

HIPPINGS METHODIST PRIMARY Skills Progression in Physical Education.



Activities and Skills EYFS, KS1 and KS2

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)

EYFS DEVELOPMENT

PHYSICAL DEVELOPMENT: EARLY LEARNING GOALS (ELG)

Moving and Handling

Children show good control and co-ordination in large and small movements. They move confidently in a range of ways, safely negotiating space. They handle equipment and tools effectively, including pencils for writing.

Health and Self Care

Children show good control and co-ordination in large and small movements. They move confidently in a range of ways, safely negotiating space.

EYFS

Invasion Games	Gymnastics	Dance	Net & Wall Games	Striking & Fielding Games	Athletics
Move freely using suitable spaces and speed or direction to avoid obstacles. (S&A)	Move freely and with pleasure and confidence in a range of ways including, rolling, floor shapes, ways of travel. Experiments with different ways of moving. Jumps off an object and lands appropriately. Stand on one foot to hold a balance.	Move freely and with pleasure and confidence in a range of ways. Experiments with different ways of moving. Complete simple sequences to different stimulus.	Catch a large ball. Demonstrate good control and coordination in large and small movements. Pass a ball: chest pass Kick a ball along the floor less than 10m with the correct technique. Dribble a ball at feet with control.	Throw over and under arm in a general direction Catch a variety of sized balls when bounced or thrown. Strike a ball in a general direction.	Children will be taught how to use their bodies to: • Sprint 30m • Jump for height 5- 9cm • Jump for distance 30-59cm • Leap hurdles 30m within 16-12secs • Overarm throw • Chest push • Run for longer distance Participate in Sports day

NATIONAL CURRICULUM KEY STAGE 1

Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations. Pupils should be taught to: 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.

	Year 1						
Invasion Games	Gymnastics	Dance	Net & Wall Games	Striking & Fielding Games	Athletics		
Explore different ways using a ball (A&D) 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. Participate in simple team	Learn a variety of basic gymnastic movements. Be still in different body shapes and balances and combine different ways of travelling (A&D) Move between mats and small apparatus and change the speed of movement. Handle apparatus safely	Learn basic movements relating to feelings. Learn what makes a good start and finish position in a sequence. Learn how to move their bodies in a variety of ways. Respond to different music showing a range of emotions and stimulus.	Focus on throwing a ball with control both over and underarm with prompts. Focus on catching a ball from shorter and longer distances, on their own and in groups. Play games based on net games (tennis, badminton) children have the opportunity to play	Focus on technique on striking a ball with control when shown. Focus on technique on fielding a ball using under and over arm throwing. Able to play simple games in small groups, applying rules and skills that have been taught.	Children will be taught how to use their bodies to: • Sprint 30m within 9-6seconds • Jump for height10-14cm • Jump for distance 60 – 89cm • Leap hurdles 30m within11-8 secs • Overarm throw 10-19m • Chest push3-4m • Run for longer distance		
games (1v1, 2v2) Develop simple attacking and defending techniques (A&D) Pass and receive a ball in different ways with increased control (S&A) (rugby, netball, football, basketball)	Recognise how it feels when the body is tense in a balance. Develop balance, agility, co-ordination of travelling, stillness, jumping, timing, changing shape, direction and size. (A&D)	Perform dance movements and simple sequences using simple movement patterns. Be taught to remember and perform short dance routines to other children (1-8 steps)	1v1, 1v2, 2v2, 1v3, 3v3. Pass and receive a ball in different ways with control and increased accuracy. (tennis, badminton)	(cricket, rounders, baseball, softball, golf)	200m within 1:45-1:31 Participate in Sports day		
<u>, </u>		Yea	ar 2				
Invasion Games	Gymnastics	Dance	Net & Wall Games	Striking & Fielding Games	Athletics		
Develop control and accuracy when moving with a ball in a variety of different games.	Develop short sequences on their own.	Use a range of vocabulary to describe moods and how dances make them feel.	Use their skills to play end to end games, games over a barrier and fielding games.	Choose, use and vary simple tactics. S&A	Take part in multiskills festivals. (competitions: class, houses, base, against other schools)		

	-	T	T	T	
Pass and receive a ball	Use imagination to find	Perform dances using	Use their ability to solve	Recognise good quality in	Designed to develop the
with more control and	different ways of using	simple movement	problems and make	performance.	fundamental movement
accuracy.	apparatus.	patterns with a clear start	decisions. S&A		skills of balance,
		middle and end.		Participate in team	coordination and agility.
Recognise the best ways	Form simple sequences of		Watch others and	games.	
to score points and stop	different actions using	On their own can	describe what is		Children will be taught
points being scored.	floor and apparatus.	remember and perform	happening.	Pass and receive a ball in	how to use their bodies
		short dance routines to		different ways with	to:
Recognise how they work	Have a clear start, middle	other children (1-8 steps)	Talk about what they	control and increased	 Sprint 30m under 6 secs
best with their partner.	and end. S&A		have done and how they	accuracy.	Jump for height 15-
		Evaluate and improve a	did it.		19cm
Use different rules and	Have a clear focus when	dance performance by		Perform fielding	Jump for distance 60 –
tactics for invasion	watching others perform.	recording and viewing	Participate in team	techniques with increased	89cm
games.	(E&I)	their rehearsals. (E&I)	games.	control and co-ordination	 Leap hurdles 30m
					within 8 secs
Make it difficult for	Say when a movement or		Pass and receive a ball in		• Overarm throw 10- 19m
opponents.	skill is performed well		different ways with	(cricket, rounders,	• Chest push 3-4m
	(aesthetic appreciation).		control and increased	baseball, softball, ,golf)	 Run for longer distance
Keep the ball and find	(E&I)		accuracy.		200m under 1:30
best places to score. S&A					
	Describe what they have		Perform fielding		Participate in Sports day
Watch others accurately.	done and what they have		techniques with increased		, ,
	seen. (Make easier or		control and coordination.		
Describe what they see	harder. Use advice to				
and ask to copy others'	improve.) (E&I)				
ideas, skills and tactics.			(tennis, badminton)		
	Develop balance, agility				
Participate in team	and coordination of				
games.	travelling, stillness,				
	jumping, timing, changing				
Understand and develop	shape, size, direction				
tactics for attacking and					
defending.					
(rugby, netball,					
football,basketball)					

NATIONAL CURRICULUM KEY STAGE 2

Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement. They should enjoy communicating, collaborating and competing with each other. They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success. Pupils should be taught to: 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 performances with previous ones and demonstrate improvement to achieve their personal best

	Year 3						
Invasion Games	Gymnastics	Dance	Net & Wall Games	Striking & Fielding	Athletics & OAA		
				Games			
Partner using a number of	Develop and perform	Improvise freely on their	Practise throwing and	Consolidate and develop	Choose skills and		
sending and receiving	actions.	own and with a partner,	catching with a variety of	the range and consistency	equipment to meet the		
techniques.		translating ideas from a	different balls and using	of their skills in striking	challenges they are set.		
	Practice and concentrate	stimulus to a movement.	different types of	and fielding games. A&D	e.g by increasing the		
Improve accuracy of	on quality of movement.	A&D	throwing.		distance thrown.		
passes and use space to				(rounders, golf, baseball,			
keep possession better.	Link different balances	Learn a short sequence	Hit the ball with a racket.	cricket)	Use different techniques,		
	moving in and out of	with a clear, middle and	Use different shots. A&D		speeds and effort to meet		
Remain in control of ball	positions of stillness.	end that they can			challenges set for		
while travelling.		perform on their own and	Play games using		running, jumping and		
	Transfer weight smoothly	in a group, with between	throwing and catching		throwing. S&A		
To help others know	from one part of body to	8-20steps.	skills.				
where they are going.	another.				Children will be taught		
		Learn how to develop	Vary strength, length and		how to use their bodies		
Look when travelling and	Use actions on floor and	actions and movements	direction of throw.		to:		
what happens after they	over, through, across and	within short dances by			• Sprint 50m within 17-		
have passed ball. A&D	along apparatus. A&D	changing the dynamics,	Know how can they make		14secs develop to 13-		
		space and relationships.	it difficult for opponent to		10secs		
Play games that involve	Vary and apply actions on		receive ball.		 Jump for height 20- 		
keeping possession and	floor and apparatus.	Learn a variety of travels,			24cm		
scoring in targets.		gestures, turns, jumps	Stand when receiving.		• Jump for distance 90 -		
3vs 1 and 4vs 1 games.	Copy a partner's	and balances with good			119cm		
	sequence on floor and	composure and control	Understand attack and		• Leap hurdles 60m		
Know which passes are	apparatus.		defence tactics.		within 25-18 secs		
best, tactics to keep					develop to 17-14 secs		
possession.					Overarm throw 20- 29m		
					• Chest push 34-6m		

Find space to receive and	Perform easy		Understand rules about		Run for longer distance
support.	combinations of		the games. (tennis,		400m 3:30-2:31 develop
	contrasting actions.		badminton)		to 2:30-2:01
Know what to think about	_		•		
when team has and	Choose combinations that				Participate in Sports day
hasn't got the ball.	work in their sequences.				, , ,
	·				
How to organise					
themselves differently to					
play each of the games					
successfully.					
Understand patterns of					
play- if ball is in a certain					
position where should					
players be. S&A					
(football, basketball,					
hockey, netball, rugby)					
			ar 4		
Invasion Games	Gymnastics	Dance	Net & Wall Games	Striking & Fielding	Athletics & OAA
				Games	
Play 3vs1 and 4vs1 and	Devise, perform and	Explore and create	Play games using	Throw and catch a balls at	Children to develop their
how to use the space and	repeat sequences that	characters and narratives	throwing and catching	different speeds,	technique for running at
help each other.	include travel, body	in response to a range of	skills.	directions and heights.	shorter and longer
	shapes and balances.	stimuli.		Choose and use a range	distances, throwing for
Score more regularly			Vary strength, length and	of simple tactics and	distance, jumping and
without making mistakes.	Help them change	Compose short dances	direction of throw.	strategies. Keep, adapt	leaping for height and
	sequences.	with clear start, middle		and make rules for	distance.
Choose and adapt their		and end on their own,	Understand how they can	striking and fielding	
techniques to keep	Include changes of	partners and in groups.	make it difficult for	games. (rounders, golf,	Children will be taught
possession and give their	dynamics.		opponent to receive ball.	baseball, cricket)	how to use their bodies
team chance to shoot.		Developing basic actions			to:
	Work with a partner and	and skills using: dynamics,	Understand where to		• Sprint 50m within 13-
	small groups to create	space and relationships,	stand when receiving.		10secs develop to under
1	sequences.	travels, gestures, turns,			10secs

Plan ideas and tactics similar across invasion	Adapt their sequences to include apparatus and to	jumps and balances with good composure and	Understand attack and defence tactics.		• Jump for height 25- 29cm
games.	suit partner or small group. S&A	control.	Understand rules about		• Jump for distance120- 149cm
Know what rules are	group. 3&A	Can remember and	the games. S&A		• Leap hurdles 60m
needed to make games	Compare and contrast	perform a longer dance			within 17-14 secs develop
fair.	similar performances.	routine to others (8-			to under 14secs
		20steps)	(tennis, badminton)		• Overarm throw 20- 29m
Understand simple					develop to 30- 34m
patterns of play. S&A					• Chest push 4-6m develop to 6-8m
Evaluate how successful					Run for longer distance
their tactics have been,					400m 2:30-2:01 develop
use appropriate language					to under 2mins
to describe performance					
and identify what they do					Participate in Sports day
that makes things difficult for their opponents.					
Tor their opponents.					
(football, basketball,					
hockey, netball, rugby)					
		Ye	ar 5		
Invasion Games	Gymnastics	Dance	Net & Wall Games	Striking & Fielding	Athletics & OAA
	-			Games	
Show ways to keep ball	Explore range of	Explore and improvise	Hold and swing racket	Develop the range and	Choose their favourite
away from defenders.	symmetric and asymmetric actions,	ideas for dances in different styles, working	and where to stand on the court when hitting,	consistency of their skills, especially in specific	ways of running, jumping and throwing.
How to shield the ball.	shapes and balances.	on their own, with a	catching and receiving.	striking and fielding	and throwing.
Tiow to silicia the ball.	Shapes and balances.	partner and in a group.	catering and receiving.	games. e.g throwing,	Choose the best
Change speed, direction	Control actions and	A&D	Hit the ball on both sides	catching and striking a	equipment for different
with ball to get away	combine them fluently.		of the body and above	ball accurately to a static	activities.
from defender.		Explore and experiment	head.	and moving partner at	
	Be aware of extension,	imaginatively with a		different distances A&S	Know how to plan a run
Shoot accurately in a	body tension and control.	stimulus for a given	Use different types of	, , , , , , , , , , , , , , , , , , , ,	so they pace themselves
variety of ways. Mark an opponent. A&D		audience.	shots during a game.	(rounders, golf, baseball, cricket)	evenly or unevenly.
iviaik ali oppolielit. AQD				CHICKEL)	

Watch and evaluate the	Move from floor to	Composing more complex	Improve accuracy. A&D	Plan to cover distances as
success of the games they	apparatus, change levels	routines with clear		a team to get the best
play in. Identify parts of	and move safely.	sections, starting to use	Explain why they or	results possible.
the game that are going		unison, canon, repetition.	others are playing well in	
well and parts that need	Combine movements		the games.	Mark a run up for
improving.	with other in a group	Changing the dynamics,		jumping and throwing.
	(matching and mirroring).	space and relationships.	Know what they need to	
Explain how confident	A&D		get better at and what to	Set themselves and
they feel in different		Can remember and	practice.	others targets in different
positions.	Watch a performance and	perform a dance routine		events. S&A
	evaluate its success.	to any audience with 20+	Know how to change	
Suggest what they need		steps.	court to make easier.	Watch a partners athletic
to practice to enjoy game	Identify what was			performance and identify
more.	performed well and what		Understand practices to	the main strengths.
	needs improving.		help with precision and	
Change pitch size to make			consistency and speed	Identify parts of the
games better. E&I	Choose a focus for		about the court. E&I	performance that need to
	improvement. Identify			be practised and refined,
	one or two aspects of			& suggest improvements.
(football, basketball,	their performance to		(tennis, badminton)	
hockey, netball, rugby)	practice and improve.			Children will be taught
	E&I.			how to use their bodies
				to:
				• Sprint 75m within 20-
				16develop to 15-12secs
				• Jump for height 30-
				34cm
				• Jump for distance150 -
				179cm
				• Leap hurdles 60m
				within 25 -18 secs
				develop to 17 - 14secs
				• Overarm throw 30 -
				34m develop to 35+m
				• Chest push 6 - 8 m
				develop to 8+

					• Run for longer distance 600m 5:00 -3:31 develop to 3:30 -2:31
		Vac			Participate in Sports day
Invasion Games	Gymnastics	Dance	ar 6 Net & Wall Games	Striking & Fielding	Athletics & OAA
invasion dames	Gymnastics	Dance	Net & Wall Games	Games	Atmetics & OAA
Understand that when team has ball they are attacking and when they haven't they are defending. Understand different ways of attacking and encourage them to use positions for their team	Make up a sequence and adapt it to different apparatus layouts. Use combinations of dynamics (pathways) to use space effectively. Make up own rule for longer, more complex	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	Devise a scoring system. Hit the ball in the court a way from opponent, how to outwit them using speed height and direction of ball. Know where to stand when attacking and	Use and adapt rules, strategies and tactics, using their knowledge of basic principles of batting and fielding. S&A Develop and adapt their striking, fielding, throwing and catching skills to different heights,	Develop the consistency of their actions in a number of events. Increase the number of techniques they use. Sustain pace over longer distances, e.g. sprint for seven seconds, run for
carefully. Understand different	sequences. Plan a sequence and	others' work. E&I Composing more complex	defending. S&A Explain why they or	distances in small and large games.	one or two minutes. Throw with greater
ways to attack and defend.	adapt it to limited equipment.	routines with clear sections, using unison, canon, repetition.	others are playing well in the games.	Thinking about when to use an over and under arm throw.	control, accuracy and efficiency.
Choose right formations and tactics for attack and defence.	Work as a group and share roles fairly. Investigate different ways	Changing the dynamics, space and relationships	Know what they need to get better at and what to practice.	(rounders, golf, baseball, cricket)	Perform a range of jumps showing power, control and consistency at both take off and landing. A&D
Know how they support other players in attack and defence. S&A	of working with a partner or small group. Use compositional ideas	Can remember and perform a dance routine to any audience with 20+ steps.	Understand how to change court to make easier.		Say why some athletic activities can improve strength, power or
Understand how to get ready for games.	(contrasts and variation in shape, speed, level, timing and actions) S&A		Understand practices to help with precision and consistency and speed about the court. E&I		stamina and explain how these can help their performance in other types of activity.
(football, basketball, hockey, netball, rugby)			(tennis, badminton)		

p	know how gymnastics bromotes strength, bower and suppleness.		Outdoor and adventurous activity during Year 6 residential trip
a	set out and do risk essessments on epparatus.		Children will be taught how to use their bodies to: • Sprint 75m within 20-16develop to 15-12secs • Jump for height 30 -
			 34cm Jump for distance150 - 179cm Leap hurdles 60m
			within 25 -18 secs develop to 17 - 14secs • Overarm throw 30 - 34m develop to 35+m
			 Chest push 6 - 8 m develop to 8+ Run for longer distance
			600m 5:00 -3:31 develop to 3:30 -2:31 Participate in Sports day