

## Fernhill Primary Academy PE Progression of skills and knowledge

EYFS	Dance	Gym	Games	.Athletics	
Skills	Can move to music.	Can make my body tense, relaxed, curled and stretched.	Can throw underarm.	-	
	Can copy dance moves.	Can copy sequences and repeat them.	Can roll a piece of equipment.		
	Can perform some dance moves.	Can roll in different ways.	Can move and stop safely.		
	Can move around the space safely.	Can travel in different ways.	Can catch with both hands.		
	, ,	Can balance in different ways.	Can kick in different ways		
		Can stretch in different ways.			
		Can curl in different ways.			

Year 1	Dance	.Gym	Games	Athletics	
Skills	Copies and explores basic movements and body patterns.	Copies and explores basic movements with some control and coordination.  Can perform different body shapes.	Can travel in a variety of ways including running and jumping.	. Can run at different speeds.  Can jump from a standing position  Performs a variety of throws with basic control	
	Remembers simple movements and dance steps.	Performs at different levels.  Can perform 2 footed jump.  Can use equipment safely.  Balances with some control.	Beginning to perform a range of throws.  Receives a ball with basic control.		
	Links movements to sounds and music.	Can link 2-3 simple movements.	Beginning to develop hand-eye coordination.		
	Responds to range of stimuli.		Participates in simple games.		

Year 2	Dance	Gym	Games	Athletics	
Skills	Copies and explores basic movements with clear control.  Varies levels and speed in sequence.  Can vary the size of their body shapes.  Add change of direction to a sequence.  Uses space well and negotiates space clearly.  Can describe a short dance using appropriate vocabulary.	Explores and creates different pathways and patterns.  Uses equipment in a variety of ways to create a sequence.  Link movements together to create a sequence.	Confident to send the ball to others in a range of ways.  Beginning to apply and combine a variety of skills (to a game situation)  Develop strong spatial awareness.  Beginning to develop own games with peers.  Understand the importance of rules in games.  Develop simple tactics and use them appropriately.  Beginning to develop an understanding of attacking/ defending.	Can change speed and direction whilst running. Can jump from a standing position with accuracy. Performs a variety of throws with control and coordination. preparation for shot put and javelin Can use equipment safely	
	Responds imaginatively to stimuli.				

Year 3	Dance	Gym	Games	Athletics	
Skills	Beginning to improvise independently to create		Understands tactics and composition by starting to	Beginning to run at speeds appropriate for the	
	a simple dance.	Applies compositional ideas independently and with others	vary how they respond.	distance.	
		to create a sequence.	Vary skills, actions and ideas and link these in ways	e.g. sprinting and cross country	
	Beginning to improvise with a partner to create	Copies, explores and remembers a variety of movements	that suit the games activity.	Can perform a running jump with some accuracy	
	a simple dance.	and uses these to create their own sequence.	Beginning to communicate with others during	Desferons a contrata of the contrata of the contrata of	
	a simple dance.	Describes their own work using simple gym vocabulary.	game situations.	Performs a variety of throws using a selection of equipment.	
		Beginning to notice similarities and differences between	Uses skills with co-ordination and control.	Can use equipment safely and with good control.	
	Translates ideas from stimuli into movement	sequences.	Develops own rules for new games.	can use equipment safety and with good control.	
	with support.	Uses turns whilst travelling in a variety of ways.	Makes imaginative pathways using equipment.		
		Beginning to show flexibility in movements.	Works well in a group to develop various games.		
	Beginning to compare and adapt movements	Beginning to develop good technique when travelling,	Beginning to understand how to compete with		
	and motifs to create a larger sequence.	balancing, using equipment etc	each other in a controlled manner.		
	Uses simple dance vocabulary to compare and improve work.		Beginning to select resources independently to carry out different skills.		

Year 4	Dance	Gym	Games	Athletics	
Skills	Confidently improvises with a partner or on		Vary skills, actions and ideas and link these in ways	Beginning to build a variety of running	
	their own.	Links skills with control, technique, co-ordination and	that suit the games activity.	techniques and use with confidence.	
		fluency.	Shows confidence in using ball skills in various	Can perform a running jump with more than one	
	Regioning to exect langua dance conveness in	<u>Understands composition by performing more complex</u>	ways, and can link these together.	component.	
	Beginning to create longer dance sequences in a larger group.	sequences.	e.g. dribbling, bouncing, kicking	e.g. hop skip jump (triple jump)	
		Beginning to use gym vocabulary to describe how to improve and refine performances.	Uses skills with co-ordination, control and fluency.	Demonstrates accuracy in throwing and catching	
	Demonstrating precision and same control in	Develops strength, technique and flexibility throughout	Takes part in competitive games with a strong	activities.	
	Demonstrating precision and some control in response to a stimuli.	performances.	understanding of tactics and composition.	Describes good athletic performance using correct vocabulary.	
		Creates sequences using various body shapes and	Can create their own games using knowledge and skills.	Can use equipment safely and with good control.	
		equipment.	SKIIIS.	Can use equipment salely and with good control.	
	Beginning to vary dynamics and develop actions and motifs.	Combines equipment with movement to create sequences	Works well in a group to develop various games.		
	actions and motils.		Compares and comments on skills to support		
			creation of new games.		
	Demonstrates rhythm and spatial awareness.		Can make suggestions as to what resources can be		
			used to differentiate a game.		
			Apply basic skills for attacking and defending.		
	Modifies parts of a sequence as a result of self-		Uses running, jumping, throwing and catching in		
	evaluation.		isolation and combination.		
	Uses simple dance vocabulary to compare and				
	improve work.				

Year 5	Dance	Gym	Games	Athletics	
Skills	Beginning to exaggerate dance movements and motifs (using expression when moving).	Select and combine their skills, techniques and ideas.  Apply combined skills accurately and appropriately,	Vary skills, actions and ideas and link these in ways that suit the games activity.	Beginning to build a variety of running techniques and use with confidence.	
		consistently showing precision, control and fluency.	Shows confidence in using ball skills in various ways, and can link these together.	Can perform a running jump with more than one component.	
	Demonstrates strong movements throughout a dance sequence.	Draw on what they know about strategy, tactics and composition when performing and evaluating.	Uses skills with co-ordination, control and fluency.	e.g. hop skip jump (triple jump)	
		Analyse and comment on skills and techniques and how these are applied in their own and others' work.	Takes part in competitive games with a strong understanding of tactics and composition.	Beginning to record peers performances, and evaluate these.	
	Combines flexibility techniques and movements to create a fluent sequence.	<u>Uses more complex gym vocabulary to describe how to improve and refine performances.</u>	Can create their own games using knowledge and skills.	Demonstrates accuracy and confidence in throwing and catching activities.	
	Moves appropriately and with the required	Develops strength, technique and flexibility throughout performances.	Can make suggestions as to what resources can be used to differentiate a game.	Describes good athletic performance using correct vocabulary.	
	style in relation to the stimulus.	Links skills with control, technique, co-ordination and fluency.	Apply basic skills for attacking and defending.	Can use equipment safely and with good control.	
	e.g. using various levels, ways of travelling and motifs.	Understands composition by performing more complex sequences.	Uses running, jumping, throwing and catching in isolation and combination.		
		sequences.		Summer 2	
	Beginning to show a change of pace and timing in their movements.				
	Uses the space provided to its maximum potential.				
	Improvises with confidence, still demonstrating fluency across their sequence.				
	Modifies parts of a sequence as a result of self and peer evaluation.				
	Uses more complex dance vocabulary to compare and improve work.				