

## ALL SAINTS MULTI ACADEMY TRUST

Whole School Progression of Skills and Key Vocabulary - Physical Education (PE)

CODIC LOVE IN ACTIO

GOD'S LOVE IN ACTION
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	Intent How is our curriculum designed & why?	Implementation This is the way PE is taught across ou				
Phase	Progression o	of skills across units of work	in Physical Education			
	Gross-Motor Skills		Fine-Motor Skills	Expressive Arts (EAD)		
EYFS	<ul> <li>Range 4 – Runs safely on whole foot.</li> <li>Range 4 – Jumps up into the air with both feet leaforward a small distance.</li> <li>Range 4 – Begins to walk, run and climb on different and 4 – Begins to understand and choose different and 4 – Kicks a stationary ball with either foot, increasing force and accuracy and starts to catch hands and their chest to trap it.</li> <li>Range 4 – Runs with spatial awareness and negotial adjusting speed or direction to avoid obstacles.</li> <li>Range 5 – Can balance on one foot or in a squat reweight to improve stability.</li> <li>Range 6 – Chooses to move in a range of ways, reconfidence making changes to body shape, posis such as slithering, shuffling, rolling, crawling, was skipping, sliding and hopping.</li> <li>Range 6 – Jumps off an object and lands appropriand body to stabilise and balance.</li> <li>Range 6 – Negotiates space successfully when plagames with other children, adjusting speed or chobstacles.</li> <li>Range 6 – Travels with confidence and skill around through balancing and climbing equipment.</li> <li>Range 6 – Shows increasing control over an object kicking.</li> <li>Range 6 – Shows a preference for a dominant has Range 6: Develop their movement, balancing, rich bikes) and ball skills.</li> </ul>	rent levels and surfaces. Frent ways of moving. Ithrows a ball with It a large ball by using two Itiates space successfully, Immomentarily, shifting body Inoving freely and with Itition and pace of movement Italking, running, jumping, Italian in the state of movement Italking, running, jumping, Italian in the state of movement Italking, running, jumping, Italian in the state of movement Italking, running, jumping, Italian in the state of movement Italking, running, jumping, Italian in the state of movement Italian in the s		- Range 3 - Expresses self through physical actions and sounds.  - Range 4 - Create rhythmic movements.  - Range 5 - Experiments and creates movement in response to music.  - Range 5 - Mirror movements of adults or peers, then adding their own variations.  Key Words  Turn Twist  Balance Control  Climb Roll  Apparatus Stretch  Agility		

						Cooperate Trail	
Phase	Invasion Games (Attack, Defend, Shoot)	Net/Wall Games (Send & Return)	Striking & Fielding (Hit, Catch, Run)	Dan	ce & Gymnastics	letics mp, Throw)	Outdoor & Adventurous Activities

	Basic movements &	Show good co-	Able to use the 'cup	Create shapes using their	Can run at different speeds.	Demonstrate
	balance are	ordination and	catching' technique	body.		good awareness
	demonstrated when	strength (in wrists)	successfully.	D 1 . 0 . 0 . 1.4	Begin to link running and	when assessing
	travelling/moving.	when using a	Williams Initiation of the contraction	Demonstrate 1-, 2-, 3- and 4-	jumping.	areas (or looking
	Able to find and	racket to balance,	Able to hit objects with	point balances.	Danielan thuannin n	for items).
		hit or flip an	hand or bat.	Able to perform story trials	Develop throwing	Community of the
	negotiate space when	object.	Track and retrieve a	Able to perform star, tuck,	techniques to send objects over long distances.	Comprehend that
	moving and chasing others.	Can name and		frog, jumps. Pencil and egg rolls.	over long distances.	one thing can
	others.	demonstrate the	rolling ball.	Tons.	Increase stamina and core	represent another.
	Demonstrate basic	techniques needed	Throw and catch a	Demonstrate above skills on	strength needed to	anomer.
	understanding of	to strike a tennis	variety of balls and	apparatus including landing,	undertake athletics	Able to listen and
	attacking and defending	ball.	objects.	climbing,	activities	respond well
	an area/goal.	Dall.	objects.	balancing/grappling,	activities	with others.
	an area/goar.	Able to hit a ball	Develop sending and	swinging, and travelling.	Take part in a broad range	with others.
	Receive a ball with basic	towards a	receiving skills to benefit	swinging, and travelling.	of opportunities to extend	
	control.	partner/area/goal.	fielding as a team.	Copy, explore and remember	strength, balance, agility,	
		partitor, aroa, goari	norang as a toann	basic movements.	and coordination.	
	Begin to develop their	Work towards	Distinguish between the			
Year 1	hand/foot to-eye-	being able to	roles of baters and	Link movements to sounds and	Cooperate with others to	
1ear 1	coordination.	return a travelling	fielders.	different types of music.	carry out more complex	
		ball towards them.		**	tasks.	
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	Key words: • Space	Key words: • Control	Key words:  • Catching	Key words:  Balance	Key words: • Speed	Key words: • Symbol
	Attacking	• Court	• Rolling	• Travelling	• Relay	• Verbal
	Defending	• Hit	Strike	Compose	• Sprint	
	Blocking		• Batter	• Sequence		
	Passing		• Bowler	• Shape		
						Outdoor &
Phase	Invasion Games	Net/Wall Games	Striking & Fielding	Dance & Gymnastics	Athletics	Adventurous
I Hase	(Attack, Defend, Shoot)	(Send & Return)	(Hit, Catch, Run)	Dance a Oyimashes	(Run, Jump, Throw)	Activities
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Year 2	Refine ways to control bodies and a range of equipment.  Recall and link combinations of skills, e.g., dribbling and passing.  To select and apply a small range of simple tactics.  Understand the role of a goalkeeper and defender.  Able to demonstrate good dribbling skills in various sports with control and purpose.  Learn how to intercept during games.	Be able to track the path of a ball over a net and move towards it.  Begin to hit and return a ball using hands and racquets with some consistency.  Play modified net/wall games throwing, catching, and sending over a net.  Be able to make it difficult for their opponent to score a point.	To develop hitting skills with a variety of bats.  Practice feeding/bowling skills.  Hit and run to score points in games.  Work on a variety of ways to score runs in the different hit, catch, run games.  Attempt to work as a team to field.  Begin to play the role of wicketkeeper or backstop.	Able to transition and link shapes, balances, and movements together.  Perform with consistency and control.  Able to respond imaginatively to music and create short sequences.  Perform basic skills at different speeds and levels during sequences.  Develop body management through a range of floor exercises.	Develop power, agility, coordination and balance over a variety of activities.  Able to throw and handle a variety of objects with control.  Negotiate obstacles like hurdles with fluency.  Reflect on activities and make connections with a healthy lifestyle.  Experience jumping for distance and height.	Use searching skills to find given items from clues and pictures.  Work as a pair to navigate space.
	Key words:  • Passing and Move  • Shooting  • Compete	Key words:  • Co-ordination  • Serve  • Rally	Key words:  Gather  Underarm  Overarm	Key words:  • Unison  • Sequence  • Shape  • Extension  • Relaxation	Key words:  • Agility  • Static  • Stamina	Key words: • Problem Solve • Key
Phase	Invasion Games (Handball, Football, Basketball, Hockey)	Net/Wall Games (Tennis)	Striking & Fielding (Cricket, Rounders)	Dance & Gymnastics	Athletics	Outdoor & Adventurous Activities

Year 3	Able to find and move into a space effectively during team games.  Defend an area using their body to block and tackle.  Attack an area/goal with speed and accuracy.  Understands the importance of teammates when attacking and defending.  Perform more complex passes, including wall passes, and more sport specific passes like hockey or football.  Able to communicate effectively with peers during games.  Combine skills into fluid movements including dribbling, shooting, passing, and controlling.  Key words:  Possession  Space Control	Able to return a ball with a racket, and perform a rally with a partner.  Can show a forehand & backhand shot (vary shots).  Demonstrate where to strike a ball on the opposing half.  Able to return a travelling ball towards them.  Key words:  Forehand  Backhand	Able to bowl (under-arm and over-arm) a ball towards a target.  Demonstrate good use of their body to block the ball. Introduction of the 'barrier'.  Can strike a moving ball when batting.  Work towards catching a ball one-handed.  Consistent in catching, throwing and rolling in non-competitive games.  Able to play simple games of Rounders and Cricket.  Key words:  Barrier Space Bowling Feed Field	Develop body management over a range of floor exercises.  Attempt to bring explosive moves into floor work through jumps and leaps.  Show increasing flexibility in shapes and balances.  Practise different sections of a dance aiming to put together a performance.  Perform with a prop.	Begin to run at different speeds for various events.  Show agility and power to change direction quickly.  Children to name field and track events.  Show progression with their flexibility, strength, technique, control and balance through events that measure a time/score.  Perform throws with accuracy and power.  Can describe the effects on our body and why.	Work with others to solve problems.  Describe their work and use different strategies to solve problems.  Lead others and be led.  Differentiate between when a task is competitive and when it is collaborative.  Key words:  • Coordination • Tactile
Phase	Invasion Games (Handball, Football, Basketball, Hockey)	Net/Wall Games (Tennis)	Striking & Fielding (Cricket, Rounders)	Dance & Gymnastics	Athletics	Outdoor & Adventurous Activities

Year 4	Show increases confidence and perform with more consistency a selection of basic skills such as dribbling, throwing, and shooting.  Develop a wider range of ball handling skills  Use footwork rules in a game situation and explore basic marking.  Passing over longer distance.  Moving towards the ball to receive the pass.  Pass and move with the ball as a team to build attacks.  Apply a small range of tactics in a competitive situation.  Key words:  • Tackle • Intercept • Teamwork • Tactics • Sport specific skills	Explore and use different shots with both the forehand and backhand.  Demonstrate different net/wall skills.  Practise some trick shots in isolation.  Work to return the serve.  Demonstrate different court positions in gameplay.  Key words:  Ready Position Return	To develop the range of striking and fielding skills they can apply in a competitive context  Choose and use a range of simple tactics in isolation and in a game context.  Consolidate existing skills and apply with consistency.  Strike to ball with intent, use decision making attempt direction.  Key words:  • Collect • Retrieve	Work to include freeze frames in routines. • Practise and perform a variety of different formations in dance.  Develop a dance to perform as a group with a set starting position.  Developing choreography and devising skills in relation to a theme.  Able to perform in time with a partner and group.  Independently use compositional ideas in sequences such as changes in height, speed, and direction.  Develop an increased range of body actions and shapes to include in a sequence.  Refine taking weight on small and large body parts, for example, hand and shoulder.  Key words:  • Levels  • Facial Expression  • Contrasting  • Fluency  • Combinations	Using running, jumping and throwing stations, children investigate in small groups different ways of performing these activities.  Using a variety of equipment, ways of measuring and timing, comparing the effectiveness of different styles of runs, jumps and throws.  Perform smooth baton exchanges.  Key words:  • Accelerate • Take off • Transition	Demonstrate good awareness when assessing areas (or looking for items).  Start to show problem solving skills in teams or support.  Use simple maps.  Able to listen and respond well with others.  Demonstrate good exploration and investigational skills during activities.  Key words: • Scale • Orienteering
Phase	Invasion Games (Handball, Football, Basketball, Hockey, Tag-Rugby)	Net/Wall Games (Tennis)	Striking & Fielding (Cricket, Rounders)	Dance & Gymnastics	Athletics	Outdoor & Adventurous Activities

Year 5	Able to create space for themselves or others during games.  Can attack and defend by applying tactics (style of play i.e. long/short passing).  Able to pass and move with creativity, fluidity and accuracy.  Can make quick decisions in game situations.  Use skills with coordination, control and fluency.  Able to keep possession of a ball during game situations.	Demonstrates good variation in shots including forehand, backhand, volleys and serving.  Can play a variety of games showing a good understanding of tactics and identifying a team's strengths and weaknesses.  Show consistency and control when playing games.	Link together a range of skills and use in combination.  Collaborate with a team to choose, use, and adapt rules in games.  Develop retrieving and returning the ball.	Develop symmetry individually, as a pair and in a small group.  Compare performances and judge strengths and areas for improvement.  Select a component for improvement. For example - timing or flow.  Take responsibility for own warm-up including remembering and repeating a variety of stretches.  Refine & improve dances adapting them to include the use of space rhythm & expression  Exploring dynamic quality and formations to communicate character.	Sustain pace over short and longer distances such as running 100m and running for 2 minutes.  Able to run as part of a relay team working at their maximum speed.  Perform a range of jumps and throws demonstrating increasing power and accuracy.  Improve skills like a 'push action' when throwing and smooth baton exchanges within restricted area.	Explore ways of communicating in a range of challenging activities.  Navigate and solve problems from memory.
	Key words:  Tactics Formation Tempo Technique Strengths & weaknesses Positions Regain	Key words:  Volley  Variation  Drop shot  Overhead	Key words:  Tactics Positions Accuracy Stance	Key words:  • Synchronise  • Choreographer  • Formation  • Aesthetics  • Flexibility	Key words:     Force     Sustain     Pace	Key words: • Compass • Ingenuity
Phase	Invasion Games (Handball, Football, Basketball, Hockey, Tag-Rugby)	Net/Wall Games (Tennis)	Striking & Fielding (Cricket, Rounders)	Dance & Gymnastics	Athletics	Outdoor & Adventurous Activities

Year 6	Choose and implement a wider range of strategies to play defensively and offensively.  Grasp more technical aspects of the game.  Suggest, plan and lead simple drills for given skills.  Combine and perform more complex skills at speed in games.  Use set plays in game situation and explain when and why they are used.  Switch effectively as a team between defence and attack.	Develop a wider range of shots.  Begin to select and apply more sophisticated tactics such as net play, and offensive and defensive positioning.  Play with fluency with a partner in doubles/partner scenarios.  Develop backhand shots.  Begin to use full scoring systems  Continue developing doubles play and tactics to improve.	Can bowl confidently under or over arm with accuracy.  Able to create tactics when batting and fielding (fielders in spaces across the field, batters hitting the ball into a space).  Able to perform one-handed catches.  Show quick decision making during competitive games.  Develop their knowledge of ways of striking and fielding effectively in games.  I.e., batting into open spaces, covering areas of the pitch to retrieve/catch the ball.	compositional ideas.  Develop motifs and incorporate into self-composed dances as individuals, pairs & groups.  Lead group warm-up showing understanding of the need for strength and flexibility.  Experience flight on and off high apparatus.  Perform increasingly complex sequences.  Combine own ideas with others to build sequences.  Compose and practise actions and relate to music.	Become confident in a range of techniques and recognise their own and each other's successes.  Apply strength and flexibility to a broad range of throwing, running, and jumping activities in direct competition.  Work in collaboration and demonstrate improvement when working with self and others.  Accurately and confidently judge across a variety of activities.	Show problem solving skills independently.  Use maps that may use a compass or routes to follow.  Demonstrate good exploration and investigational skills during activities.  Choose and apply strategies during activities.	
	Key words:  • Tactics  • Formation  • Tempo  • Counterattack  • Feint	Key words:  • Drop shot  • Slice  • Lob  • Offensive Play	Key words:  • Tactics  • Positions  • Innings  • Pick-up	Key words:  • Gesture  • Dynamics  • Asymmetry  • Symmetry	Key words:  • Optimum  • Trajectory	Key words: • Decipher • Orient	
	Progression of skills in-depth can be found here:			Key Vocabulary of all skills taught can be found here:			

**KEY VOCAB** 

THE PE HUB

Swimming	Swimming					
KS1	Assessment days will aim to be completed during the academic year to gain data.					
KS2	All children strive to work towards:  Can swim competently, confidently and proficiently over a distance of 25 metres.  Perform a variety of different strokes effectively (including front crawl, backstroke, and breaststroke).  Able safe self-rescue in different water-based situations.					
Key Words	Beginners  - Float - Sculling - Stroke  Intermediate - Prone - Submerging  Advanced - Glide - Propel - Technique					
+	Additional sessions may be arranged during the academic year based on the data and support needed for certain levels of children. Sports Premium will be used to support this.					