

Physical Education Progression Map

	Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Invasion Games	Drop and catch with two hands. Throw and roll a variety of objects. Begin to move around in space. Run and stop when instructed.	Catch a large object. Move a ball with feet. Throw and roll a variety of objects and larger balls to space. Move around showing limited awareness of others in space.	Drop and catch a ball after one bounce on the move. Dribble a ball with two hands on the move. Move a ball using different parts of the foot. Throw and roll towards a target with some varying techniques. Kick towards a stationary target. Catch a small and medium sized ball. Recognise space in relation to others.	Dribble a ball with two hands on the move. Dribble a ball with some success, stopping it when required. Throw and roll towards a target using varying techniques with some success. Show balance when kicking towards a target. Move to space to help score goals or limit others scoring. Catch an object passed to them, with and without a bounce.	Dribble a ball with one hand with some control. Dribble a ball with feet with some control. Use a variety of throwing techniques. Kick towards a partner. Catch a ball passed to them using one and two hands with some success. Use space with some success in a game situation.	Change direction when dribbling with feet with some control. Use a variety of throwing techniques with increasing success. Kick with increasing success towards a target or partner. Catch a ball passed to them using one and two hands with increasing success. Create and use space with some success in game situations.	Use dibbling to change the direction of play with some control under pressure. Dribble with feet with some control under pressure. Use a variety of throwing techniques with some control under increasing pressure. Use a variety of kicking techniques with come control under increasing pressure. Catch and intercept a ball using one and two hands with some success. Create and use space for self and others with some success.	under pressure. Use a variety of dribbling techniques to maintain possession under pressure. Use a variety of throwing techniques including fake passes to outwit an opponent.
Gymnastics	Create shapes using different parts of the body. Show shapes and actions using different parts of the body.	Begin to take weight on different parts of the body. Show shapes and actions that stretch their body. Copy and link simple actions together.	Perform balances making their body tense, stretched and curled. Take body weight on hands for short periods of time. Demonstrate poses and movements that challenge their flexibility. Remember, repeat and link simple actions together.	Perform balances on different body parts with some control and balance. Take body weight on different body parts, with and without apparatus. Show increased awareness of extension and flexibility in actions. Copy, remember, repeat and plan linking simple actions with some control and technique.	Complete balances with increasing stability, control and technique. Demonstrate some strength and control when taking weight on different body parts from longer periods of time. Demonstrate increased flexibility and extension in their actions. Choose actions that flow well into one another both on and off apparatus.	with a partner. Demonstrate increasing strength, control and technique when taking own and others weight. Demonstrate increased flexibility and extension in more challenging actions. Plan and perform sequences showing control and technique with and without a partner.	Show increasing control and balance when moving from one balance to another. Use strength to improve the quality of an action and the range of actions available. Use flexibility to improve the quality of the actions they perform as well as the actions they choose to link them. Create and perform more complex sequences of actions with a good level of quality, control and technique with and without a partner.	actions with a good level of strength and technique. Confidently transition from one action to another showing appropriate control and extension for the complexity of the action.
Dance	Copy basic actions. Choose and use travelling actions. Travel in different pathways.	Choose and use basic actions and rhythms. Choose and use travelling actions, shapes and balances. Begin to use dynamics and expression with guidance. Begin to count to music.	Copy and remember and repeat actions. Choose actions for an idea. Use changes of direction, speed and levels with guidance.	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.	Copy, remember and perform a dance phrase. Create short dance phrases that communicate an idea. Use canon, unison and formation to represent an idea.	Choreograph considering structure individually, with a partner and in a group. Use action and reaction to represent an idea.	Accurately copy and repeat set choreography in different styles of dance showing 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.	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 structured dances considering actions, shape, relationship and dynamics in relation to a theme. improvise and combine dynamics demonstrating an awareness of the impact on performance.



Striking & Fielding	Hit a ball with hands. Stop an object sent to them using hands. Make a choice with some understanding of the situation.	Hit a ball with hands and feet. Stop objects and larger balls sent to them using hands. Make simple decisions in response to a situation.	Attempt to track balls and other equipment sent to them. Strike a stationary ball using a bat. Run, stop and change direction with some control. Begin to use simple tactics with guidance.	Move to track a ball and stop it using feet or hands with limited success. Strike a ball using a bat. Run, stop and change direction with balance and control. Use simple tactics.	Move to track a ball and stop it using hands with increasing success. Strike a ball with varying techniques. Change direction with increasing speed. Use simple tactics individually and within a team.	Move body to track a ball and use the appropriate body position to retrieve. Strike a ball using varying techniques with increasing accuracy. change direction to outwit an opponent. Use simple tactics to help their team score.	Move body to appropriate position to track a ball and use the appropriate body position to retrieve with increasing success. Strike a ball using a wider range of skills. Apply these with some success under pressure. Use varying speeds to outwit an opponent with increasing success. Understand the need for tactics and can identify when to use them in different situations.	position to track a ball and use the speed and body position to retrieve and send with accuracy. Strike a ball using a wider range of skills to outwit an opponent. Apply these with increasing control under pressure. Confidently change direction to successfully outwit an opponent.
Athletics	Run and stop with some control. Explore skipping as a travelling action. Throwing small objects into space.	Balance whilst stationary and on the move. Change direction at a slow pace. Throw larger objects and balls into space. Explore moving different body parts together.	Attempt to run at different speeds showing an awareness of technique. Begin to link running and jumping movements with some control. Throw towards a target. Begin to show balance and coordination when changing direction.	Show balance and co-ordination when running at different speeds. Link running and jumping movements with some control and balance. Change technique to throw for distance. Demonstrate balance and co-ordination when changing direction.	Show balance, co-ordination and technique when running at different speeds and stopping with control. Link running, hopping and jumping actions using different take offs and landing. Throw a variety of objects, changing action for accuracy and distance, Show balance when changing direction in combination with other skills.	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 towards a target area. Show balance when changing direction at speed in combination with other skills.	Run at the appropriate speed over longer distances or for longer periods of time. Show control at take-off and landing in more complex jumping activities. Perform a range of more complex jumps showing some technique. Show accuracy and power when throwing for distance. Demonstrate improved body posture and speed when changing direction.	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 technique. Show accuracy and good technique when throwing for distance. Change direction with a fluent action and can transition smoothly between varying speeds.
Net & Wall Games	Hit a ball with hands. Stop an object sent to them using hands. Make a choice with some understanding of the situation.	Hit a ball with hands. Stop objects and larger balls sent to them using hands. Make simple decisions in response to a situation.	Attempt to track balls and other equipment sent to them. Strike a stationary ball using a racket. Run, stop and change direction with some control. Begin to use simple tactics with guidance.	Move to track a ball and stop it using a racket with limited success. Strike a ball using a racket. Run, stop and change direction with balance and control. Use simple tactics.	Move to track an object and stop it using a racket with increasing success. Strike an object with varying techniques. Change direction with increasing speed. Use simple tactics individually and within a team.	Move body to track an object and use the appropriate body position to strike and send. Strike an object using varying techniques with increasing accuracy. Change direction to outwit an opponent. Use simple tactics to help their team score.	Move body to appropriate position to track an object and use the appropriate body position to strike and send with increasing success. Strike an object using a wider range of skills. Apply these with some success under pressure. Use varying speeds to outwit an opponent with increasing success. Understand the need for tactics and can identify when to use them in different situations.	position to track an object and use the speed and body position to strike and send with accuracy.



	E	Tarrier e e e e	len	len en en	Ten	I	la a series	<u></u>
T	Follow simple instructions.	Make decisions about where to move in a space.	Follow instructions.	follow instructions accurately.	Follow instructions from a peer and give simple instructions.	Accurately follow instructions given by a peer and give clear and	Use clear communications when working in a group and taking on	Communicate with others clearly and effectively when under
Team	Share their ideas with others.	move in a space.	Begin to work with a partner and	Work co-operatively with a	and give simple instructions.	usable instructions to a peer.	different roles.	pressure.
Building/OAA	Share their facus with others.	Follow a path.	a small group.	partner and a small group, taking	Work collaboratively with a	asable instructions to a peer.	directive roles.	pressure.
	Explore activities making own	Tonow a patrix	a sman group.	turns and listening to each other.	partner and a small group,	Confidently communicate ideas	Begin to lead others, providing	Confident to lead others and
	decisions in response to a task.	Begin to identify personal success.	Understand the rules of the		listening to and accepting	and listen to others before	clear instructions.	show consideration of including
	·		game and suggest ideas to solve	Try different ideas to solve a task.	others' ideas.	deciding on the best approach.		all within a group.
			simple tasks.				Play and apply strategies with	
				Follow and create a simple	Plan and attempt to apply	Plan and apply strategies to solve	others to more complex challenges	. Use critical thinking skills to form
			Copy a simple diagram/map.	diagram/map.	strategies to solve problems.	problems.		ideas and strategies selecting and
							Orientate a map confidently using	
			Identify own and others'	Understand when a challenge is	Orientate and follow a		it to navigate around a course.	solve a problem.
			success.	solved successfully and begin to	diagram/map.	use a key to help navigate around	L	
				suggest simple ways to improve.		a grid.	Explain why a particular strategy	Confidently and effectively
					Reflect on when and why	N/atab dasseibs and surlusts the	worked and alter methods to	orientate a map, identifying key
					challenges are solved	Watch, describe and evaluate the effectiveness of their team	improve.	features to navigate around a
					successfully and use others' success to help them to	strategy, giving ideas for		course.
					improve.	improvements.		Accurately reflect on when
					improve.	improvements.		challenges are solved successfully
								and suggest well thought out
								improvements.
								·
					Submerge and regain feet in the	Glide on front and back over short	Confidently and consistently	Confidently combine skills to
Swimming					water.	distances.	retrieve an object from the floor	retrieve an object from greater
· · · · · · · · · · · · · · · · · · ·							with the same breath.	depth.
					Breathe in sync with an isolated	Float on front and back for short		
					kicking actions from poolside.	periods of time.	Begin to co-ordinate breath in time	-
							with basic strokes showing some	and consistent breathing
					Use arms and legs together to	Confidently roll from front to back	consistency in timing.	technique with a range of
					move effectively across a short	and then regain a standing	Domonaturate a fair lavel of	strokes.
					distance in the water.	position.	Demonstrate a fair level of	Confidently demonstrate good
							technique, consistently co- ordinating the correct body parts in	Confidently demonstrate good
							a range of strokes.	strokes over increased distances.
							a range of strokes.	strokes over mercuseu distances.
							Combine gliding and floating on	Combine gliding and transitioning
							front and back over an increased	into an appropriate stroke with
							distance.	good control.
							Float on front and back using	Confidently link a variety of
							different shapes with increased	floating actions together
							control.	demonstrating good technique
							Constantable day	and control.
							Comfortably demonstrate sculling	
							head first, feet first and treading	Select and apply the appropriate survival technique to the
							water.	situation.
								Situation.
				1	1			