	Emmer Green Primary School	Skills Progression in Reception	Physical Development
	Autumn Term	Spring Term	Summer Term
Gross Motor Skills	Autumn Term  Revise and refine the fundamental movement skills they have already acquired:  - Rolling - Crawling - Walking - Jumping - Running - Hopping - Skipping - Climbing  Develop the overall body strength, co-ordination, balance and agility needed to engage successfully with future physical education sessions and other physical disciplines including dance, gymnastics, sport.  Confidently and safely use a range of large and small apparatus indoors and outside, alone and in a group.  Develop overall body-strength, balance, co-ordination and agility.	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 fluencyDemonstrate precision and accuracy when beginning and ending movements.  Progress towards a more fluent style of moving, with developing control and grace Able to perform movements alone and with othersTo conclude movements in balance and stillness.  Further develop and refine a range of ball skills including: throwing, catching, kicking, passing, batting and aiming.  Develop confidence, competence, precision and accuracy when engaging in activities that involve a ballChildren are able to follow and engage in ball games	Summer Term ELG  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.  For the full, whole school progression of PE skills, please see here
	Use their core muscle strength to achieve a good posture when sitting at the table or sitting on the floor.	with teams, rules and targets when they have consolidated their ball skills.	

	Show a preference for a dominant hand.	Develop the foundations of a hand writing style	ELG
		which is fast, accurate and efficient.	
	Develop their small motor skills so that they	-Children's letter formation becomes automatic,	Hold a pencil effectively in preparation for fluent
kills	can use a range of tools competently, safely and confidently.	efficient and fluent over time.	writing - using the tripod grip in almost all cases.
r 54	-Suggested tools: pencils for drawing and		Use a range of small tools, including scissors,
Moto	writing, paintbrushes, scissors, knives, forks,		paintbrushes and cutlery.
Fine Motor Skills	spoons.		Begin to show accuracy and care when drawing
			For the full, whole school progression of
			Handwriting skills, please see our handwriting
	De in an esimple in demandent esthere ask		policy here
	Be increasingly independent as they get dressed and undressed, for example, putting		No ELG relating to Health and Self-Care (See ELG PSED Statements)
	coats on and doing up zips.		(See EES 1 SES STATEMENTS)
	3		Manage their own basic hygiene and personal
	Further develop the skills they need to		needs, including dressing, going to the toilet and
are	manage the school day successfully:		understanding the importance of healthy food choices.
f-C	<ul> <li>Lining up and queuing</li> <li>Mealtimes</li> </ul>		choices.
Sel	- Personal; hygiene		
Health and Self-Care	. 73		
+ +			
lea			

ear 1 Year 2	Year 3	Year 4	Year 5	Year 6	
upils should be taught:	Pupils should be ta	ught:	l	-	
To master basic movements including developing	• To develop flexib	ility, strength, technique, control	and balance		
balance, agility and co-ordination, and begin to apply	• To compare their	performance with previous ones	and demonstrate impr	ovement to achieve their personal	
these in a range of activities	best				
or instance:	For instance:		For instance:		
EQUENCING	SEQUENCING		SEQUENCING		
erform gymnastic sequence with a balance, a		tic sequence with clear changes of	•	of up to 8 elements: (e.g. a	
avelling action, a jump and a roll		palances with 3 different ways of		mmetrical shapes and balances and	
each sequence to a partner and perform together	travelling	_		and jumping actions; changes of	
AL ANIGE	·	er to create a sequence. From		direction and level and show mirroring; and matching	
ALANCE		ve together by e.g. travelling on		shapes and balances	
rand and sit "like a gymnast"	•	ling, jumping. Then move apart to	•	Create a longer more complex sequence of up to 10	
xplore the 5 basic shapes: raight/tucked/star/straddle/pike	Jillisti	finish		elements e.g. a combination of counter balance/counter tension, twisting/turning, travelling	
alance in these shapes on large body parts: back,	BALANCE			as well as jumping and rolling	
ont, side, bottom		Explore and develop use of upper body strength		us wen us jumping and ronning	
kplore balance on front and back so that extended	1	ands and feet – front support	BALANCE		
rms and legs are held off the floor (arch and dish	(press up position) and back support (opposite) NB:			Perform balances with control, showing good body	
napes respectively)	ensure hands are always flat on floor and fingers		tension		
evelop balance by showing good tension in the core	point the same wa		Mirror and match	partner's balance i.e. making same	
nd tension and extension in the arms and legs, hands	Explore balancing	on combinations of 1/2/3/4	•	nt level or in a different place	
nd feet	"points" e.g. 2 han	ds and 1 foot, head and 2 hands ii	Explore symmetric	al and asymmetrical balances on	
evelop balance on front and back so that extended	a tucked head stan	d	own and with a pa	rtner	
rms and legs are held off the floor (arch and dish	Balance on floor a	nd apparatus exploring which bod	Explore and develo	p control in taking some/all of a	
napes respectively)	parts are the safes		1.	sing counter balance (pushing	
hallenge balance and use of core strength by exploring		with a partner: facing, beside,		er tension (pulling away from)	
nd developing use of upper body strength taking	behind and on diffe		' '	acrobatic balances with a partner	
eight on hands and feet – front support (press up osition) and back support (opposite) NB: ensure hands	Move in and out of balance fluently		on the floor and on different levels on apparatus		

## Physical Education Progression of Skills and Curriculum Overview

are always flat on floor and fingers point the same way as toes

#### **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)
Bunny hop (transfer weight to hands)

### **JUMP**

Explore shape in the air when jumping and landing with control (e.g. star shape)

### **ROLL**

Continue to develop control in different rolls

Pencil roll – from back to front keeping body and limbs
in straight shape

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

### **TRAVEL**

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

apparatus, explore different entry and exit points other than travelling in a straight line on apparatus

#### **JUMP**

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

### **ROLL**

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 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 Begin to take more weight on hands when progressing bunny hop into hand stand

### **TRAVEL**

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**

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**

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

GAMES					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Pupils should be taught:  • To participate in team ga tactics for attacking and of the state of		hockey, netball, rounders	es, modified where appropriations and tennis], and apply basic nance with previous ones and	principles suitable for attack	ing and defending
Invasion Games	<u>Invasion Games</u>	Invasion Games	Invasion Games	Invasion Games	Invasion Games
<ul> <li>Explore different ways of using a ball.</li> <li>Explore ways to send a ball or other equipment.</li> <li>Retrieve and stop a ball using different parts of the body.</li> <li>Play a variety of running and avoiding games.</li> <li>Practise skills to make them warmer.</li> <li>Explain why they enjoy playing games and physical activities.</li> <li>Talk about what our bodies do during exercise e.g. breathing.</li> <li>Participate in team games.</li> <li>Develop simple attacking and defending techniques.</li> </ul>	<ul> <li>Recognise the best ways to score points and stop points being scored.</li> <li>Recognise how they work best with their partner.</li> <li>Use different rules and tactics for invasion games.</li> <li>Make it difficult for opponents.</li> <li>Keep the ball and find best places to score.</li> <li>Watch others accurately.</li> <li>Describe what they see and ask to copy others' ideas, skills and tactics.</li> <li>Recognise what is successful and how to use this knowledge. (Do they play well when hot or out of breath).</li> </ul>	<ul> <li>Practise passing to a partner using a number of sending and receiving techniques.</li> <li>Improve accuracy of passes and use space to keep possession better.</li> <li>Remain in control of ball while travelling.</li> <li>Use communication skills to help others know where they are going.</li> <li>Look when travelling and what happens after they have passed ball.</li> <li>Play games that involve keeping possession and scoring in targets. 3vs 1 and 4vs 1 games.</li> <li>Know which passes are best, tactics to keep possession.</li> </ul>	<ul> <li>Play 3vs1 and 4vs1 and how to use the space and help each other.</li> <li>Score more regularly without making mistakes.</li> <li>Choose and adapt their techniques to keep possession and give their team chance to shoot.</li> <li>Plan ideas and tactics similar across invasion games.</li> <li>Know what rules are needed to make games fair.</li> <li>Understand simple patterns of play.</li> <li>Evaluate how successful their tactics have been, use appropriate language to describe</li> </ul>	<ul> <li>Show ways to keep ball away from defenders.</li> <li>How to shield the ball.</li> <li>Change speed, direction with ball to get away from defender.</li> <li>Shoot accurately in a variety of ways.</li> <li>Mark an opponent.</li> <li>Watch and evaluate the success of the games they play in.</li> <li>Identify parts of the game that are going well and parts that need improving.</li> <li>Explain how confident they feel in different positions.</li> <li>Suggest what they need to practice to enjoy game more.</li> </ul>	<ul> <li>Understand that when team has ball they are attacking and when they haven't they are defending.</li> <li>Understand different ways of attacking and encourage them to use positions for their team carefully.</li> <li>Understand different ways to attack and defend.</li> <li>Choose right formations and tactics for attack and defence.</li> <li>Know how they support other players in attack and defence.</li> <li>Understand how to get ready for games.</li> </ul>

## Physical Education Progression of Skills and Curriculum Overview

- Pass and receive a ball in different ways with increased control.
- games.
- Understand and develop tactics for attacking and defending.
- Pass and receive a ball in different ways with control and increased accuracy
- Participate in team
- Find space to receive and support.
- Know what to think about when team has and hasn't got the ball.
- 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
- performance and identify what they do that makes things difficult for their opponents.
- Know what they need to improve their game and what they need to practice.
- Change pitch size to make games better.
- Know some ideas for warm up exercises and routines.
- Know what makes a good warm up.
- Know what clothing and footwear is best to wear.
- Know how to check playing area.
- Know how playing invasion games helps your fitness and benefits of playing outside of school.

### **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.
- 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 team games.

## **Net and Wall Games**

- 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.
- Watch others and describe what is happening.
- Talk about what they have done and how they did it.
- Participate in team games.
- Pass and receive a ball in different ways with

## **Net and Wall Games**

- 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.
- Know how can they make it difficult for opponent to receive ball.
- Stand when receiving.

### **Net and Wall Games**

- Play games using throwing and catching skills.
- Vary strength, length and direction of throw.
- Understand how they can make it difficult for opponent to receive ball.
- Understand where to stand when receiving.
- Understand attack and defence tactics.
- Understand rules about the games.
- Describe what they do and what they find hard.

### Net and Wall Games -**Tennis**

- Hold and swing racket and where to stand on the court when hitting, catching and receiving.
- Hit the ball on both sides of the body and above head.
- Use different types of shots during a game. Improve accuracy.
- Explain why they or others are playing well in the games.
- Know what they need to get better at and what to practice.

### **Net and Wall Games Tennis**

- Devise a scoring system.
- Hit the ball in the court away from opponent. how to outwit them using speed height and direction of ball.
- Know where to stand when attacking and defending.
- Explain why they or others are playing well in the games.
- Know what they need to get better at and what to practice.

## Physical Education Progression of Skills and Curriculum Overview

- Pass and receive a ball in different ways with control and increased accuracy.
- Perform fielding techniques with increased control and co-ordination

## <u>Striking and Fielding</u> Games

- Be confident and safe in the spaces used to play games.
- Explore and use skills, actions and ideas individually and in combination to suit the game they are playing.
- Understand that being active is good for them and fun.
- Participate in team games.
- Pass and receive a ball in different ways with control and increased accuracy.
- Perform fielding techniques with increased control and co-ordination

- control and increased accuracy.
- Perform fielding techniques with increased control and co-ordination.

Striking and Fielding

simple tactics.

in performance.

• Use information to

• Participate in team

games.

accuracv.

Perform fielding

techniques with

co-ordination

improve their work.

• Pass and receive a ball

in different ways with

control and increased

increased control and

• Choose, use and vary

• Recognise good quality

Games

the games

# Striking and Fielding Games

Understand attack and

Understand rules about

defence tactics.

- Consolidate and develop the range and consistency of their skills in striking and fielding games.
- Recognise how specific activities affect their bodies.
- Understand the importance of keeping warm.

- Talk about how to change the court to make it easier/harder.
- Say what they do well in a game and what they need help with and what they need to practice.

# Striking and Fielding Games

- Choose and use a range of simple tactics and strategies.
- Keep, adapt and make rules for striking and fielding games.
- Recognise good
   performance and
   identify the parts of a
   performance that need
   improving.

- Know how to change court to make easier.
- Understand practices to help with precision and consistency and speed about the court.

# Striking and Fielding Games

- Develop the range and consistency of their skills, especially in specific striking and fielding games.
- Know how to warm up.
- Understand what to include in a warm up in order to improve performance.
- Understand why exercise is good for their fitness, health and wellbeing.

- Understand how to change court to make easier.
- Understand practices to help with precision and consistency and speed about the court.

# Striking and Fielding Games

- Use and adapt rules, strategies and tactics, using their knowledge of basic principles of batting and fielding.
- Evaluate strengths and weaknesses in their own and others' performances and suggest improvements

DANCE						
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Pupils should be taught:  • To perform dances, using simple movement patterns		Pupils should be taught:  • To perform dances using a range of movement patterns  • To compare their performance with previous ones and demonstrate improvement to achieve their		Pupils should be taught:  To perform dances using a range of movement patterns  To compare their performance with previous ones and demonstrate improvement to achieve their		
For instance:		personal best For instance:		personal best For instance:		
<u>COMPOSE</u> <u>COMPOSE</u>					e challenging dance phrases/dances	
Develop control of mo	Develop control of movement using:		Develop movement using:		Select appropriate movement material to express ideas/thoughts/feelings	
, ,	ravel, stretch, twist, turn, jump	ACTIONS (WHAT) – travel, turn, gesture, jump, stillness		Develop movement using:		
	wards, backwards, sideways, ving an awareness of others	SPACE (WHERE) – formation, direction and levels  RELATIONSHIPS (WHO) – whole group/do/solo,		<b>ACTIONS</b> (WHAT) – travel, turn, gesture, jump, stillness		
<u> </u>	<b>RELATIONSHIPS</b> (WHO) – on own and with a partner by teaching each other 2 movements to create a dance		unison/canon		ormation, direction, level, pathways	
with 4 actions		<b>DYNAMICS</b> (HOW) – explore speed, energy		<b>RELATIONSHIPS</b> (WHO) – solo/duo/trio, unison/canon/contrast		
<b>DYNAMICS</b> (HOW) – s expression	slowly, quickly, with appropriate	Choreographic devices; motif, motif development and repetition		<b>DYNAMICS</b> (HOW) – explore speed, energy (e.g. heavy/light, flowing/sudden)		
Use own ideas to sequ		Structure a dance phrase, connecting different ideas, showing a clear beginning, middle and end		Link phrases to music		
Sequence and remem	ber a short dance	Link phrases to music				

## Physical Education Progression of Skills and Curriculum Overview

Ρ	F	R	F	O	R	M

Move spontaneously showing some control and coordination

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. holding hands, swapping places, meeting and parting)

### **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

### **PERFORM**

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 and contrasting

### **APPRECIATE**

Show an awareness of different dance styles and traditions

*Understand and use simple dance vocabulary* 

Understand why safety is important

Compare and comment on their own and other's workstrengths and areas for improvement

### **PERFORM**

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**

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 other's work

ATHLETICS						
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Pupils should be taught:		Pupils should be taug		Pupils should be tau		
<ul> <li>To master basic movem jumping, throwing and</li> </ul>	<b>G G</b> .	isolation and in cor	nping, throwing and catching in nbination	isolation and in co	Imping, throwing and catching in ombination	
developing balance, agi begin to apply these in a	lity and co-ordination, and a range of activities		erformance with previous ones mprovement to achieve their	•	performance with previous ones improvement to achieve their	
For instance:		For instance:		For instance:		
RUNNING		RUNNING		RUNNING		
Run for 1 minute	Run for 1 minute		Pace and sustain their effort over longer distances – 2 minutes		Sustain pace over longer distance - 3 minutes	
Show differences in runnii	ng at speed and jogging			Perform relay change-overs		
Use different techniques t	o meet challenges	Run smoothly at different speeds		Identify the main strengths of a performance of self		
Describe different ways o	frunning	Choose different styles of running of different distances		and others		
JUMPING  Perform the 5 hasic jumps	JUMPING Perform the 5 basic jumps (2-2, 2-1, 1-2, 1-1 same foot,		Watch and describe specific aspects of running (e.g. what arms and legs are doing)		Identify parts of the performance that needs to be improved	
1-1 landing on the other f		what arms and regs are doing)		Perform a range of warm-up exercises specific to		
Perform combinations of the above		Recognise and record how the body works in different types of challenges over different distances		running for short and longer distances		
Show control at take-off and landing		Carry out stretching and warm-up safely		Explain how warming up affects performance		
Show control at take-off and landing		carry out stretching and warm-up sajety		Explain why athletics can help develop stamina and		
Describe different ways of jumping		Set realistic targets of times to achieve over a short and longer distance (with guidance)		strength		
Explain what is successful	or how to improve					

## Physical Education Progression of Skills and Curriculum Overview

### **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

### **JUMPING**

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 height (with guidance)

### **THROWING**

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 (with guidance)

Set realistic targets for self, of times to achieve over a short and longer distance

### **JUMPING**

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 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

SWIMMING						
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
<ul> <li>use a range of stro</li> </ul>		roficiently over a distance o ont crawl, backstroke and b er-based situations				
			A programme of swimming lessons which includes, for instance:  • An opportunity to develop water confidence through a range of exercises, games and drills.  • Pupils will be taught about water safety and safe self-rescue.  • They will develop kicking, arm pull and breathing techniques relating to different swimming strokes.  • They will be taught correct body positions which improve buoyancy and stroke efficiency.  To swim unaided for a sustained period of time over a distance of at leas 25m			

OUTDO	OUTDOOR AND ADVENTUROUS ACTIVITIES						
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
		• To take part in outd	Pupils should be taught:  • To take part in outdoor and adventurous activity challenges both individually and within a team  • To compare their performance with previous ones and demonstrate improvement to achieve their persona best				
		afternoons In Years 3-6, our most growing and pond wo In Year 5, the children  • Level 1 – develops the road  • Level 2 - develops moderate traffic flagunctions. In Year 5, children par In Year 6, the children	participate in Bikeability: mastery in cycle handling in an of riders' skills and confidence on sir ows and prepares riders for cyclin ticipate in an orienteering activity	ature area to create harf-road environment an agle-lane roads and sim g on more complex, oft in the autumn.	d prepares riders for cycling on ple junctions with mostly ten busier or faster roads and t, climbing, laser tag, raft building,		
		Find way back to a back to a back to a back to each other's adapt Take responsibility for	r correct position on map or plan se point roles within a group ideas when planning a task and r a role within the group outdoor adventurous activities	Use the eight points Plan an orienteering Plan and share roles other's strengths Understand individua Adapt roles or ideas Recognise and talk al	s and set trails for others to follow of the compass to orientate challenge within the group based on each als' roles and responsibilities if they are not working bout the dangers of tasks ep themselves and others safe		

Select appropriate equipment/route/people to solve a	Plan strategies to solve problems/plan routes/follow
problem successfully	trails/build shelters etc.
Choose effective strategies and change ideas if not	Implement and refine strategies
working	