



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Invasion Games	Explore different ways	Recognise the best	Practise passing to	Play 3vs1 and 4vs1	Show ways to keep	Understand that
	of using a ball.	ways to score	a partner using a	and how to use the	ball away from	when team has ball
	Explore ways to send	points and stop	number of sending	space and help	defenders. Know	they are attacking
	a ball or other	points being	and receiving	each other.	how to shield the	and when they
	equipment. Retrieve	scored. Recognise	techniques.		ball.	haven't they are
	and stop a ball using	how they work	Improve accuracy	Score more		defending.
	different parts of the	best with their	of passes and use	regularly	Change speed,	Understand
	body. A&D	partner.	space to keep	without making	direction with ball	different ways of
			possession better.	mistakes.	to get away from	attacking and
	Play a variety of	Use different rules			defender.	encourage them to
	running and avoiding	and tactics for	Remain in control	Choose and adapt		use positions for
	games. Practise skills	invasion games.	of ball while	their techniques to	Shoot accurately in	their team carefully.
	to make them warmer.	Make it difficult	travelling.	keep possession	a variety of ways.	
		for opponents.	Use	and give their team	Mark an opponent.	Understand
	Explain why they	Keep the ball and	communication	chance to shoot.	A&D	different ways to
	enjoy playing games	find best places to	skills to help others			attack and defend.
	and physical activities.	score.	know where they	Plan ideas and	Watch and	
		S&A	are going. Look	tactics	evaluate the	Choose right
	Talk about what our		when travelling	similar across	success of the	formations and
	bodies do during	Watch others	and what happens	invasion	games they play in.	tactics for attack
	exercise e.g. breathing	accurately.	after they have	games.		and defence.
	Participate in team	Describe what they	passed ball.		Identify parts of	
	games. Develop	see and ask to copy	A&D	Know what rules	the game that are	Know how they
	simple attacking and	others' ideas, skills		are	going well and	support other
	defending techniques.	and tactics.	Play games that	needed to make	parts that need	players in attack and
	Pass and receive a ball	Recognise what is	involve keeping	games fair.	improving.	defence. S&A
	in different ways with	successful and how	possession and	TT 1 . 1 . 1	.	TT 1 . 11
	increased control.	to use this when	scoring in targets.	Understand simple	Explain how	Understand how to
	H&F	hot or out of	3vs 1 and 4vs 1	patterns of play.	confident they feel	get ready for games.
		breath.) Participate	games. Know	S&A	in different	
		in team games.	which passes are		positions.	



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		Understand and	best, tactics to keep			Know some ideas
		develop tactics for	possession. Find	successful their	Suggest what they	for warm up
		attacking and	space to receive	tactics have been,	need to practice to	exercises and
		defending.	and support.	use appropriate	enjoy game more.	routines. Know
		Pass and receive a		language to	Change pitch size	what makes a good
		ball in different	Know what to	describe	to make games	warm up.
		ways with control	think about when	performance and	better. E&I	
		and increased	team has and hasn't	identify what they		Know what clothing
		accuracy.	got the ball. How	do that makes		and footwear is best
		E&I knowledge.	to organise	things difficult for		to wear.
		(Do they play well	themselves	their opponents.		
			differently to play			Know how to check
			each of the games	Know what they		playing area.
			successfully.	need to improve		
			Understand	their game and		Know how playing
			patterns of play- if	what they need to		invasion games
			ball is in a certain	practice. E&I		helps your fitness
			position where	1		and benefits of
			should players be.			playing outside of
			S&A			school.
						E&I
Gymnastics	Respond to	Develop short	Develop and	Devise, perform	Explore range of	Make up a sequence
5	instructions and	sequences on their	perform actions.	and repeat	symmetric and	and adapt it to
	commands. Move	own. Use	1	sequences that	asymmetric	different apparatus
	between mats and	imagination to find	Practice and	include travel,	actions, shapes and	layouts.
	small apparatus and	different ways of	concentrate	body shapes and	balances.	
	change the speed of	using apparatus.	on quality of	balances.		Use combinations of
	movement.	Form simple	movement.		Control actions and	dynamics
		sequences of		Help them change	combine them	(pathways) to use
	Learn a variety of	different actions	Link different	sequences. Include	fluently.	space effectively.
	basic gym actions.	using floor and	balances moving in	changes of		T
		apparatus. Have a	and out of	dynamics.	Be aware of	Make up own rule
	Be still in different	clear start, middle	positions of		extension, body	for longer, more
	body shapes and	and end.	stillness.	Work with a	tension and	complex sequences.
	balances and combine	S&A		partner.	control.	compton sequences.
	summers and comonic	~ ~ ~ ~	1	Partition.		





different ways of		Transfer weight	0	•	Plan a sequence and
uavening. A QD	when watching	part of body to	sequences to	apparatus, change	equipment.
 Handle apparatus safely. Recognise how it feels when the body is tense. Discuss how the body changes during exercise. Develop balance, agility and co- ordination of travelling, stillness, jumping, timing, changing shape, size, and direction. H&F 	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. (Make easier or harder. Use advice to improve.) Develop balance, agility and co- ordination. of travelling, stillness, jumping, timing, changing shape, size, direction. E&I	<pre>smoothly from one part of body to another. Use actions on floor and over, through, across and along apparatus. A&D Vary and apply actions on floor and apparatus. Copy a partner's sequence on floor and apparatus. Perform easy combinations of contrasting actions. Choose combinations that work in their sequences. How they devise</pre>	Adapt their sequences to include apparatus and to suit partner or small group. S&A Ask which parts of task they have completed and the ones they still need to practice. Compare and contrast similar performances. Suggest ways to improve the quality of sequence. E&I	 Move from floor to apparatus, change levels and move safely. Combine movements with other in a group (matching and mirroring). A&D Watch a performance and evaluate its success. Identify what was performed well and what needs improving. Choose a focus for improvement. 	adapt it to limited
		sequences. S&A		Identify one or two aspects of their performance to	Understand the importance of warming up.
				practice and improve. E&I	Value of exercise outside of school day.





Dance	Learn basic movements relating to feelings. A&D 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 S&A	Evaluate and improve a dance performance by recording and viewing their rehearsals. S&A Use a range of vocabulary to describe moods and how dances make them feel. Remember and repeat simple dance phrases. Perform dances using simple movement patterns. E&I	Improvise freely on their own and with a partner, translating ideas from a stimulus to a movement. A&D Keep up an activity over a period of time and know what they need to warm up and cool down for dance. H&F	Explore and create characters and narratives in response to a range of stimuli. S&A Describe, interpret and evaluate their own and others' dances, taking account of character and narrative. E&I	Explore and improvise ideas for dances in different styles, working on their own, with a partner and in a group. A&D Organise their own warm up and cool down activities to suit the dance. Show an understanding of why it is important. H&F	Devise effective warm up for gymnastics. Set out and do risk assessments on apparatus. H&F Explore, improvise and combine movement ideas fluently and effectively. S&A Understand how a dance is formed and performed. To evaluate, refine and develop their own and others' work. E&I
Net and Wall Games	Focus on throwing and catching. Play games based on net games (like tennis and badminton). Children have an opportunity to play 1 v 1, 1 v 2, and 1 v 3.	Use their skills to play end to end games, games over a barrier and fielding games. Use their ability to solve problems and make decisions.	Practise throwing and catching with a variety of different balls and using different types of throwing. Hit the ball with a racket. Use different shots.	Play games using throwing and catching skills. Vary strength, length and direction of throw.	Hold and swing racket and where to stand on the court when hitting, catching and receiving.	Devise a scoring system. Hit the ball in the court away from opponent, how to outwit them using speed height and direction of ball.





A&D			Understand how	Hit the ball on both	Know where to
	S&A Watch others	A&D Play games	they can make it	sides of the body	stand when
Play running and	and describe what	using throwing and	difficult for	and above head.	attacking and
avoiding games.	is happening. Talk	catching skills.	opponent to		defending.
Explain how	about what they	Vary strength,	receive ball.	Use different types	S&A
practicing skills can	have done and how	length and		of shots during a	
help you feel warmer	they did it.	direction of throw.	Understand where	game. Improve	Explain why they or
and why is it good to	Participate in team	Know how can	to stand when	accuracy.	others are playing
play and get out of	games.	they make it	receiving.	A&D	well in the games.
breath. Participate in	-	difficult for	-		-
team games. Pass and	Pass and receive a	opponent to	Understand attack	Explain why they	Know what they
receive a ball in	ball in different	receive ball. Stand	and defence	or others are	need to get better at
different ways with	ways with control	when receiving.	tactics.	playing well in the	and what to
control and increased	and increased	Understand attack		games.	practice.
accuracy. Perform	accuracy. Perform	and defence	Understand rules	-	
fielding techniques	fielding techniques	tactics. Understand	about the games.	Know what they	Understand how to
with increased control	with increased	rules about the	S&A	need to get better	change court to
and co-ordination.	control and co-	games.		at and what to	make easier.
H&F	ordination. E&I	S&A	Describe what they	practice.	
			do and what they		Understand
			find hard.	Know how to	practices to help
				change court to	with precision and
			Talk about how to	make easier.	consistency and
			change the court to		speed about the
			make it	Understand	court.
			easier/harder.	practices to help	E&I
				with precision and	
			Say what they do	consistency and	
			well in a game and	speed about the	
			what they need	court.	
			help with and what	E&I	
			they need to		
			practice. E&I		





Striking & Fielding	Focus on throwing and catching. Play games based on net games (like tennis and badminton). Children have an opportunity to play 1 v 1, 1 v 2, and 1 v 3. A&D Play running and avoiding games. Explain how practicing skills can help you feel warmer and why is it good to play and get out of breath. Participate in	Choose, use and vary simple tactics. S&A Recognise good quality in performance. Use information to improve their work. Participate in team games. Pass and receive a ball in different ways with control and increased accuracy. Perform fielding techniques	Consolidate and develop the range and consistency of their skills in striking and fielding games. A&D Recognise how specific activities affect their bodies. Understand the importance of keeping warm. H&F	Choose and use a range of simple tactics and strategies. Keep, adapt and make rules for striking and fielding games. S&A Recognise good performance and identify the parts of a performance that need improving. E&I	Develop the range and consistency of their skills, especially in specific striking and fielding games. A&S Know how to warm up. Understand what to include in a warm up in order to improve performance. Understand why	Use and adapt rules, strategies and tactics, using their knowledge of basic principles of batting and fielding. S&A Evaluate strengths and weaknesses in their own and others' performances and suggest improvements. E&I
Multiskills & Athletics	different ways with control and increased accuracy. Perform fielding techniques with increased control and co-ordination. H&F Take part in multi- skills festivals	ordination. E&I Take part in multiskills festivals	Choose skills and equipment to meet	Run for short distances and	health and well- being. H&F Choose their favourite ways of	Develop the consistency of their
	designed to develop the fundamental movement skills of balance, co-ordination and agility. Activities	designed to develop the fundamental movement skills of balance, co-	the challenges they are set. E.g by increasing the distance thrown. Use different	times, and for longer distances and times. Keep a steady pace. Practise 5 basic	running, jumping and throwing.	actions in a number of events. Increase the number of techniques they use.





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to include bat and ball	ordination and	techniques, speeds	jumps e.g hop,	Choose the best	
relay, throw clap and	agility.	and effort to meet	step, jump.	equipment for	Sustain pace over
catch, slalom run,		challenges set for	Combine basic	different activities.	longer distances,
standing long jump	Activities to	running, jumping	actions and form		e.g. sprint for seven
etc.	include bat and	and throwing.	simple jump	Knowhow to plan	seconds, run for one
	ball relay, throw	S&A	combinations.	a run so they pace	or two minutes.
Develop balance,	clap and catch,		Throw into a target	themselves evenly	
agility and co-	slalom run,	Recognise and	using slinging,	or unevenly.	Throw with greater
ordination.	standing long jump	describe what their	pushing and		control, accuracy
A&D/H&F	etc. Develop	bodies feel like	pulling actions.	Plan to cover	and efficiency.
	balance, agility and	during different	A&D	distances as a team	
	co-ordination.	types of activity.		to get the best	Perform a range of
		Describe what	Describe and	results possible.	jumps showing
	Explore movement	happens to their	evaluate the		power, control and
	techniques with	heart, breathing	effectiveness of	Mark a run up for	consistency at both
	increased control.	and temperature	performance and	jumping and	take-off and
	How to run, throw	during different	recognise aspects	throwing.	landing.
	and jump and	types of athletic	that need	-	A&D
	perform these with	activity.	improving.	Set themselves and	
	increased control	E&I	H&F	others targets in	Understand why
	and co-ordination.			different events.	exercise is good for
	S&A/E&I			S&A	fitness, health and
					wellbeing.
				Watch a partner's	C
				athletic	Say why some
				performance and	athletic activities
				identify the main	can improve
				strengths.	strength, power or
				č	stamina and explain
				Identify parts of	how these can help
				the performance	their performance in
				that need to be	other types of
				practised and	activity.
				refined, and	H&F
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$^{\$\%}$ St James the Great PHYSICAL EDUCATION Progression Map $^{\$\%}$

Further Opportunity		Swimming: Perform safe self- rescue. Be able to use a range of strokes. Be able to swim competently, confidently and proficiently 25m	suggest improvements. E&I Swimming: Perform safe self- rescue. Be able to use a range of strokes. Be able to swim competently, confidently and proficiently 25m	Sailing: (residential Sch Journey) Resilience and adaptability (H&F) extend skills in different boats contexts and
		range of strokes. Be able to swim competently,	range of strokes. Be able to swim competently,	adaptability (H&F) extend skills in different boats

Key Skills:

- Acquiring and Developing Skills (A&D)
- Selecting and applying skills, tactics and compositional ideas (S&A)
- Evaluating and improving performance (E&I)
- Knowledge and understanding of fitness and health (H&F)