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PE

Progression of Skills

Glenmere Primary School

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|  |  | **Year 1** | **Year 2** | **Year 3** | **Year 4** | **Year 5** | **Year 6** |
| Overview |  | * 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 * perform dances, using simple movement patterns | | * use running, jumping, throwing and catching in isolation and in combination * 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 * develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics] * perform dances using a range of movement patterns * take part in outdoor and adventurous activity challenges both individually and within a team * compare their performance with previous ones and demonstrate improvement to achieve their personal best | | | |
| Games |  | Practise different skills associated with simple games (e.g. co-ordinating throwing and catching)  Work co-operatively in teams | | Practise skills in isolation and combination  (e.g. throwing and catching with greater accuracy) Work well as a team in competitive games  Apply basic principles of attacking and defending  Develop an understanding of fair play (respect team  -mates and opponents | | Develop techniques of a variety of skills to maximise team effectiveness  Use the skills e.g. of throwing and catching to gain points in competitive games (fielding)  Use tactics when attacking or defending  Apply rules of fair play to competitive games | |
| Athletics | *Running* | Run for 1 minute  Show differences in running at speed and jogging  Use different techniques to meet challenges  Describe different ways of running | | Run smoothly at different speeds  Choose different styles of running of different distances  Pace and sustain their effort over longer distances  Watch and describe specific aspects of running (e.g. what arms and legs are doing)  Recognise and record how the body works in different types of challenges over different distances  Carry out stretching and warm-up safely  Set realistic targets of times to achieve over a short and longer distance (with guidance) | | Sustain pace over longer distance – 2 minutes  Perform relay change-overs  Identify the main strengths of a performance of self and others  Identify parts of the performance that need to be improved  Perform a range of warm-up exercises specific to running for short and longer distances  Explain how warming up affects performance  Explain why athletics can help stamina and strength  Set realistic targets for self, of times to achieve over a short and longer distance | |
| *Jumping* | Perform the 5 basic jumps (2-2. 2-1, 1-2, 1-1 same foot, 1 to 1 landing on other foot)  Perform combinations of the above  Show control at take-off and landing  Describe different ways of jumping  Explain what is successful or how to improve | | Perform combinations of jumps e.g. hop, step, jump showing control and consistency  Choose different styles of jumping  Watch and describe specific aspects of jumping e.g. what arms and legs are doing  Set realistic targets when jumping for distance for or height (with guidance) | | Demonstrate a range of jumps showing power and control and consistency at both take-off and landing  Set realistic targets for self, when jumping for distance or height | |
| *Throwing* | Throw into targets  Perform a range of throwing actions e.g. rolling, underarm, overarm  Describe different ways of throwing  Explain what is successful or how to improve | | Explore different styles of throwing, e.g. pulling, pushing and slinging (to prepare for javelin, shot and discus)  Throw with greater control  Consistently hit a target with a range of implements  Watch and describe specific aspects of throwing (e.g. what arms and legs are doing)  Set realistic targets when throwing over an increasing distance and understand that some implements will travel further than others (guidance) | | Throw with greater accuracy, control and efficiency of movement using pulling, pushing and slinging action with foam javelin, shot and discus  Organise small groups to SAFELY take turns when throwing and retrieving implements  Set realistic targets for self, when throwing over an increasing distance and understand that some implements will travel further than others | |
| Dance | *compose* | Copy some moves  Develop control of movement using:  Actions (WHAT) – travel, stretch, twist, turn, jump  Space (WHERE) – forwards, backwards, sideways, high, low, safely showing an awareness of others  Relationships (WHO) – on own and with a partner by teaching each other 2 movements to create a dance with 4 actions  Dynamics (HOW) – slowly, quickly, with appropriate expression  Use own ideas to sequence dance  Sequence and remember a short dance | | Create dance phrases/dances to communicate an idea  Develop movement using;  Actions (WHAT); travel, turn, gesture, jump, stillness  Space (WHERE); formation, direction and levels  Relationships (WHO); whole group/duo/solo, unison/ canon  Dynamics (HOW); explore speed, energy  Choreographic devices; motif, motif development and repetition  Structure a dance phrase, connecting different ideas, showing a clear beginning, middle and end  Link phrases to music | | Create longer,challenging dance phrases/dances  Select appropriate movement material to express ideas/thoughts/feelings  Develop movement using;  Actions (WHAT); travel, turn, gesture, jump, stillness  Space (WHERE); formation, direction, level, pathways  Relationships (WHO); solo/duo/trio, unison/canon/ contrast  Dynamics (HOW) explore speed, energy  (e.g. heavy/light, flowing/sudden)  Choreographic devices; motif, motif development, repetition, retrograde (performing motifs in reverse)  Link phrases to music | |
| *perform* | Move spontaneously showing some control and co-ordination  Move with confidence when walking, hopping, jumping, landing  Move with rhythm in the above actions  Demonstrate good balance  Move in time with music  Co-ordinate arm and leg actions (e.g. march and clap)  Interact with a partner (e.g. holding hands, swapping places, meeting and parting) | | Perform dance to an audience showing confidence  Show co-ordination, control and strength (Technical Skills)  Show focus, projection and musicality (Expressive Skills)  Demonstrate different dance actions – travel, turn, gesture, jump and stillness  Demonstrate dynamic qualities – speed, energy and continuity  Demonstrate use of space – levels, directions, pathways and body shape  Demonstrate different relationships – mirroring, unison, canon, complementary & contrasting | | Perform dance to an audience showing confidence and clarity of actions  Show co-ordination, control, alignment, flow of energy and strength (Technical Skills)  Show focus, projection, sense of style and musicality (Expressive Skills)  Demonstrate a wide range of dance actions – travel, turn, gesture, jump and stillness  Demonstrate dynamic qualities – speed, energy, continuity, rhythm  Demonstrate use of space – levels, directions, pathways, size and body shape  Demonstrate different relationships – mirroring, unison, canon, complementary and contrasting, body part to body part and physical contact | |
| *appreciate* | Respond to own work and that of others when exploring ideas, feelings and preferences  Recognise the changes in the body when dancing and how this can contribute to keeping healthy | | Show an awareness of different dance styles and traditions  Understand and use simple dance vocabulary  Understand why safety is important in the studio  Compare and comment on their own and other’s work -strengths and areas for improvement | | Show an awareness of different dance styles, traditions and aspects of their historical/social context  Understand and use dance vocabulary  Understand why safety is important in the studio  Compare and evaluate their own and others’ work | |
| Outdoor & Adventurous activities | *Orientation* | Identify positions on simple maps and diagrams of familiar environments e.g. in relation to position of desk in plan of classroom  Use simple maps and diagrams to follow a trail  Begin to work co-operatively with others | | Orientate simple maps and plans  Mark control points in correct position on map or plan  Find way back to a base point | | Draw maps and plans and set trails for others to follow  Use the eight points of the compass to orientate  Plan an orienteering challenge | |
| *Communication* | Plan and share ideas | | Co-operate and share roles within a group  Listen to each other’s ideas when planning a task and adapt  Take responsibility for a role within the group  Recognise that some outdoor adventurous activities can be dangerous | | Plan and share roles within the group based on each other’s strengths  Understand individuals’ roles and responsibilities  Adapt roles or ideas if they are not working  Recognise and talk about the dangers of tasks  Recognise how to keep themselves and others safe | |
| *Problem solving* | Discuss how to follow trails and solve problems  Select appropriate equipment for the task | | Follow rules to keep self and others safe  Select appropriate equipment/route/people to solve a problem successfully  Choose effective strategies and change ideas if not working | | Plan strategies to solve problems/plan routes/follow trails/build shelters etc.  Implement and refine strategies | |
| Gymnastics | *sequence* | Perform gymnastic sequence with a balance, a travelling action, a jump and a roll  Teach sequence to a partner and perform together  Stand and sit “like a gymnast” | | Perform a gymnastic sequence with clear changes of speed, 3 different balances with 3 different ways of travelling  Work with a partner to create a sequence. From starting shape move together by e.g. travelling on hands and feet, rolling, jumping. Then move apart to finish | | Create a sequence of up to 8 elements: (e.g. a combination of asymmetrical shapes and balances and symmetrical rolling and jumping actions; changes of direction and level and show mirroring; and matching shapes and balances  Create a longer more complex sequence of up to 10 elements e.g. a combination of counter balance/ counter tension, twisting/turning, travelling on hands and feet, as well as jumping and rolling | |
| *Balance* | Explore the 5 basic shapes: straight/tucked/star/ straddle/pike  Balance in these shapes on large body parts: back, front, side, bottom  Explore balance on front and back so that extended arms and legs are held off the floor (arch and dish shapes respectively)  Develop balance by showing good tension in the core and tension and extension in the arms and legs, hands and feet  Develop balance on front and back so that extended arms and legs are held off the floor (arch and dish shapes respectively)  Challenge balance and use of core strength by exploring and developing use of upper body strength taking weight on hands and feet – front support (press up position) and back support (opposite) NB: ensure hands are always flat on floor and fingers point the same way as toes | | Explore and develop use of upper body strength taking weight on hands and feet – front support (press up position) and back support (opposite) NB: ensure hands are always flat on floor and fingers point the same way as toes  Explore balancing on combinations of 1/2/3/4 “points” e.g. 2 hands and 1 foot, head and 2 hands in a tucked head stand  Balance on floor and apparatus exploring which body parts are the safest to use  Explore balancing with a partner: facing, beside, behind and on different levels  Move in and out of balance fluently | | Perform balances with control, showing good body tension  Mirror and match partner’s balance i.e. making same shape on a different level or in a different place  Explore symmetrical and asymmetrical balances on own and with a partner  Explore and develop control in taking some/all of a partner’s weight using counter balance (pushing against) and counter tension (pulling away from)  Perform a range of acrobatic balances with a partner on the floor and on different levels on apparatus  Perform group balances at the beginning, middle or end of a sequence. Consider how to move in and out of these balances with fluency and control | |
| *Travel* | Begin to travel on hands and feet (hands flat on floor and fully extend arms)  Monkey walk (bent legs and extended arms)  Caterpillar walk (hips raised so legs as well as arms can be fully extended. Keep hands still while walking feet towards hands, keep feet still while walking hands away from feet until in front support position) | | Use a variety of rolling actions to travel on the floor and along apparatus  Travel with a partner; move away from and together on the floor and on apparatus  Travel at different speeds e.g. move slowly into a balance, travel quickly before jumping  Travel in different pathways on the floor and using apparatus, explore different entry and exit points other than travelling in a straight line on apparatus | | Begin to take more weight on hands when  progressing bunny hop into hand stand  Travel sideways in a bunny hop and develop into cartwheeling action keeping knees tucked in and by placing one hand then the other on the floor  Increase the variety of pathways, levels and speeds at which you travel  Travel in time with a partner, move away from and back to a partner | |
| *jump* | Bunny hop (transfer weight to hands)  Explore shape in the air when jumping and landing with control (e.g. star shape) | | Explore leaping forward in stag jump, taking off from one foot and landing on the other (on floor and along bench controlling take-off and landing)  Add a quarter or half turn into a jump before landing  Make a twisted shape in the air and control landing by keeping body upright throughout the twisting action | | Make symmetrical and asymmetrical shapes in the air  Jump along, over and off apparatus of varying height with control in the air and on landing | |
| *Roll* | Continue to develop control in different rolls  Pencil roll – from back to front keeping body and limbs straight  Egg roll – lie on side in tucked shape, holding knees tucked into chest roll onto back and onto other side. Repeat to build up core strength  Dish roll – with extended arms and legs off the floor, roll from dish to arch shape slowly and with control  Begin forward roll (crouch in tucked shape, feet on floor, hands flat on floor in front. Keep hands and feet still, raise hips in the air to inverted ‘V’ position | | Continue to develop control in rolling actions on the floor, off and along apparatus or in time with a partner.  Combine the phases of earlier rolling actions to perform the full forward roll Begin the backward roll | | Explore different starting and finishing positions when rolling e.g. forward roll from a straddle position on feet and end in a straddle position on floor or feet/begin a backward roll from standing in a straight position, ending in a straddle position on feet  Explore symmetry and asymmetry throughout the rolling actions | |
| Swimming & Water Safety | |  | |  | | Swim competently, confidently and proficiently over a distance of at least 25 metres  Use a range of strokes effectively (e.g. front crawl, backstroke and breaststroke)  Perform safe self-rescue in different water-based situations | |