using different body parts	Perform balances Make their body tense, relaxed, curled	Copy, explore and remember actions and movements to create their own sequence.	Choose ideas to compose a movement sequence independently and with others.	actions that fit a theme. Use an increasing range of	Create a sequence of actions that fit a theme.	Select ideas to compose specific sequences of movements, shapes
Gymnastics/B Managemei * detail on	nt	Begin to take weight on different parts of	Take body weight on hands for short	Link actions to make a sequence. Travel in a variety of ways,	Link combinations of actions with increasing confidence, including changes of direction,	actions, directions and levels in their sequences. Move with clarity, fluency and expression.	Use an increasing range of actions, directions and levels in their sequences. Move with clarity,	and balances. Adapt their sequences to fit new criteria or
fundamento skills/activiti recorded separately	al ies	Show shapes and actions that stretch their body	periods Demonstrate poses and movements that challenge flexibility	including rolling. Hold a still shape whilst balancing on different	speed or level. Develop the quality of	Show changes of direction, speed and level during a performance.	fluency and expression. Show changes of direction, speed and level during a	suggestions. Perform jumps, shapes and balances fluently and with control.
,,		Copy and link	Remember, repeat and link simple actions	points of the body. Jump in a variety of ways and land with increasing control and balance.	balances. Move with coordination and control	Travel in different ways, including using flight.	performance. Travel in different ways, including using flight.	Confidently develop the placement of their body parts in balances, recognising the position of their centre
							Improve the placement	of gravity and where it

	Evoloro croudina		Climb and	and iums off	Usa turns while+	Improve the state	mont	and alignment of bod.	should be in relation to	
	Explore crawling, rolling, jumping and climbing		the equipn	o and jump off ment safely.	Use turns whilst travelling in a variety of ways.	and alignment of b parts in balances.		and alignment of body parts in balances. Use equipment to	should be in relation to the base of the balance.	
	Develop the overall body		Move with control	increasing	Use a range of jumps in a sequence	Use equipment to vault a variety of ways.		vault in a variety of ways.	Confidently use equipment to vault in a variety of ways.	
	strength, co- ordination, balance and agility				Begin to use equipment to vault.		sition of	Carry out balances, recognising the position of their centre of gravity	Apply skills and techniques consistently.	
						their centre of grade how this affects the balance.	-	and how this affects the balance.	Develop strength, technique and flexibility	
					balances with control and confidence.	Begin to develop g technique when	good	Begin to develop good technique when travelling, balancing	throughout performances. Combine equipment with movement to	
					Further develop flexibility in movements.	•	ng and	and using equipment. Develop strength, technique and flexibility	create sequences.	
						Develop strength, technique and flex throughout perfor	-	throughout performances.		
	Run and stop with some control	Begin to run at different speeds		nce and co- when running t speeds	Show balance and co- ordination and technique when running at different		and	Run at appropriate speed over longer distances or for longer periods of time	appropriate speed over	
	Explore skipping Jump and hop with	Begin to link running and jumping	Show hopp jumping m some co-or Change tecthrow at a	ing and jumping oping and movements with ordination echnique to a distance atrol and ravelling at speeds ance and co- n when directions actions with g control with out equipment		Link hopping and jumping actions with some control		and landing in more	longer distances or for longer periods of time	
	Throw larger balls and beanbags	Jump, leap and hop, choosing which allows furthest jumps Throw towards a target Show some control and balance travelling at different speeds Begin to show balance and co-ordination when changing directions Use co-ordination with and without equipment			with some fluency,	towards a target area Demonstrate good		complex jumping actions Performa a range of more complex jumps showing	Link running, hopping and jumping activities with greater control	
	Balance while stationary on moving				Jump for distance and height with awareness of			some technique Show accuracy and power	Jump for distance and height showing using good	
	Change direction at slower speeds				technique Throw a variety of			when throwing at distance Demonstrate good balance	technique Show accuracy and good	
Athletics	Explore moving different body parts		Show balar		objects, changing their action for accuracy and distance			and control when performing other skills	technique throwing at distance	
	Develop the overall body strength, co- ordination, balance and agility		_		Demonstrate balance when performing other skills	Show balance whe changing direction speed	at	Demonstrate improved posture and speed when changing direction	Show fluency and control when travelling, landing, stopping and changing direction	
					Show balance when changing direction	Begin to co-ordina boy at speed	te their	Co-ordinate a range of body parts with increasing speed	Change direction fluently and transition smoothly between different speeds	
				ely ith partners and oups listening and urns erent ideas to solve	Co-ordinate their body more consistently in a range of activities				Co-ordinate a range of body parts fluently at an appropriate speed	
	Follow simple instructions Make decisions about	Follow instructions Begin to work with a partner or small group	Follow instraction		Begin to choose the best equipment for an outdoor activity.	Accurately follow instructions from a peer and be able to give clea instructions		Use clear communication when working in a group, taking on different roles	Choose the best equipment for an outdoor activity.	
	where to move in a space	Understand simple rules of games	small grou taking turn		Give and follow instructions from peers olve Work with partners and small groups listening and accepting ideas Plan and begin to solve problems using different	Choose the best equipment for an outdoor activity. Experience a range of roles within a team and begin to identify the key skills required to succeed at each. Begin to lead others by giving instructions Plan and apply strategie for more complex proble Orientate a map confidently using it to follow a course Choose the best equipment for an outdoor activity.		giving instructions	Use clear communication when working in a group, including when under	
	Follow a path Begin to identify personal success	Copy a simple map Identify own and others' success	a task					for more complex problems	pressure Be confident in leading others, being aware of	
Outdoor	personal success	success success	map	n a challenge is				confidently using it to	others in the group Use skills to form	
Adventurous activities				olved and how it could be				Choose the best equipment for an outdoor activity.		
					simple map Plan a simple trail for others			Create a simple plan of an activity for others to follow.	Confidently and efficiently orientate a map, identifying key features to navigate a course	
						Identity map symb				
		Beginners		Swimming will	start in Year 2 at Bledingt Developing skills	on Primary School		Intermedia	te	
				Retrieve an object from floor of pool with one breath Begin to co-ordinate breath in time with basic strokes			Combine skills to retrieve and object from a greater depth Demonstrate a smooth and consistent breathing technique for			
				Developing level of technique, co-ordinating appropriate parts			different strokes			
Swimming	Float on front and back f			of body			Demonstrate use of a wider range of strokes over longer distances			
	Roll from front to back then stand			Combine gliding and floating on front and back over longer distances			Combin	Combine gliding and transitioning into a stroke		
				Float on front and back in various positions			Demonstrate a range of floating actions showing control			
				Scull head first, feet first and tread water			Select and apply appropriate survival techniques			