

Amblecote Primary School

Physical Education Skills Progression Overview

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Gymnastics	Copy and perform different body shapes. Be able to choose	Create a 4- element sequence. Combine balance, rolling, jumping,	Copy, explore and remember a variety of movements and uses these to	Links skills with control, technique, co-ordination and fluency.	Select and combine their skills, techniques and ideas to create a sequence.	Plan and perform with precision, control and fluency, a sequence showing
	and link like actions.	rocking and spinning.	create their own sequence.	Understand performing more complex	Apply combined skills accurately	a wide range of actions including variations in
	Understand and use the term 'like actions'.	Perform using a recognised start and finish shape.	Perform with control and consistency basic	sequences.	and appropriately, showing precision, control and	speeds, levels and directions.
	Choose 3 rolls or 3 jumps and link them together and	Choose, adapt and perform shapes at different levels.	actions at different speeds and on different levels	Able to perform in time with a partner and group.	fluency. Analyse and comment on skills	Performs difficult actions, with an emphasis on extension, clear
	repeat the movements.	Describe and explain how	Create a sequence of their own.	Use compositional ideas in sequences such as changes in	and techniques and how these are applied in their	body shape and changes in direction.
		performers can transition and link	Describe and explain how	height, speed,	own and others' work.	Adapts sequences to include a

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Transfer like	gymnastic	performers can	direction and	Use more complex	partner or a small
sequence to low	elements.	transition and link	apparatus.	gym vocabulary to	group using the
apparatus.		gymnastic		describe how to	floor, mats and
	Perform with	elements.	To use gymnastics	improve and refine	apparatus, showing
Take off and land	control and		vocabulary to	their own and	consistency,
with control.	consistency basic	To begin to show	describe how to	others'	fluency and clarity
	actions at	flexibility in	improve and refine	performances.	of movement.
Able to move mats	different speeds	movements.	performances.		
and benches	and on different			Develops strength,	Arrange own
safely.	levels.	Develop body	Develops strength,	technique and	apparatus to
		management	technique and	flexibility	enhance work and
	Challenge	through a range of	flexibility	throughout	vary compositional
	themselves to	floor exercises.	throughout	performances	ideas.
	develop strength		performances.	Links skills with	·
	and flexibility	Uses turns whilst		control, technique,	Experience flight
		travelling in		coordination and	on and off of high
		different ways.		fluency.	apparatus
		arrerent ways.		Truckey.	appararas
		Attempt to use		Develop symmetry	
		rhythm while		individually, as a	Analyse and
		performing a		pair and in a small	comment on skills
		1 .		•	and techniques and
		sequence		group.	how these are
					applied in their
					own and others'
					work.
					l
					Use more complex
					gym vocabulary to
					describe how to
					improve and refine
					performances.

						Demonstrate accuracy, consistency, and clarity of movement.
Gymnastics	Balance, body	Balance, body	Fluency,	Fluency,	Symmetry,	Flight, sequences,
	tension, carry,	tension, carry,	contrasting,	contrasting,	sequences,	combinations,
Vocabulary	control, extension, fast, hang, high, jump, like, link, low, movement, muscles, music, pattern, relaxation, rock, roll, roll, sequence, shape, slow, speed, spin, strength, timing, travel, turn.	control, extension, fast, hang, high, jump, like, link, low, movement, muscles, music, pattern, relaxation, rock, roll, sequence, shape, slow, speed, spin, strength, timing, travel, turn.	unison, low, combinations, full turn, half- turn, sustained, explosive, power, control, group, similar, different, bounce, box splits.	unison, low, combinations, full turn, half- turn, sustained, explosive, power, control, group, similar, different, bounce, box splits, tension, travelling steps.	combinations, direction, speed, partner, asymmetrical, elements, control, balance, strength, flexibility, asymmetrical	direction, speed, partner, asymmetrical, actions, control, balance, strength, flexibility, half lever, box splits, bridge, broad jump, splits, dish, arch, bounce.
Dance	Copy and explore movements with different body parts and patterns.	Copy and explore basic movements with clear control. Explore space,	Beginning to improvise independently to create a simple dance.	Work independently or with a partner to create longer dance sequences	Beginning to exaggerate dance movements and motifs (using expression when	Exaggerate dance movements and motifs (using expression when moving).
		direction, levels		with a clear	moving).	
	Remembers	and speeds.	Beginning to	starting off and		Performs with
	simple movements		improvise with a	finishing point.	Demonstrates	confidence, using a
	and dance steps.	Experiment	partner to create		strong movements	range of
		creating actions	a simple dance.	Demonstrating	throughout a	movement
		and performing		precision and some	dance sequence.	patterns.

	Explore space,	movements with	Translates ideas	control in		
	direction, levels	different body	from stimuli into	response to	Combines	Demonstrates a
	and speeds.	parts	movement with	stimuli.	flexibility,	strong imagination
	,	'	support.		techniques and	when creating own
	Respond to a	Able to build	''	Beginning to vary	movements to	dance sequences
	range of stimuli	simple movement	Beginning to	dynamics and	create a fluent	and motifs.
	and types of	patterns from	compare and adapt	develop actions	sequence.	
	music.	given actions.	movements and	and motifs.		Demonstrates
			motifs to create a		Moves	strong movements
		Can describe a	larger sequence.	Demonstrates	appropriately and	throughout a
		short dance using appropriate		rhythm and spatial awareness.	with the required style in relation to	dance sequence.
		vocabulary.	Uses simple dance		the stimulus e.g.	Combines
		/·	vocabulary to	Modifies parts of	using various	flexibility,
		Respond to a	compare and	a sequence as a	levels, ways of	techniques and
		range of stimuli	improve work.	result of self-	travelling and	movements to
		and types of		evaluation.	motifs.	create a fluent
		music.				sequence.
				Uses simple dance	Beginning to show	33433333
				vocabulary to	a change of pace	Moves
				compare and	and timing in their	appropriately and
				improve work.	movements.	with the required
						style in relation t
						the stimulus e.g.
						using various
						levels, ways of
						travelling and
						motifs.
Dance	Beat, curl, dance,	Dance, twist, turn,	Do Se Do, hop	Contact, dynamics,	Performance	Canon, contrast,
Dance	fast, feet, high,	rhythm, step,	step ball change,	communicate,	quality, dynamics,	variation,
vocabulary	low, music,	music, beat,	dynamics, partner	character, focus,	formations, floor	dynamics, facial
3	rhythm, step,	stretch, feet,	work, floor	facial expression,	patterns,	expression, focus

	stretch, swing, turn, twist.	curl, high, low, fast, slow, compose, choose, select, emotions, canon, rhyme, theme, character, round, respond.	patterns, shape, angular, energetic, strong, mirroring, linear.	floor pattern, formation, level, speed, size, direction, background, ornamentation, facing.	assemblé, sissone, sauté, jump, fall, travel, turn, gesture, stillness, chainé, retrograde, inversion, instrumentation, fragmentation.	devices, group devices, speed, level. Motif, phrase, street dance, Hakka, Step, slide, repeat, beat, composition, collaborate, formations, stag leap, rebound, expression, gesture, dynamics.
Games	Can travel in a variety of ways including running and jumping. Begin to perform a	Send the ball to others in a range of ways with control.	Understand tactics and composition by starting to vary how they respond.	Vary skills, actions and ideas and link these in ways that suit the games activity.	Vary skills, actions and ideas and link these in ways that suit the games. Shows confidence	Vary skills, actions and ideas and link these in ways that suit the games. Shows confidence
	range of throws. Receives a ball with basic control.	Begin to apply and combine a variety of skills (to a game situation).	Vary skills, actions and ideas and link these in ways that suit the games.	Shows confidence in using ball skills in various ways. Uses skills with	in using ball skills in various ways, and can link these together.	in using ball skills in various ways, and can link these together.
	Beginning to develop hand-eye coordination.	Develop good spatial awareness. Begin to develop	Begin to communicate with others during game situations.	coordination, control and fluency.	Uses skills with coordination, control and fluency.	Uses skills with coordination, control and fluency.
	Participates in simple games.	own games with peers.	Use skills with coordination and control.	Takes part in competitive games with an understanding of	Takes part in competitive games with a strong	Keeps possession of balls during games situations.

Understand the importance of rules in games.	Develop own rules for new games.	tactics and composition.	understanding of tactics and composition.	Consistently uses skills with co- ordination, control
Develop simple	for new games.	Can create their	composition.	and fluency.
tactics and use	Make imaginative	own games using	Can create their	Tales a mont in
them appropriately.	pathways using equipment.	knowledge and skills.	own games using knowledge and skills.	Takes part in competitive games with a strong
Begin to develop	Works well in a	Works well in a		understanding of
an understanding of attacking/ defending.	group to develop various games.	group to develop various games.	Apply basic skills for attacking and defending.	tactics and composition.
	Beginning to	Compares and		Can create their
	understand how to	comments on skills	Uses running,	own games using
	compete with each	to support	jumping, throwing and catching in	knowledge and skills.
	controlled manner.	games.	isolation and	Sixino.
			combination.	Can make
		Apply basic skills		suggestions as to
		for attacking and defending.		what resources
		derending.		differentiate a
		Uses running,		game.
		jumping, throwing		Apply knowledge
		and catching in		of skills for
		isolation and		attacking and
		combination.		defending.
				Uses running,
				jumping, throwing
				and catching in

				isolation and in combination.
Athletics	Control movements and body actions in response to specific instructions.	Beginning to build a variety of running techniques and use with confidence.	Beginning to build a variety of running techniques and use with confidence.	Beginning to build a variety of running techniques and use with confidence.
	Demonstrate agility and speed.	Demonstrate agility and control.	Can perform a running jump with more than one component.	Can perform a running jump with more than one component.
	Jump for distance with control and balance.	Can perform a running jump with control and balance.	Beginning to record peers performances, and	Beginning to record peers performances, and
	Throw with speed and power using a	Demonstrates	evaluate these.	evaluate these.
	variety of equipment.	accuracy in throwing and catching activities.	Demonstrates accuracy and confidence in throwing and	Demonstrates accuracy and confidence in throwing and
		Can use equipment safely and with	catching activities.	catching activities.
		good control.	Demonstrates accuracy in throwing and	Demonstrates accuracy in throwing and
			catching activities.	catching activities.
			Can use equipment safely and with good control.	Can use equipment safely and with good control.

OAA	To work with others to solve problems. To describe their work and use different strategies to solve problems. To lead others and be led. To differentiate between when a task is competitive and when it is collaborative. To work with others to solve problems. Work well in a team or group within defined and understood roles. Plan and refine strategies to solve problems. Navigate and solve problems from memory. Take To lead others and be led. Develop and use trust to complete the task. Use knowledge of PE and physical activities to suggest design ideas & amendments to games.
Swimming	Swims competently, confidently and proficiently over a distance of at least 25 metres. Uses a range of strokes effectively e.g. front crawl, backstroke and breaststroke. Performs safe self-rescue in different water-based situations