

Foxyards Academy PE Whole school progression

The document below has been designed to show how we will cover all of the relevant Physical Education knowledge and skills across our school.

PE Progression in EYFS

		PE Progression
Physical Develo	pment	 Revise and refine the fundamental movement skills they have already acquired: rolling - running crawling - hopping walking - skipping jumping - climbing Progress towards a more fluent style of moving, with developing control and grace. Develop overall body-strength, balance, coordination and agility needed to engage successfully with future physical education sessions and other physical disciplines, including dance, gymnastics, sport and swimming. Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. Combine different movements with ease and fluency. Confidently and safely use a range of large and small apparatus indoors and outdoors, alone and in a group. Develop overall body strength, balance, coordination and agility. Know and talk about the different factors that support overall health and wellbeing: regular physical activity
Physical Development	Gross Motor Skills	 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.

Physical Education Progression in Key Stage 1 and Key Stage 2

In Key Stage 1 and Key Stage 2 we follow a 2 year Cycle with PE taught half termly ensuring 2 hours lessons of PE are taught weekly. In line with the National Curriculum, all of the relevant POS will be taught by the end of the key stage. Years 1,2,3 & 4, will do 1 hour of PE and 1 hour of forest school (Outdoor Learning and Outdoor skills) skills progression for this can be found on separate sheet.

KS1 PE National Curriculum

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

KS2 PE National Curriculum

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. 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 [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending

develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]

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.

			PE Progression	on			
	Key Sta	ige 1	Lower Key Stage 2		Upper Key Stage 2		
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Area of Study	Fundamental Mov	ement skills	Outdoor/adven	turous activities	Gymnastics		
Cycle A	Ball Skills		Forest school		Dance		
	Racket Skills		Gymnastic		Invasion Gam	es	
	Striking Skills		Dance		Tag Rugby		
	Athletics		Invasion Game	es	Handball		
	Invasion Games		Netball		Net/Wall Gam	es	
	Handball		Handball		Tennis		
	Gymnastics		Net/Wall Games	S	Striking and F	ielding Games	
	Dance		Tennis		Rounders		
	Outdoor/adventur	ous activities	Striking and Fig	elding Games	Cricket		
	Forest school		Rounders		Athletics		
	OAA		Cricket		OAA		
			Athletics				
			OAA				
Cycle B	Outdoor/adventur	ous activities	Outdoor/adven	turous activities	Gymnastics		
	Forest school		Forest school		Dance		
			Gymnastics		Invasion Gam	es	
	Fundamental Mov	ement skills	Dance		Hockey		
	Ball Skills		Invasion Game	S	Netball		
	Racket Skills		Hockey		Net/Wall Game	es	
	Striking Skills		Netball		Tennis		
	Athletics		Net/Wall Games	S	Striking and Fielding Games		
	Invasion Games		Tennis		Rounders		
	Netball		Striking and Fig	elding Games	Cricket		
	Gymnastics		Rounders		Athletics		
	Dance		Cricket		OAA		
	OAA		Athletics				
			OAA				

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Recognise and copy	Copy and explore	Copy, explore and	Link skills with control,	Select ideas to	Create their own complex
basic actions –	and remember	remember a variety of	technique, coordination	compose specific	sequences involving the full
travelling, rolling,	actions to link a	movements. Work	and fluency using a	sequences of	range of actions and
jumping and staying	number of	independently and with	range of directions and	movements,	movements: balancing,
still.	gymnastic actions	others to create a	levels.	shapes and	traveling, holding shapes,
	into own	sequence using own		balances.	jumping, leaping, swinging
Perform different	sequence.	ideas.	Begin to use		and stretching.
body shapes at			gymnastics	To identify and	
different levels,	Hold a still shape		vocabulary to describe	practise	Demonstrate precise and
speed and directions.	while balancing	Travel in a variety of	how to improve and	symmetrical and	controlled placement of
	on different points	ways and begin to	refine performances.	asymmetrical body	body parts in their actions,
Hold still shapes and	of the body.	develop good		shapes.	shapes and balances
simple balances with		technique when	Develop strength,		
some control.	Jump in a variety	travelling, balancing.	technique and	Use and refine	Confidently use equipment
	of ways and land		flexibility throughout	flexibility,	and incorporate into
Perform a 2 footed	safely with	Describe own work	performances.	strength, balance	sequences.
jump landing safely.	increasing control.	using simple		and power.	
	_ ,	gymnastics vocabulary.	Recognise how the	5	Apply skills and techniques
Move around, under	Perform		position of their centre	Develop skills for	consistently, showing
over and through	movement	Begin to notice	of gravity affects their	movement	precision and control.
different objects and	phrases using a	similarities and	balance.	including rolling,	
equipment.	range of different	differences between		bridging and	Develop strength,
	body parts.	sequences.	To perform movements	dynamic	technique and flexibility
			in canon and unison.	movement.	throughout a performance.
	Use equipment in	Use turns whilst		Ta a	
	a variety of ways	travelling in a variety of	Create more complex	To perform and	
	to create a	ways. Begin to show	sequences using	evaluate own and	
	sequence. Climb on and off	flexibility in	various body shapes	others sequences	
		movements.	and equipment.	using gymnastics	
	equipment safely.			vocabulary.	

			Jumps		
Straight jump Tuck jump Jumping Jack Half turn jump Cat spring	Straight jump Tuck jump Jumping Jack Half turn jump Cat spring Cat spring with straddle	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Straight jump half-turn Cat leap	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Straight jump half-turn Straight jump full-turn Cat leap Cat leap half-turn	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Stag jump Straight jump halfturn Straight jump full-turn Cat leap Cat leap half-turn Split leap	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Stag jump Straight jump half-turn Straight jump full-turn Cat leap Cat leap half-turn Split leap Stag leap
			Rolls		enag reap
Log roll (controlled) Curled side roll (controlled) Teddy bear roll (controlled)	Log roll (controlled) Curled side roll (controlled) Teddy bear roll (controlled) Rocking for forward roll Crouched forward roll	Crouched forward roll Forward roll from standing Tucked backward roll	Forward roll from standing Straddle forward roll Tucked backward roll Backward roll to straddle	Forward roll from standing Straddle forward roll Pike forward roll Tucked backward roll Backward roll to straddle	Forward roll from standing Straddle forward roll Pike forward roll Dive forward roll Tucked backward roll Backward roll to straddle Backward roll to standing pike Pike backward roll

(A)	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
d)			Striking a	nd hitting a ball		
Games	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 ar	nd catching a ball		
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.	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. Catch with increasing control and accuracy. Throw a ball in	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.
	Use hand-eye coordination to control a ball. Vary types of throw used.	different ways (e.g. high, low, fast or slow). Develop a safe and effective overarm bowl.			
		Travelli	ng with 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.	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.
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		Passin	g a ball		
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.
		Posse	ession		
		Know how to keep and win back ball possession of the a	Occasionally Keep contribute towards helping their team	and win back possession of to ball effectively	Keep and win back the possession of the in a effectively and in
		ball in a team game.	keep and win back possession of the game.	team game. team game. ball	variety of ways in a in a team
		Using	space		

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 ar	nd defending		
Begin to use the terms attacking and defending. Use simple defensive skills such as marking a player or defending a space.	Begin to use and understand the terms attacking and defending. Use at least one technique to attack or defend to play a game successfully.	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. Use fielding skills as an individual to prevent a player from scoring	Choose the best tactics for attacking and defending. Shoot in a game. Use fielding skills as a team to prevent the opposition from scoring.	Think ahead and create a plan of attack or defence. Apply knowledge of skills for attacking and defending. Work as a team to develop fielding
Use simple attacking skills such as dodging to get past a defender.					strategies to prevent the opposition from scoring.

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Perform and practise movements and appl techniques to a varie	y athletic skills and	Apply and develop a broskills in different ways.	-	Understand and apply appropriate ape judgement for the running distance to be covered.		
Show understanding control, combination when running.		Show control, coordinate when running, jumping and Choose the appropriate the demands of the task	and throwing. running speed to meet	Run, jump, throw and coin isolation. Combine ar control.	atch in combination and nd perform skills with	
Experiment with differ techniques showing or consistency through	control, coordination	Understand the pace judger an increased distal appropriate speed to me	nce, choosing the	Demonstrate a range of Push, pull, sling using do	lifferent equipment.	
Develop coordination exploring different rule		task.		distance to be covered.	·	
jumping techniques. Develop the distance understanding the difference of the control of the con		Combine basic jump ac combination, using a co technique.		Understand and apply tand jumping technique distance and height.	he appropriate throwing to achieve maximum	
sprinting and running				Select and apply skills the situation, combing a skill with control and spe	and performing each	

We provide all children with a chance to learn to swim from Year 1 to Year 6. This is done in summer term. We hire a pool and place it at school. All children swim for 1 hour a week for a 6-week block.

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
KS1 PE National Cu	ırriculum	KS2 PE National Curr Swimming and water All schools must provide		ither in key stage 1 or ke	ey stage 2.
		In particular, pupils sho	ould be taught to:		
		use a range of strokes	fidently and proficiently o effectively [for example, to in different water-based	front crawl, backstroke a	

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Develop basic pool safety skills and confidence in water.

Develop travel in vertical or horizontal position and introduce floats.

Develop push and glides, any kick action on front and back with or without support aids.

Develop entry and exit, travel further, float and submerge.

Develop balance, link activities and travel further on whole stroke.

Show breath control. Introduction to deeper water.

Treading water.

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Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Children can repeat	Children can	children understand	Children are	Children can count in	Children can copy,
simple rhythmic				beats of eight.	repeat and
patterns.	in the music.	focus on when learning	confidence when		remember basic
		a dance routine.	counting music	Children can watch and	dance moves.
Children can think of	Children are		whilst dancing.	describe the Haka.	
ideas to link with	able to perform	Children can copy the			Children can
stimuli and link them	a range of	steps taught from the	Children can	Children can learn all 24	deliver a warm up
together.	movements	teacher.	remember more	counts of the Haka.	and explain the
	Children are		complex dance	Children can recap the	reasons for it.
Children can copy,	able to apply	Children can repeat	routines.	Haka in unison.	
repeat and perform	direction and	and remember the			Children can link
simple dance	speed to	steps in the routine.	Children can stay	Children can perform the	moves together.
phrases.	movements		in unison with the	Haka in cannon. Children	Children can
		Children can perform	rest of their group		understand the
Children can explore	able to work	the steps to the rest of		unison and cannon with	difference
different movement	with a partner	the class.	Children can	a partner.	between, and work
	to develop		analyse theirs and		in unison and
stimuli.	movements to				cannon fluently.
	a beat.	levels to their		small groups and	
Children can perform		movements.		1	Children can link
	Children are				standing, and floor
		Children can apply	create movements		moves together
				Children can perform the	with confidence.
•		movements.		Haka with expression.	
	independently.		section of a dance		Children can
Children are able to				Children can perform the	
			themes/music.	Haka in a battle situation.	· ·
•		children have changed.			other
	elements to				performances.
		Children can apply 3		different moves relating	
Children can count			· · / -		Children can time
		their dance routine.	dynamics into their		their dance
	evaluate other				correctly.
		Children can copy,		own moves and moves	
different speeds and		repeat and perform the			Children can
can apply different			adapt their	their own Haka.	commit fully to

speeds to	Children can	dance routine with	movements to link		dance; they
movement.	teach other	increasing confidence.	with the music.	Children can perform	include attitude
	children	g .		•	and passion in
Children can	movements	Children can work with	Children can link		their dance.
independently make	from their	a partner and help	their dance	Children can give	
		each other remember	sections together	positive and improving	Children can be
basic skills.		movements.	so that they flow	feedback to their peers.	creative in their
	Children can		smoothly.	Children can think of	dance expression.
	talk about the	Children can compose		different moves relating	•
	movements	and perform a routine	Children are	to a range of sports.	Children can copy
	that they were	with their partner.	developing their		street dance
	taught and why		confidence and	Children can create a	moves accurately.
	they	Children can	energy when	haka for different sports.	Children can
	linked/didn't	understand what	performing.	Children can perform	model their own
	link.	cannon is used for in		their Haka to their peers.	dance routines
		dance and can apply			around street
	Children can	cannon in their dance		Children can perform the	
	mirror a	routine.			they've learnt.
	partner's			can perform their sports	
	movements			related Haka?	
	Children can				
	stay in time			Children can comment	
	with their			on their own	
	partner when			performance and others.	
	mirroring				
	Children are				
	able to count				
	and move to				
	music with				
	increased				
	confidence.				
	Children can				
	dance a routine				
	taught,				
	attempting to				
	keep time.				

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
			Create and use a		Participate in challenging	
				•		challenging
	Work with a partner /		classroom / school	•		activities,
		games Work		(using symbols,		increasingly more
					1	adventurous
	Children able to think				interpret map symbols	
	through and plans		an activity / challenge			Accurately read an
	solutions to problems		•	Be able to identify		interpret map
			improve and succeed			symbols and
		persistence	Charry manification	roles with a group	operatively	control markers
			Show resilience	/ team		Com work with
	Plan (map)	effort	Identify / explore different roles within	Can work with		Can work with others co-
	To be able to		group Be able to act as			operatively
			leader + follow a leader			operatively
		others		take different roles		
	verbally To be aware			in a team.		
	of safety for	Communication		in a toani.		
	themselves and					
	others					
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	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Evaluating and improving performance	Begin to describe personal and others actions when playing games, and taking part in outdoor and adventurous learning Opportunities.	Start to cooperatively work with others in PE discussing how we can improve on performance	Ask which parts of tasks they have completed and the ones they still need to practice.	Compare and contrast similar performances. Suggest ways to improve the quality of a sequence. Describe and evaluate the effectiveness of performance and recognise aspects that need improving.	Analyse a performance by confidently comparing and commenting on skills, techniques and ideas that had been used. Making relevant suggestions to improve a future performance.	Identify and use a range of sources to evaluate work or a performance. Compare previous performances in PE to feed information forward to develop a skill, technique or idea.