The document below has been designed to show how we will cover all of the relevant Physical Education knowledge and skills across our school. The context in which these are taught is left to the discretion of teachers.

#### **PE Progression in EYFS**

The EYFS framework is structured very differently to the national curriculum as it is organised across seven areas of learning rather than subject areas. The aim of this document is to help subject leaders to understand how the skills taught across EYFS feed into national curriculum subjects.

This document demonstrates which statements from the 2020 Development Matters are prerequisite skills for PE within the national curriculum. The table below outlines the most relevant statements taken from the Early Learning Goals in the EYFS statutory framework and the Development Matters age ranges for Three and Four-Year-Olds and Reception to match the programme of study for PE.

The most relevant statements for PE are taken from the following areas of learning:

- · Personal, Social and Emotional Development
- Physical Development
- Expressive Arts and Design

	PE Progression							
Three and Four-Year- Olds	Personal, Social and Emotional Development	<ul> <li>Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen or one which is suggested to them.</li> <li>Increasingly follow rules, understanding why they are important.</li> <li>Do not always need an adult to remind them of a rule.</li> </ul>						
	Physical Development	<ul> <li>Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skills.</li> <li>Go up steps and stairs, or climb up apparatus, using alternate feet.</li> <li>Skip, hop, stand on one leg and hold a pose for a game like musical statues.</li> <li>Use large-muscle movements to wave flags and streamers, paint and make marks.</li> <li>Start taking part in some group activities which they make up for themselves, or in teams.</li> <li>Are increasingly able to use and remember sequences and patterns of music that are related to music and rhythm.</li> <li>Match their developing physical skills to tasks and activities in the setting. For example, they decide whether to crawl, walk or run across a plank, depending on its length and width.</li> </ul>						

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		Choose the right resources to carry out their own plan. For example, choosing a spade to enlarge a small hole they dug with a trowel.						
		<ul> <li>Collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow blocks.</li> </ul>						
		Show a preference for a dominant hand.						
		Be increasingly independent as they get dressed and undressed. For example, putting coats on and doing up zips.						
	Expressive Arts and Design	Respond to what they have heard, expressing their thoughts and feelings.						
Reception	Personal, Social and Emotional Development	Manage their ownneeds.						
	Physical Development	<ul> <li>Revise and refine the fundamental movement skills they have already acquired: <ul> <li>rolling - running</li> <li>crawling - hopping</li> <li>walking - skipping</li> <li>jumping - climbing</li> </ul> </li> <li>Progress towards a more fluent style of moving, with developing control and grace.</li> <li>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.</li> <li>Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.</li> <li>Combine different movements with ease and fluency.</li> <li>Confidently and safely use a range of large and small apparatus indoors and outdoors, alone and in a group.</li> <li>Develop overall body strength, balance, coordination and agility.</li> <li>Know and talk about the different factors that support overall health and wellbeing:</li> </ul>						
	Francisco Arte and Basina	-regular physical activity						
	Expressive Arts and Design	Explore, use and refine a variety of artistic effects to express their ideas and feelings.						
		Return to and build on their previous learning, refining ideas and developing their ability to represent them.						
		Create collaboratively, sharing ideas, resources and skills.						
		Listen attentively, move to and talk about music, expressing their feelings andresponses.						
		Watch and talk about dance and performance art, expressing their feelings andresponses.						
		Explore and engage in music making and dance, performing solo or ingroups.						
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ELG	Personal, Social and Emotional Development		<ul> <li>Be confident to try new activities and show independence, resilience and perseverance in the face of a challenge.</li> <li>Explain the reasons for rules, know right from wrong and try to behave accordingly.</li> <li>Manage their own basic hygiene and personal needs, including dressing.</li> </ul>
		Building Relationships	Work and play cooperatively and take turns with others.
•	Physical Development	Gross Motor Skills	<ul> <li>Negotiate space and obstacles safely, with consideration for themselves and others.</li> <li>Demonstrate strength, balance and coordination when playing.</li> <li>Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.</li> </ul>
	Expressive Arts and Design	Being Imaginative and Expressive	Perform songs, rhymes, poems and stories with others, and (when appropriate) try to move in time with music.

#### Physical Education Progression in Key Stage 1 and Key Stage 2

In Key Stage 1 and Key Stage 2 we follow a year cycle with PE taught half termly ensuring 2 lessons of PE are taught weekly. In line with the National Curriculum and based around the competition calendar, all of the relevant POS will be taught by the end of the key stage.

	_		PE Progression	n		
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Area of Study	Fundamental Mov Ball Skills Racket Skills Striking Skills Athletics Dance Gymnastics	vement skills	Outdoor/adventing Gymnastics Dance Invasion Games Tag Rugby Dodgeball Net/Wall Games Tennis Striking and Fiel Rounders Cricket Athletics Swimming	6	Outdoor/adver Gymnastics Dance Invasion Game Football Quicksticks Net/Wall Game Volleyball Tennis Striking and Fi Rounders Cricket Tri-Golf Athletics Swimming	es

	Year 1	Year 2	Year 3	Year4	Year 5	Year 6
	KS1 PE National Curr	riculum	KS2 PE National Curr	iculum		
	Master basic movemer including runnin throwing and catching, developing balance, ag ordination, and begin to	g, jumping, as well as gility and co-	Develop flexibility, stren	ngth, technique, control a	nd balance	
Gymnastics	Recognise and copy basic actions  — travelling, rolling, jumping and staying still.  Perform different body shapes at different levels, speed and directions.  Hold still shapes and simple balances with some control.  Perform a 2 footed jump landing safely.  Move around, under over and through different objects and equipment.	Copy and explore and remember actions to link a number of gymnastic actions into own sequence.  Hold a still shape while balancing on different points of the body.  Jump in a variety of ways and land safely with increasing control.  Perform  movement phrases using a range of different body parts.	Copy, explore and remember a variety of movements. Work independently and with others to create a sequence using own ideas.  Travel in a variety of ways and begin to develop good technique when travelling, balancing.  Describe own work using simple gymnastics vocabulary.  Begin to notice similarities and differences between sequences.	Link skills with control, technique,  coordination and fluency using a range of directions and levels.  Begin to use gymnastics  vocabulary to describe how to improve and refine performances.  Develop strength, technique and flexibility throughout performances.  Recognise how the position of their centre of gravity affects their balance.	Select ideas to compose specific sequences of movements, shapes and balances.  To identify and practise symmetrical and asymmetrical body shapes.  Use and refine flexibility, strength, balance and power.  Develop skills for movement including rolling, bridging and dynamic movement.  To perform and evaluate	Create their own complex sequences involving the full range of actions and movements: balancing, traveling, holding shapes, jumping, leaping, swinging and stretching.  Demonstrate precise and controlled placement of body parts in their actions, shapes and balances  Confidently use equipment and incorporate into sequences.  Apply skills and techniques consistently, showing precision and control.  Develop strength, technique and flexibility throughout a performance.
		Use equipment in	Use turns whilst	movements in canon and unison.	own and others sequences using	

			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 half- turn 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 Cat leap full- turn Split
			Rolls		
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

	Year 1	Year 2	Year 3	Year4	Year 5	Year 6		
	KS1 PE National Cur	riculum	KS2 PE National Curr	tional Curriculum				
	Perform dances using simple movement patterns		Perform dances using a range of movement patterns					
Dance	Respond to a range of stimuli.  Perform movement phrases using a range of different body parts.  Copy and repeat actions and vary their speed.  Put a sequence of actions together to create a motif.  Begin to improvise independently to create a simple dance.  Explore, remember and repeat short dance phrases.	Copy, remember and repeat actions to create a motif.  Perform  movement phrases using a range of different body parts with control and accuracy.  Explore different speeds and levels of actions.  Put a sequence of actions together with clear beginning, middle and end.  Move in time to music using movements that show rhythm and control.	Create motifs in response to different stimuli.  Begin to improvise and work cooperatively with a partner to create a simple dance.  Begin to compare and adapt movements and motifs to create a larger sequence.  Use simple dance vocabulary to compare and improve work.  Perform with some awareness of rhythm and expression.	Create characters and narratives in response to arrange of stimuli.  Identify and repeat the movement patterns and actions of a chosen dance style.  Compose a dance that reflects the chosen dance style, demonstrating an awareness of the music's rhythm.  Confidently improvise with a partner or on their own to compose longer dance sequences.  Demonstrate rhythm and spatial awareness.  Change parts of a dance as a result of self-evaluation. Use simple dance	Demonstrate imagination and creativity in the movements they devise in response to stimuli.  Use transitions to link motifs smoothly together.  Improvise with confidence, still demonstrating fluency across the sequence.  Ensure their actions fit the rhythm of the music.  Modify parts of a sequence as a result of self and peer evaluation.  Use more complex dance	Demonstrate strong and controlled movements throughout a dance 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.  Move rhythmically and confidently in dance sequences.  Improvise with confidence, still demonstrating fluency across their sequence, ensuring transitions flow.  Modify some elements of a sequence as a result of self and peer evaluation. Use complex dance vocabulary to compare and improve work.		

	Year 1	Year 2	Year 3	Year4	Year 5	Year 6		
	KS1 PE National Cur	riculum	KS2 PE National Curriculum					
	Use running, jumping, catching in isolation ar play competitive game appropriate, and apply suitable for attacking a	es, modified where basic principles	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					
			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 handeye 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.	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.  Use hand-eye coordination to control a ball.  Vary types of	Throwing ar 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 different ways (e.g. high, low, fast or slow).  Develop a safe and effective overarm	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.
		bowl.			
	ı <del>.</del>		ng with a ball	r	
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 game. Use dribbling skills in a game.		Move with the ball 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.

		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	Choose and make the best pass in a game situation and link a range of skills together with fluency, e.g. passing and receiving
		Posse	ession		
		Know how to keep and win back possession of the ball in a team game.	Occasionally contribute towards helping their team to keep and win back possession of the	Keep and win back possession of the ball effectively in a team game.	Keep and win back possession of the ball effectively and in a variety of ways in a team game.
		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	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 an	d 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	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	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.
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	Year 1	Year 2	Year 3	Year4	Year 5	Year 6		
	KS1 PE National Cu	ırriculum	KS2 PE National Curriculum					
	Master basic movem including runr throwing and catchir developing balance, ordination, and begin	ning, jumping, ng, as well as agility and co-	Use running, jumping, t	hrowing and catching in	isolation and in combinatio	n		
	Perform and practise movements and apple techniques to a varie	ly athletic skills and	Apply and develop a bro skills in different ways.	ad range of athletic	Understand and apply apply judgement for the running covered.			
Athletics	Show understanding control, combination when running.  Experiment with diffetechniques showing or consistency through the distance understanding the distances.	and a basic level of and consistency  erent jumping control, coordination ghout.  and balance whilst nning, throwing and erunning technique, fference between	Show control, coordinative when running, jumping a Choose the appropriate the demands of the task.  Understand the pace judic over an increased distar appropriate speed to me task.  Combine basic jump act combination, using a cortechnique.	running speed to meet gement when running ace, choosing the set the demand of the tions to form a jump		ch in combination and perform skills with hrowing actions eg. Ferent equipment.  peed to run at for the eappropriate throwing achieve maximum at meet the needs of d performing each		

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
(C)	KS1 PE National Curriculum		KS2 PE National Curriculum  Take part in outdoor and adventurous activity challenges both individually and within a team  Orientate themselves  Orientate themselves  Start to  Orientate themselves					
Outdoor Adventurous		with in confid accurs a shad ldentife effection commute begin team.  Begin choose equiping the shad shad accurs a shad ldentife effection commute a shad ldentife effection confidence and the shad ldentife effection confidence effection confidence and the shad ldentife effection conf	ncreasing dence and rately around nort trail.  fy and use live nunication to to work as a	with accuracy around a short trail.  Create a short trail for others with a challenge.  Communicate clearly with other people in a team.  Experience a range of roles within a team and identify the key skills required to succeed at each  Create a simple plan of activity for others to follow and choose the appropriate equipment	orientate themselves with increasing	with increasing accuracy around a large trail whilst under pressure  Use clear communication to effectively complete a particular role in a team.  Complete orienteering activities as part of a team and independently, identifying the quickest route.  Manage an orienteering event for others to compete in.		

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
	KS1 PE National Curriculum		KS2 PE National Curriculum					
			Swim competently, confidently and proficiently over a distance of at least 25 metres Use a range of strokes effectively Perform safe self-rescue in different water-based situations					
O			Develop basic pool safety skills and confidence in water.					
			Develop travel in vertical or horizontal position and introduce floats.					
Swimming			Develop push and glides, any kick action on front and back with or without support aids.					
E			Develop entry and exit, travel further, float and submerge.					
E			Develop balance, link activities and travel further on whole stroke.					
. <u>\$</u>			Show breath control. Intro	oduction to deeper water.				
S			Treading water.					