Progression Key Stage 1 - PE

<u>Area</u>	<u>EYFS</u>	<u>Year 1</u>	<u>Year 2</u>	End of Key Stage Expectations
P1	 30-50 months Moves freely and with pleasure and confidence in a range of ways, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping. Mounts stairs, steps or climbing equipment using alternate feet. Can stand momentarily on one foot when shown. Runs skilfully and negotiates space successfully, adjusting speed or direction to avoid obstacles. Can catch a large ball. 40-60 Months 	Gymnastic:• To explore movement actions with controland link them together with flow.• To explore gymnastic actions and shapes.• To explore travelling on benches.• To explore movement actions with control,and to link them together with flow.• To choose and use simple compositionalideas by creating and performing sequences.• To repeat and link combinations ofgymnastic actions.• To link combinations of movements andshapes with control.	 To remember and repeat simple gymnastic actions with control. To balance on isolated parts of the body using the floor and hold balance. To develop a range of gymnastic moves, particularly balancing. To link together a number of gymnastic actions into a sequence. To explore ways of travelling around on large apparatus. To choose and use a variety of gymnastic actions to make a sequence. 	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
	 Experiments with different ways of moving. Jumps off an object and lands appropriately. Negotiates space successfully when playing racing and chasing games with other children, adjusting speed or changing direction to avoid obstacles. Travels with confidence and skill around, under, over and through balancing and climbing equipment. Shows increasing control over an object in pushing, patting, throwing, catching or kicking it. Early learning goal – moving and handling Children show good control and co- ordination in large and small movements. They move confidently in a range of ways, 	 Football To master basic sending and receiving techniques. To develop balance, agility and coordination. To master basic sending and receiving skills. To develop balance, agility and coordination.: To master basic sending and receiving techniques To develop balance, agility and coordination. To develop balance, agility and coordination. To master basic sending and receiving as well as developing balance agility and coordination. To make use of coordination, accuracy and weight transfer. To develop receiving skills. 	 To use hand-eye coordination to control a ball. To catch a variety of objects. To vary types of throw. To kick and move with a ball. To develop catching and dribbling skills. 	

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a a fa ha sea a start a st	They have de	Thuswing and Catabing (field same)		[]
	ng space. They handle	Throwing and Catching (field games)	The large set the factories is shell be a set of factories	
	tools effectively, including	• To learn skills for striking and fielding games.	• To learn skills for playing striking and fielding	
pencils for writ	ing.	 To practise basic striking, sending and 	games.	
		receiving.	• To position the body to strike a ball.	
		 To use throwing and catching skills in a 	• To develop catching skills.	
		game.	 To throw a ball for distance. 	
		 To practise accuracy of throwing and 	 To practise throwing skills in a circuit. 	
		consistent catching.	 To play a game fairly and in a sporting 	
		 To strike with a racket or bat. 	manner.	
		 To play a game fairly and in a sporting 	 To use fielding skills to play a game. 	
		manner.		
		 To use fielding skills to play a game 		
		 To use ball skills in game based activities. 		
		Active Athletics		
		 To use varying speeds when running. 	 To run with agility and confidence. 	
		To explore footwork patterns.	 To learn the best jumping techniques for 	
		 To explore arm mobility. 	distance.	
		 To explore different methods of throwing. 	 To throw different objects in a variety of 	
		• To practise short distance running	ways.	
			• To hurdle an obstacle and maintain effective	
			running style.	
			• To run for distance.	
			• To complete an obstacle course with control	
			and agility.	
		Invasion Games:		participate in team games, developing simple tactics
		To learn how to take part in basic games by	To learn how to take part in basic games by	for attacking and defending
		following the rules.	following the rules and apply strategies and	
		Tonowing the rules.	tactics to win or be more successful.	
			tactics to will of be more successful.	
P2				

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	30-50 months	Dance		perform dances using simple movement patterns
<u>P3</u>	 Moves freely and with pleasure and 	• To change direction during travelling moves.	 To explore different levels and speeds of 	
	confidence in a range of ways, such as	 To link travelling moves that change 	movement.	
	slithering, shuffling, rolling, crawling, walking,	direction and level.	 To compose and perform simple dance 	
	running, jumping, skipping, sliding and	 To link moves together. 	phrases.	
	hopping.	 To use a variety of moves. 	 To show contrasts in simple dances with 	
	 Can stand momentarily on one foot when 	 To explore basic body patterns and 	good body shape and position.	
	shown.	movements to music.	• To develop a range of dance movements and	
		 To use a variety of moves that change speed 	improve timing.	
	40-60 Months	and direction.	 To work to music, creating movements that 	
	 Experiments with different ways of moving. 	 To link together dance moves with gestures 	show rhythm and control.	
		and changing direction in time to music.	 To work to music, creating movements that 	
	Early learning goal – being imaginative	 To practise taking off from different 	show rhythm and control.	
	Children use what they have learnt about	positions. • To complete an obstacle course		
	media and materials in original ways,	with control and agility.		
	thinking about uses and purposes. They			
	represent their own ideas, thoughts and			
	feelings through design and technology, art,			
	music, dance, role play and stories.			