

Roe Green Infant School

PE – Skills Progression



Be aware of extension, body tension and

AUTUMN/SPRING/SUMMER					
Reception	Year 1	Year 2	LKS2	UKS2	
 Create short dance sequences Stand on one foot. Catch a ball. Write some letters and copy their name. Experiment moving in different ways on equipment and jump landing safely. Help to put away equipment correct Manage own risk 	 Express feelings of characters through dance Learn basic movements relating to feelings. Show that they have a clear starting and finishing position. Respond to different music showing a range of emotions. Perform dance movements and simple routines using simple movement patterns 	DANCE Identify and describe good-quality form and movement Perform dance in duets and formations Describe healthy lifestyles and how exercise supports healthy living Evaluate and improve a dance performance by recording and viewing their rehearsals. Use a range of vocabulary to describe moods and how dances make them feel. Remember and repeat simple dance phrases.	 Increase flexibility through static and dynamic stretches Create, perform and evaluate dance sequences Use character, formations, and freeze frame positions in dance Improvise freely on their own and with a partner, translating ideas from a stimulus to a movement. Keep up an activity over a period of time and know what they need to warm up and cool down for dance. Describe, interpret and evaluate their own and others' dances 	 Understand locomotor vs. non-locomotor movement in dance Explore street dance and haka Explore and improvise ideas for dances in different styles, working on their own, with a partner and in a group. Organise their own warm up and cool down activities to suit the dance. Show an understanding of why it is important Explore, improvise and combine movement ideas fluently and effectively. Understand how a dance is formed and performed. To evaluate, refine and develop their own and others' work. 	
		GAMES			
 Balance themselves and objects Control speed and direction in running games Navigate obstacle courses Move and control objects like beanbags, balloons, and balls Cooperate and problem-solve with partners and groups Understand basic changes in exercise Move freely using suitable spaces and speed. Draw lines and circles. Understand their own needs hunger/toilet/personal hygiene. Dress with support. Know equipment needs to be used safely. 	 Catch and throw balls Intercept objects and how to outwit opponents Hit objects with a hand or bat Track and retrieve a rolling ball Link running, jumping and long-distance throwing The basics of games rules, such as end zones and bases Describe the benefits of exercise and ways people enjoy it participate in simple, fun competitions Explore different ways of using a ball. Explore ways to send a ball or other equipment. Retrieve and stop a ball using different parts of the body. A&D Play a variety of running and avoiding games. Practise skills to make them warmer. Explain why they enjoy playing games and physical activities. Talk about what our bodies do during exercise e.g. breathing Develop simple attacking and defending techniques. Pass and receive a ball in different ways with increased control. 	 Dribble and pass balls Use the goalkeeping principles Bowl, bat and team field Understand the basic net game rules and skills, such as boundary lines Use static and dynamic balances Jump for distance and height Recognise the best ways to score points and stop points being scored. Recognise how they work best with their partner. Use different rules and tactics for invasion games. Make it difficult for opponents. Describe what they see and ask to copy others' ideas, skills and tactics. Recognise what is successful and how to use this knowledge. (Do they play well when hot or out of breath.) Participate in team games. Understand and develop tactics for attacking and defending. 	 Complete running and jumping challenges Field, bowl and bat for cricket and rounders Pass, dribble, and teamwork for football Build an attack and defence skill for handball Use zones of play and passing tactics within netball Work in teams to solve problems in outdoor settings Use basic racquet skills, such as forehand shots and serves Use baton passing, discus throw, and running on curved tracks Use a pull shot technique and run-scoring strategies for cricket Tackle, pass, and goal-side mark in football Use circle running, 3-man weaving, and the defence basics for handball Use hockey stick-handling skills, passing, and run pacing Use one-to-one marking in netball Map-read and use skills for orienteering using a compass Use the basics of tag rugby, including positions and scoring 	 Sprint and pace for distance when running use overarm bowling and wicket keeping skills within cricket use jump shots, set plays, and goalkeeping within Handball use bounce passing, one- and two-handed shooting within netball Field backwards hits in rounders passing and use of the diamond formation within Tag rugby Use of volley shots and overhead shots in tennis, plus doubles play Use/interprete Morse code in OAA Use sprint starts for athletics include short bowling and fielding high balls with Cricket use penalty starts, tactical use of space, team attack and defence within Football Screen and organise around the D in handball Self-pass and channel in hockey rebound and pass/shot marking within netball Design and refine OAA activities for others Play tennis with full scoring 	
,		GYMNASTICS		,	
 Perform and link simple gymnastics movements Move freely in a variety of different ways. Use scissors and other tools safely. Show a dominant hand. Make anticlockwise movement 	 take-off and land within gymnastics Respond to instructions and commands. Move between mats and small apparatus and change the speed of movement. Learn a variety of basic gym actions. Be still in different body shapes and balances and combine different ways of travelling. Handle apparatus safely. Recognise how it feels when the body is tense. 	 use simple gymnastics scoring and judging Develop short sequences on their own. Use imagination to find different ways of using apparatus. Form simple sequences of different actions using floor and apparatus. 	 Use body control skills in gymnastics, such as rolls, jumps, and sequences Use cartwheels and explosive movements in gymnastics Develop and perform actions. Practice and concentrate on quality of movement. Link different balances moving in and out of positions of stillness. 	Perform extended gymnastics sequences with or without props Incorporate flight and high apparatus into gymnastics Explore range of symmetric and asymmetric actions, shapes and balances. Control actions and combine them fluently.	

Have a clear start, middle and end.

• Use actions on floor and over, through, across

Copy a partner's sequence on floor and

and along apparatus.

apparatus.

Discuss how the body changes during exercise.

Develop balance, agility and co-ordination of travelling, stillness, jumping, timing, changing

shape, size, and direction.

	 Have a clear focus when watching others perform. Say when a movement or skill is performed well (aesthetic appreciation). Describe what they have done and what they have seen. Develop balance, agility and co-ordination. of travelling, stillness, jumping, timing, changing shape, size, direction 	 Perform easy combinations of contrasting actions. Choose combinations that work in their sequences. How they devise sequences. Include changes of dynamics. Adapt their sequences to Compare and contrast similar performances and suggest ways to improve the quality of sequence. 	 Move from floor to apparatus, change levels and move safely Watch a performance and evaluate its success. Identify what was performed well and what needs improving. Use compositional ideas, contrasts and variation in shape, speed, level, timing and actions.
SPORTSMANSHIP & COORDINATION (KS1/K	SWIMMING		
 Compare their performances with previous ones and demonstrate improvement to achieve their personal best. Take part in outdoor and adventurous activity challenges both individually and within a team Play competitive games, modified where appropriate participate in team games, 		 Become familiar with floating, submerging, and moving through water Use swimming aids to develop technique and stamina Swim lengths and link with turns, including tumble turns Swim distances from 10 to 400 metres unaided Use breathing patterns for different strokes Use different pull and kick styles Tread water, basic survival and rescue techniques 	