St Mary's Catholic Primary School

Living and Learning Together – Shining in our Faith



<u>PE</u> Progression of Disciplinary Knowledge

	Early Years Foundation Stage Curriculum Personal, Social & Emotional Development – Physical Development
	EYFS Statutory Educational Programme: hildren's all-round development, enabling them to pursue happy, healthy and active lives. Through the children's learning opportunities for
3 and 4 year olds	d outdoors, adults can support children to develop their core strength, stability, balance, spatial awareness, co-ordination and agility. Physical Development Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skill Councitors and stairs, or climb up apparatus, using alternate foot
	 Go up steps and stairs, or climb up apparatus, using alternate feet. Skip, hop, stand on one leg and hold a pose for a game like musical statues. Use large-muscle movements to wave flags and streamers. Start taking part in some group activities which they make up for themselves, or in teams.
	 Increasingly able to use and remember sequences and patterns of music that are related to music and rhythm. Match their developing physical skills to tasks and activities in the setting. For example, they decide whether to crawl, walk or run across a plank, depending on its length and width.
	• Collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow blocks. Personal, Social and Emotional Development
	 Increasingly follow rules, understanding why they are important. Remember rules without needing an adult to remind them.
Reception	Physical Development Revise and refine the fundamental movement skills they have already acquired: - rolling – running

- craw	lınq-	hop	pınq

- walking skipping
- jumping climbing
- Progress towards a more fluent style of moving, with developing control and grace.
- Develop overall body-strength, balance, coordination and agility needed to engage successfully with future physical education sessions and other physical disciplines, including dance, gymnastics, sport and swimming.
- Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.
- Combine different movements with ease and fluency.
- Confidently and safely use a range of large and small apparatus indoors and outdoors, alone and in a group.
- Develop overall body strength, balance, coordination and agility.

Expressive Arts and Design

- Create collaboratively, sharing ideas, resources and skills.
- Explore and engage in music making and dance, performing solo or in group

End of Reception Early Learning Goals

ELG: Physical Development - Gross Motor Skills

- Negotiate space and obstacles safely, with consideration for themselves and others.
- Demonstrate strength, balance and coordination when playing.
- Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.

ELG: Expressive Arts and Design – Being Imaginative and Expressive

• Perform songs, rhymes, poems and stories with others, and (when appropriate) try to move in time with music.

ELG: Personal, Social and Emotional Development - Managing self

- Be confident to try new activities and show independence, resilience and perseverance in the face of a challenge.
- Explain the reasons for rules, know right from wrong and try to behave accordingly.

ELG: Personal, Social and Emotional Development - Building Relationships

• Work and play cooperatively and take turns with others.

NATIONAL CURRICULUM KEY STAGES 1 & 2:

PΕ

The National Curriculum aims to ensure that all pupils:

- develop competence to excel in a broad range of physical activities.
- are physically active for sustained periods of time.
- engage in competitive sports and activities
- lead healthy, active lives.

			Gymnastics			
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Introduce basic skills of travelling.	Develop the basic skills of travelling.	Improve their travelling, jumping and rolling.	Develop ways of travelling on hands and feet.	To develop ways of travelling on feet and hands and feet.	To perform partner balances (matched and mirrored).	To perform matched and mirrored paired balances
Introduce basic skills of rolling.	Develop basic skills of rolling.	Develop simple balancing skills individually and with a partner.	Improve balance on small and large body parts.	To develop balance on small body parts. To develop a range of	To perform counter balance.	To perform counter balance and counter tension paired balances.
Introduce basic skills of jumping.	Develop basic skills of jumping.	Remember and repeat simple sequences and	Create a sequence of travelling and balancing actions.	jumping actions To develop balance on large body parts.	To perform Counter tension balances.	To perform a group counter balance.
	Perform basic skills with straight and tuck shapes. To link movements	perform them on the floor and apparatus. Set up apparatus safely.	To develop more challenging rolls.	To create a gymnastic sequence of travelling and balancing.	To evaluate and recognise their own success.	To create a gymnastic sequence with counter balances and counter
	together. Link travel, roll and jump	Set op apparatus sarely.	Develop Jump-Shape- Landing.	To explore different ways of rolling.	To create a gymnastic sequence with a partner.	tension in a group. To evaluate success of
	with two different shapes. Create a sequence on the		Create a sequence of gymnastic actions.	To perform rolling actions and link these with other	To perform the core task "Acrobatic gymnastics".	group and paired balances.
	floor and adapt to apparatus.		Recognise and evaluate their own and others success.	actions to create a sequence.	To evaluate and recognise their success.	
			Perform gym actions using apparatus.	To explore different ways of balancing, jumping and travelling. To create a sequence using travelling, balancing, jumping and rolling that meet a set of conditions.	To develop a sequence onto apparatus.	
				To make simple judgements about the quality of performances.		
				To create a sequence using travelling, balancing, jumping and rolling that meet a set of conditions.		

	Dance						
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
To explore and perform different travelling actions.	Explore different ways of travelling and using space.	Create ideas adding expressions and develop ways to improve our work.	Create movement using a stimulus.	Identify and practise patterns and actions of dance style.	Identify and practise the patterns and actions of the chosen dance theme.	To practise patterns and actions in the Haka style.	
	Create travelling patterns		To explore dance			Demo an awareness of	
Experiment with different creative movements.	using a stimulus.	Create effective travelling pathways individually and	movements and patterns.	Demo an awareness of the music's beat and rhythm.	Produce a dance phrase in response to the music.	music's rhythm when improvising.	
	Create pathways using a	in a group.	To work with a partner to				
Start to move using different pathways.	stimulus.	Perform a whole class	create dance patterns.	Create an individual dance and partner dance that	Apply key components of dance: Travel, Jump,	Show strong gesture and dynamics throughout.	
	Develop simple dance	performance.	Show rhythm and	reflects the theme.	Stillness, Gesture and		
	phrases.	Understand unison and	expression.	To dance using a range of	Turn.	To create a dance that represents a haka style.	
	Change speed and direction.	cannon.	Precision in movement.	movements	To create a group dance with creative ideas.	To perform and analyse	
		Improve timings.	To work co-operatively.	Evaluate own work.		own and other	
	Explore basic body				Evaluate own and others	performance.	
	patterns.	Work to music.	Perform in front of others.		work.		

	Invasion Games							
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Send & receive a ball by rolling from hand &	Throw underarm, bounce & catch a variety of balls	Perform some dribbling skills with hands, feet and	Send and receive a ball.	To send and receive a ball.	To develop the skill of passing and catching a	Develop the skill of running with a rugby ball		
striking with foot	by self & with partner	a stick using space	Send a ball and move into space	To travel with a ball.	netball.	in two hands.		
Aim & throw object	pass/stop a ball using both	Pass a ball accurately		Travel with a ball with	Develop the skill of a	Develop the skill of		
underarm	feet	(hands & feet) over longer distances to a team mate	Send and receive in a simple game.	control.	shoulder pass.	passing a catching a ball.		
Catch and bounce a	Invade and evade using			Use various simple tactics	Develop the skill of	To be able to score.		
variety of balls	different movements such	Combine stopping,	Use more than one simple	to outwit an opponent.	shooting in			
	as Run straight and on a	receiving, sending and	tactic.		netball/Handball/Basketba	Develop an understanding		
Move and stop safely in a	curve and sidestep with	passing in multiple forms		Apply basic principles of	II.	of when to run and when		
specific area	correct technique	to other players	Evaluate success.	attack.		to pass the ball.		
					Select appropriate			
Play a passing & target	Begin to follow some	Make simple decisions		Travel with a ball with	strategies for attack.	Apply basic strategic and		
game alone and with a	simple rules	about when /where to		control in a game.		tactical principles of		
partner		move in game to receive a			Evaluate work and suggest	attack.		
		ball		Evaluate success.	ways to improve.			

		Choose and apply netball/ handball/ basketball based	Apply basic strategic and tactical principles of
		skills consistently in a	defence.
		game situation.	
			Use skills and tactics for an
			invasion typed game.
			Evaluate their own and others success and suggest ways to improve.
			Understand basic principles of a warm up that will lead to invasion based activities.

	Athletics						
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
To begin to develop an understanding of Fundamental Movement	Use varying speeds when running	Apply different types of movements linked to running to ensure it is	Run, throw, jump. To perform the pull throwing action.	To perform a start in a sprint type race.	To develop running skills in isolation.	To develop running skills in isolation.	
Skills FMS To develop running,	Understand the importance of a controlled landing when developing	embedded Jump with control both 1	To explore different running techniques.	To throw for distance using three different throws.	To develop throwing skills.	To develop throwing skills in an athletic type activity.	
jumping and throwing related to athletics	skipping, hopping and two footed landings	footed and two footed Throw different objects in	To perform the sling throw.	To perform a hop, step and jump.	To evaluate their own success.	To develop running, jumping and throwing skills in an athletic type	
Begin to understand how to change speed, jump for distance and throw for	To begin to link overarm throwing action with athletics based throwing	a variety of ways Complete an obstacle	To develop jumping actions.	To pass a baton successfully in a race.	To explore ways of combining jumping actions.	activity. To compare their	
distance	events Begin to travel at speed through obstacles (high	course with control and agility	Select an appropriate running technique for distance.	To perform 5 different jumps.	To develop throwing skills in an athletic type activity.	performances with previous ones and demonstrate improvement to achieve	
	and low)		To perform a push throw.	To perform in athletic type competitive events (run, jump and throw).	To develop jumping actions in combination.	their personal best.	

	Striking and Fielding							
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Aim & throw object underarm Catch balloon/bean bag/scarf & sometimes a bouncing ball Use hand to strike a bean bag or ball and move towards a scoring area Begin to use a bat or racket to hit a ball	Show some different ways of hitting, throwing and striking a ball Hit a ball or bean bag and move quickly to score a range of points (further distance scores more points) Understand a as a fielder how to get the ball back to the designated area Begin to follow some	Send a ball off a tee using a bat Play two types of games to score: running around a series of hula hoops or forwards and backwards between hula hoops Stop moving when the 'bowler' has the ball Play as a fielder and pass the ball back to the bowler to make the runner stop	To send a ball in a striking and fielding game. To receive a ball in a striking and fielding game. To evaluate success. To strike a ball in a striking and fielding game. Use simple tactics in a game.	To strike a ball a striking and fielding game. To use simple tactics in a striking and fielding game. To evaluate tactics used in a striking and fielding game.	To bowl underarm with accuracy. To catch a ball when fielding. To run with a bat between wickets. To bowl overarm with accuracy. To strike a ball with a cricket bat.	To bowl underarm / overarm with accuracy in a game. To bowl underarm / overarm with accuracy in a pairs cricket. To play a modified competitive cricket game. To evaluate what was successful in a game.		
	simple rules (carrying the bat, not over taking someone)	Follow rules for a game (carry the bat, don't overtake, run around the outside of the hula hoops)			To learn how to field a ball.			

	OAA and Team Building						
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Describe different types of movement to travel (Walking, jogging,	Describe with some detail the best techniques to use in running, jumping and	Explain how they can make informed choices about healthy, active	To describe how to use simple maps within a lesson.	To describe how we can work in small groups to support plans.	To describe how collaboration is required during OAA.	To describe how to create a course/map.	
sprinting)	throwing	lifestyles both in school and beyond	To develop map work and	To embed map work and	To consolidate map work	To set up courses for others with confidence.	
Apply basic movements in a range of outdoor activities	Make and apply decisions in a range of contexts	Participate in competitive	orientation of the school site.	orientation of the school site.	and orientation.	To warm up and prepare appropriately for different	
Developing improved	Participate in competitive and cooperative physical	and cooperative physical activities	To work in collaboration to solve tasks and problems.	To use and create routes for each other using	To set up courses for others to navigate.	OAA activities.	
physical capacity	activities	Apply tactics and creative ideas to tasks	P. C.	simple plans.		Can recognise hazards.	

Apply fundamental	Develop and master	Continue to apply and	To warm up and prepare	To support and assist in	To work in small groups	To develop more
movement skills in a range	fundamental movement	develop a broader range	appropriately for different	group problem solving	with minimal support from	advanced Orienteering
of activities	skills	of skills.	OAA activities.	tasks.	teacher.	techniques.
Develop simple tactics		Enjoy communicating, collaborating and competing with each other and how to improve	To work in small groups with minimal support from teacher.	To consolidate map work and orientation. To talk about what they	To explain how working in teams and having good sportsmanship supports the development of skills,	Can feedback the importance of team work and communication.
		·	To describe the short term and beneficial effects of different OAA activities o the body.	have done, using appropriate vocabulary with support.	playing fairly and respectfully in all competitive situations.	To talk about exercising, safety and short term effects of exercise.
			,	To talk about exercising, safety and short term exercise.	To safely perform teacher led warm-ups.	

Fundamental Skills							
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
To introduce locomotor	FMS A	FMS A					
Skills – These involve	To develop locomotor	To develop locomotor					
transporting your body	Skills – These involve	Skills – These involve					
from A – B. This includes	transporting your body	transporting your body					
running, jumping and	from A – B. This includes	from A – B. This includes					
hopping.	running, jumping,	running, jumping,					
11 3	skipping, hopping and	skipping, hopping and					
To introduce body	side stepping.	side stepping.					
management skills – this							
includes balancing	To develop body	To develop body					
actions.	Management Skills – This	Management Skills – This					
	includes balancing	includes balancing					
To introduce manipulative	actions.	actions.					
skills – this involves							