

Progression of Skills

N.C Objectives

KS1: 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.

KS2: Develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics].

Aspect	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Explore and use space effectively using agility, balance and coordination skills. Balance using different parts of the body, exploring points and patches (Beginning to on apparatus).	Explore medium level shapes with linking, mirroring and balances.	Perform short sequence with: low and medium level shapes; with matching and mirroring; contrasting shapes with some linking.	Perform & evaluate a routine: matching balances & stands; with matching balances on apparatus; with contrasting balances; with contrasting balances on and over apparatus; with linked balances on and over apparatus.	Perform a range of routines with rolling; including jumping rolls, build into rolling from and into a pike position.	Incorporate stands into cannon and or unison performances. Perform rotation, balances and stands in unison and cannon.
Gymnastics	To take weight on hands and feet. Learn copy and name basic and advanced low-level shapes. Link shapes and rolls to form a short sequence.	Compare and contrast low and medium level shapes with confidence and rehearse them. Roll safely using a variety of rolling techniques. Incorporate two shapes into a sequence. Perform low level shapes with some precision and perform shapes in flight.	Take weight confidently on hands (developing core strength) and roll safely, exploring different rolling methods (Front and backward Rolls).	Perform a shoulder and headstand safely without support.	Perform both a stag jump and a split leap. Progress from a cartwheel to a perform a round-off. Perform Cat Springs.	Perform shoulder, headstands, cartwheels and handstands safely without support.



N.C Objectives KS1: Master basic movements including KS2: Develop flexibility, strength, technique, control and balance running, jumping, throwing and catching, as well [for example, through athletics and gymnastics]. Compare their performances with previous ones and demonstrate improvement to achieve their as developing balance, agility and co-ordination. KS2: and begin to apply these in a range of activities. personal best. Year 1 Year 2 Year 3 Year 4 Year 5 Year 6 Aspect Explore different Use apparatus Perform a wide Perform a forward Perform forwards Perform to roll on, off roll with appropriate styles of travelling: (extended) safely range of shapes and backward and over apparatus under, over and with entrances. and balances on entrances and exits rolls with a range within routines. through. Beginning to exits, balances and including on, off and of entrances and Include counterapparatus. travel on apparatus. including medium balances and counter over apparatus. exits. Learning level shapes. a headstand, tension balances. transitioning into a forward roll and incorporating as part of a routine. Jump and land safely Jump and land safely, Perform shapes in Link movements by Vault safely with a Roll in sequences whilst exploring using apparatus, flight, on and off a performing jumps, range of entrances on, off and over different jumping including from a piece of apparatus, turns and pivots. and exits and then apparatus. Include variety of heights, including turn, twist into rolling, building into partner routines. techniques. directions and and spin. up to various landings. landings on and over Perform a range of a vault. jumps and leaps from varying heights and on a vault. Copy, mirror and Model linking and Perform mirrored Combine balancing Complete mirroring Plan a sequence create a small routine mirroring of low-level and matching travels of movements on & travelling to actions along and matching actions. shapes. Including and balances with a different pathways apparatus both produce a floor balancing & travel and levels, including individually and as a routine including partner. with a partner using basic rolls. group, in time with matching. Incorporate each other to form a apparatus. Produce mirroring technique. routine. mirroring routine with a partner on



apparatus.

N.C Objectives **KS1:** 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.

KS2: Develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics].

Aspect	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Run fast from a standing start developing speed and coordination.	Developing awareness of speed when running a short distance, including control and fluency in movements; understanding how their body reacts when running.	Run a relay and change over the baton appropriately – including passing a baton from standing start.	Communicate as a team to make relay changeovers. Improving running technique including the sprint finish and maintaining sprint pace	To run relays, running in a given zone, changing baton over with increased skill.	Compete in a variety of athletics type races; adjusting running styles from sprinting to long distance.
Athletics	Jump and throw, developing coordination, agility and rhythm.	Jump for distance. Developing awareness of space, height and distance.	Jump for distance including jumping from a standing start. Developing skills to jump further distances. *Learn basics of hurdling, keeping head same height throughout jumping.	Can challenge self to jump for distance including measuring performance. Jumping for height including high over obstacles.	Develop jumping for distance (triple jump); jumping in different ways and competing competitively.	Use correct techniques for all jumps, challenging self to jump further distances.
	Run and kick for accuracy and speed.	Adjust and make changes to running speed when completing different distances.	Run for speed, including over longer distances. *Learn basics of hurdling, keeping head same height throughout jumping.	Sprinting, challenge self and recording performance.	Develop running for speed including sprint from a start finish and sprinting further distance over a given time. Developing hurdling skills, including the role of the lead and trail leg; applying skill to competitive situation.	Run with greater fluency & speed, including hurdling; using the correct stride pattern. Can analyse the changes in speeds when sprinting and hurdling.



N.C Objectives	running, jumping, throv as developing balance,	ovements including ving and catching, as well agility and co-ordination, se in a range of activities.	[for example, tl	[for example, through athletics and gymnastics]. KS2: Compare their performances with previous ones and demonstrate improvement to achieve their				
Aspec	t Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Athletics	Basic throw, catch and skip developing handeye coordination and ball handling and throwing skills. Basic bowl and step throwing with agility and with skill.	Throw and aim with accuracy towards a given target. Choose the best way to throw different pieces of equipment dependent on size & weight.	Developing throwing skills – further distances and a range of techniques.	Throw for distance challenging self and recording performance. Using overhead heave and fling throw.	Develop throwing skills using a variety of techniques. Throwing javelin from a standing start.	Use correct techniques for all throws, measuring accurately, challenging to throw further distances.		

N.C Objectives KS1: Perform dances using simple KS2: Perform dances using a range of movement patterns. These skills are fluid and may commence later or earlier in specific year groups and movement patterns. possibly cross them contingent of outcomes. Year 1 Year 2 Year 3 Year 4 Year 5 Year 6 Create a class Create a class Organising sections Developing dance Learn, rehearse Perform performance and of dances to create when creating one and perform choreographed performance. observe others work one piece, working piece, performing choreographed dance narrative, Performanace and appreciation and give feedback in sync with other in unison and sync dance phrases improving using simple dance group members. with other group of increasing movements, vocabulary. members in front of complexity. developing timing Assess others' work. the class. and spacing. Self-assess and Asses self and Self- assess and assess others' assess peers' work, work and give others with and give feedback critical feedback increasing critical feedback and using appropriate using appropriate dance vocabulary. vocabulary. suggested actions for improvement using apt and Dance precise language. Select and use Select and explore Work as a group Developing Create versatile Explore and link a variety of an air pattern, jump to select learnt synchronisation movements within a number of and shape to form a positions and when working in a a dance sequence movements and movements to form a short dance short dance phrase. movements to group including to including a range of patters. different rhythms. Choreography phrase. create short dance directions. *Use choreographed Work as a group to phrases. recall choreography, Respond to teacher Choreograph movements and Perform a variety rehearse and refine Use choreographic instruction to create a sequence of patterns to tell a of movements to devices to movements that use ideas. a choreographed narrative: adapt form a group dance enhance dance dance routine. contact between movements in a phrase. phrases, including two or more people. more creative style: choregraphing a utilise a floor plan. solo.



Perform dances using simple Perform dances using a range of movement patterns. These skills are fluid and may commence later or earlier in specific year groups and movement patterns. possibly cross them contingent of outcomes. Year 1 Year 2 Year 3 Year 4 Year 5 Year 6 Explore a range of Perform a variety Select and Developing Use a range of *Use choreographed explore a variety choreographic movements. of movements to dance techniques movements and form a group dance of movements, skill incorporating to develop their patterns to tell a phrase; exploring responding more free – creative movements. narrative; adapt turning, rotation, imaginatively to a thinking. movements in a circular shapes/ range of stimuli. Develop movements more creative style; dynamic through Developing good utilise a floor plan. to incorporate Perform movement co-ordination within at least one lift movement. Use gymnastic actions individually, a sequence of in a sequence of **Explore movements** with partners, a movements. equipment to movements. Movement considering size of group and whole create improvised Movements Identify floor plans movements, tempo, class. movement. articulate the style and use within dynamics, floor pattern, air pattern, Explore, repeat of dance well. their movements. Allow different levels and shape. and link a range including starting parts of the body to of actions with Use music to and finishing area. lead and influence coordination and influence movement the rest of the memorise. with increasing skill. movement; using a range of levels Respond to a beat, tempos, and contact using music as a work. stimulus to influence dance.

KS2:

KS1:

KS1: 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.

KS1: Participate in team games, developing simple tactics for attacking and defending.

Aspect

Year 1

- Develop spatial awareness whilst moving in different directions.
- Show control and balance in basic movements.
- Carry and balance equipment whilst changing speed and direction
- Move in different directions whilst handling a ball.
- Develop control and accuracy when rolling a ball.
- Underarm throw with control and accuracy.
- Show control and accuracy when throwing and aiming.
- Gain rhythm when throwing and striking a ball.
- Strike and kick a moving ball with accuracy and control.
- Engage in team games.
- Develop spatial awareness whilst moving in different directions.
- Show control and balance in basic movements.
- Send and receive a bouncing ball whist positioning body correctly.
- Understand the concept of dribbling and the skills required.
- Strike and kick a moving ball with accuracy and control.
- Demonstrate the dribbling skills required for football.
- Demonstrate the passing skills required for football.
- Demonstrate the shooting skills required for football.
- Familiarise and understand the passing/movements required in rugby.
- Develop the skill of tagging an opponent in rugby.
- Engage in team games.
- Understand what attacking and defending is using simple practices and demonstrate this.

Year 2

- Maintain balance whilst reacting quickly to commands.
- Perform underarm and overarm throwing with control.
- Demonstrate a range of striking and gathering skills, including into a small game.
- Demonstrate confidence in ball handling skills.
- Control a moving ball in a variety of ways.
- Show rolling and gathering skills with confidence and precision.
- Show progression from rolling into catching and throwing.
- Attack & defend in a game, making and denying space.
- Throw & catch to pass and receive a ball in a game.
- Control a moving ball in a variety of ways.
- Perform kicking skills with control and accuracy.
- Use space whilst passing and receiving a kicked ball.
- Understand the basics of holding a hockey stick and dribbling a ball.
- Pass a hockey ball to a partner and group with control.
- Demonstrate attacking skills in hockey such as shooting.
- Demonstrate bouncing a basketball with control.
- Develop bouncing skills into dribbling activities.
- Move away from a defender whilst continuing to dribble
- Show progression from rolling into catching and throwing.
- Develop tactics when shooting at and protecting targets.
- Attack & defend in a game, making and denying space.
- Throw & catch to pass and receive a ball in a game.

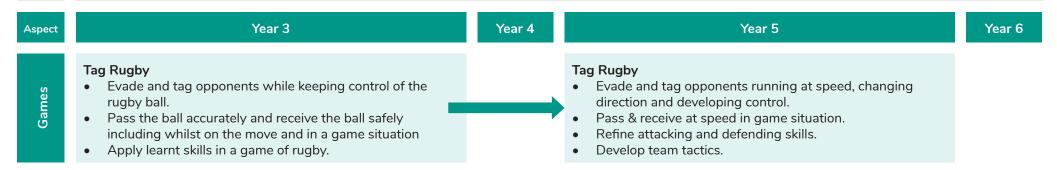
Game

KS2: 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

Aspect	Year 3	Year 4	Year 5	Year 6
	 Cricket Bat correctly. Catch correctly. Accurately bowl under and overarm using appropriate technique. Use different batting shots. Field using appropriate techniques. 		 Cricket Developed over and underarm bowling applied to game. Improving accuracy of batting. Developing deep field catching – catching ball at varying heights. Developing the lofted drive. 	
Games	 Football Control the ball, dribble and turn. Pass the ball accurately and control the ball when receiving a pass including whilst on the move. Shoot and play the position of a goalkeeper. Apply learnt skills in a game. 		 Football Control the ball, keeping it close. Developing passing skills including developed use of inside of the foot. Able to perform block tackle and mark effectively. Turn and shoot at speed and with accuracy. Application of skills within game. 	
	 Hockey Hold the stick and dribble under pressure. Pass and receive the ball with improving accuracy. Tackle correctly. Shoot with accuracy. Play hockey in a game situation. 		 Hockey Use correct technique dribbling. Pass & receive – using space; appropriate skills to keep possession. Shoot with power and developed accuracy. Tackle and mark. 	
	 Netball Pass and catch a netball including via bounce and overhead. Demonstrate correct footwork. Effectively dodge and mark. Shoot a netball. Demonstrate some understanding of rules. 		 Netball Pass, Pivot pass, shoot & throw with accuracy, including chest, bounce and overhead. Use tactics for game dominance, building on dodge and marking. Develop footwork. Play to rules. 	

()
_	<u>۔</u>
2	z

KS2: 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





KS2: 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

Aspect	Year 3	Year 4	Year 5	Year 6
		 Rounders Throw at others and a target under pressure. Catch consistently under pressure. Strike a stationary ball demonstrating correct grip. Develop fielding techniques. 		 Rounders Throw and catch a ball at varying heights consistently. Strike a bowled ball consistently into different spaces. Stop a moving ball consistently. Use the long barrier technique. Apply apt strategies when fielding. Compete in a full rounders game with understanding of rules.
Games		 Tennis Demonstrate the ready position and react to ball direction, including correct position to attempt shot. Play a simple forehand and backhand shot. Simulate the throw of a serve. Move and catch the ball correctly applied to the layout of a court. Throw the ball with accuracy when on a court. 		 Tennis Show developing control of the ball. Play forehand and backhand shot with increased confidence and accuracy. Serve accurately underarm and overarm. Return serves. Take correct positions on a court. Play strategically aiming for points.
Gan		 Handball Throw and catch using different techniques. Pass and shoot the ball accurately and within a competitive situation. Dribble with ball and make a pass. Move using space appropriately. 		 Handball Developing dribbling and shooting withing game situations. Accurately pass a ball. and intercept a pass. Defend in game situations. Demonstrate goalkeeper skills. Apply skills to a full game situation.
		 Basketball Dribble under pressure. Pass & catch a basketball using chest bounce, developing to doing so whilst on move. Pivot to take, receive and make pass. 		 Basketball Shoot with the correct technique at end of a dribble. Defend using defensive stance & mark. Develop accuracy of pivot to take receive and make pass. Apply skills to full size game.