

## St Luke's C.E Primary School

# Physical Education - Progression of Key Skills Reception - Year 6

#### Dance

Reception	Year 1	Year 2	End of KS expectations
Move to music. Copy dance moves. Perform some dance moves. Move around the space safely.	Copy dance moves.  Make up a short dance, after watching one.  Dance imaginatively.  Change rhythm, speed, level and direction.	Change rhythm, speed, level and direction with consistency. Dance with control and co-ordination. Make a sequence by linking sections together. Link some movement to show a mood or feeling.	Children should be taught to perform dances using simple movement patterns. Use movement imaginatively, responding to stimuli, including music and performing basic skills Change rhythm, speed, level and direction of their movements Create and perform dances using simple
			movement patterns, including those from different times and cultures
			Express and communicate ideas and feelings

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Perform pair/group	Respond imaginatively	Show/fluency/control in	Create & perform dances in a variety	Children should be taught to create dances
dance involving canon	to stimuli related to	chosen dances in response	of styles consistently	using a range of movement patterns, including
& unison, meet & part	character/music/story	to stimuli	Be aware of & use musical structure,	those from different times, place and cultures
Respond to music in	Perform clear & fluent	Perform fluent dances	rhythm & mood & can dance	Respond to a range of stimuli and
time & rhythm to	dances that show	with characteristics of	accordingly	accompaniment
show like/unlike	sensitivity to	different styles/eras	Use appropriate criteria &	Through dance, develop flexibility, strength,
actions	idea/stimuli	Adapt & refine(in	terminology to evaluate	technique, control and balance
Respond to music to	Make up dance within a	pair/group), dances that	performances	Perform dances using a range of movement
express a variety of	small group	vary direction, space &		patterns
moods & feelings		rhythm		

## Gymnastics

Reception	Year 1	Year 2	End of KS expectations
Make body tense,	Make body tense,	Make body tense, relaxed, curled and stretched, in a range of	Children should develop
relaxed, curled and	relaxed, curled and	movements.	core movement, become
stretched.	stretched, showing some tension.	Perform a sequence with changes in speed & direction including	increasingly competent
Balance on small/large body	Begin to work on alone/with someone	3 different actions (sometimes giving advice to others)	and confident and access
parts & understand stillness	to make a sequence of shapes/travels	Be still on single/two + points of contact on floor/apparatus	a broad range of
Make large and small body	Climb safely, showing some shapes	showing tension & control	opportunities to extend
shapes	and balances when climbing.	Link known shape/travel/roll/jump to a balance using floor & on	their agility, balance and
Climb on apparatus	Keep balance travelling in a range of	apparatus	co-ordination, individually
Perform basic travelling actions	ways along bench, spots, mat etc	Jump/land with control using different body shapes in flight	and with others.
on various body parts	Roll in stretched/curled positions e.g.		
	'log' and 'egg rolls'		

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Use a greater number of own	Share ideas and give positive	Combine own work with that of	Select a suitable routine to	Pupils should be taught to
ideas for movement in	criticism/advice to self & others.	others, identifying strengths &	perform to different audiences,	develop flexibility,
response to a task.	Create & perform	weaknesses.	bearing in mind <b>who</b> the	strength, technique,
Combine arm actions with	matching/mirroring sequences	Include change of speed, direction	audience is.	control and balance, for
skips/leaps/steps/jumps &	explaining how it could be	and shape in movements.	Transfer sequence above onto	example through
spins in travel	improved	Follow a set of 'rules' to produce a	suitably arranged apparatus &	gymnastics and athletics
Travel while using various	Perform at least 3 different rolls	sequence, possibly made by peers.	floor	
hand apparatus, (hoop/ball)	(shoulder, forward, back) with	Create	Perform 6-8-part floor sequence	
Know principles of balance	some control	mirror/matching/cannon(pair)	as individual, pair & small group	
and apply them on floor &	Link a roll with travel and balance	sequence varying	to a piece of music	
apparatus	using floor and apparatus with	dynamics/levels/direction etc.	Demonstrate 3 paired balances	
	good body control		in sequence using various	
			skills/actions	

## Invasion Games (netball, football, rugby, basketball, hockey)

Reception	Year 1	Year 2	End of KS expectations
Send & receive a ball by rolling from hand & striking with foot	Throw underarm, bounce & catch ball by self & with partner	Perform some dribbling skills with hands and feet using space	Pupils should participate in team games, developing
Aim & throw object underarm	Kick/stop a ball using a confident foot while static	Pass a ball accurately (hands & feet) over longer distances to a team mate	simple tactics for attacking and
Catch balloon/bean bag/scarf &			defending.
sometimes a bouncing ball	Run straight and on a curve and sidestep with correct technique	Combine stopping, pick up/collect & send a ball accurately to other players	
Move and stop safely in a specific			
area	Begin to follow some simple rules	Make simple decisions about when /where to move in game to receive a ball	
Play a passing & target game alone and with a partner		_	

#### **Netball**

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Use of first steps netball (4 a s a netball court)	ide C GA GS GK) over 1/3 of	Use of High Five netball (5 a si a whole netball court	de C GA GA GS GK) over	
Make a series of passes to team mates moving towards a scoring area.  Show some signs of using a chest pass and shoulder pass.	Use a chest pass and shoulder pass to support team in scoring.  Make decisions regarding which is the best type of pass to use.	Use all three passes (chest, shoulder & bounce) correctly.  Use a range of speeds within a game to support a team in scoring.  Begin to use square (across	Know which pass is best to use and when in a game.  Use a range of square & straight passes to change direction of the ball.	Pupils should be taught to play competitive games, modified where appropriate, such as football, netball, rounders, cricket, hockey, basketball,
Show a target to indicate where I'd like to pass to.	Begin to use a bounce pass, which only bounces once.	the court) & straight (up & down the court) passes to achieve pace.	Use landing foot to change direction to lose a defender.	badminton and tennis, and apply basic principles
Know where space is and try to move into it.  Mark another player and	Identify space to move into and show a clear target to receive a pass.	Lose a defender to receive a pass.	Draw defender away to create space for self or team.	suitable for attacking and defending
defend when needed.	Mark another player and begin to attempt interceptions.	Defend a player and make some successful interceptions (snatch & catch) when playing as a team.	Position body to defend effectively, making successful interceptions.	
	Know where positions are allowed on a court.			

## **Football**

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Begin to dribble a ball making small touches	Dribble with small touches into space.	Dribble making small touches into space with speed.	Dribble making small touches into space with speed, to beat defenders.	Pupils should be taught to play competitive games, modified where
Begin to send a football to someone on your team.	Send a football to someone on the team, using different parts of foot.	Send a football to someone on the team, using different parts of foot accurately.	Make decisions regarding how and when to send a	appropriate, such as football, netball, rounders, cricket,
Keep a ball under control.  Know where space is and try to move into it.  Mark another player and defend when needed.	Keep a ball under control when receiving a range of passes from team.  Understand where the space is and can move into it.  Mark another player and begin to attempt interceptions.	Use a range of ways to keep a ball under control (foot, knee, head, and knowing which one due to where ball is coming from).  See space, and use it effectively.  Lose a defender to receive a pass.	football to someone in team.  Use a range of ways to keep a ball under control (foot, knee, head, and knowing which one due to where ball is coming from) when under pressure from a defender.  Know how space changes within a game and when and how to move into changing spaces.	hockey, basketball, badminton and tennis, and apply basic principles suitable for attacking and defending
		Defend a player and make some successful interceptions for team.	Draw defender away to create space.  Position body to defend effectively, making successful interceptions.	

## **Tag Rugby**

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Move holding a rugby	Move with speed (and	Be able to evade and tag	Be able to evade and tag	Pupils should be
ball	change of) with the ball and	opponents.	opponents.	taught to play
Know where to score a	without	Be able to pass and receive a	Running at speed,	competitive games, modified where
try and how to position	Use speed and space to	pass at speed.	changing direction at	appropriate, such as
the ball to score a try	avoid defenders	pass at speed.	speed.	football, netball,
	avoia aoionaoio	Be able to pass and receive a	opeca.	rounders, cricket,
Move into spaces to avoid defenders	Pass backwards and in both directions and sometimes on the move	pass at speed in a game situation.	Play effectively in attack and defence	hockey, basketball, badminton and tennis, and apply basic
Make a backward pass to		Refine attacking and	Score points against	principles suitable for
team mates, using the	Tag the person who has the	defending skills.	opposition	attacking and
direction most comfortable	ball, but can mark a player who doesn't have the ball	Develop tactics as a team.	Support player with the ball	defending
Know to tag team mates when to defend	Begin to make a high pop pass to avoid a defender	Apply learned skills in a game of tag rugby.		

#### Striking & Fielding Games

Reception	Year 1	Year 2	End of KS expectations
Aim & throw object underarm	Show some different ways of hitting, throwing and striking a ball	Send a ball off a tee using a bat or a racket	Pupils should participate in team
Catch balloon/bean bag &			games, developing
sometimes a bouncing ball	Hit a ball or bean bag and move quickly to score a range of points	Play two types of games to score: running around a series of hula hoops or forwards	simple tactics for attacking and
Use hand to strike a bean bag or ball and move towards a scoring	(further distance scores more points)	and backwards between hula hoops	defending.
area		Stop moving when the 'bowler' has the ball	
Begin to use a bat to hit a ball or	Begin to follow some simple rules		
bean bag	(carrying the bat, not over taking someone)	Play as a fielder and pass the ball back to the bowler to make the runner stop	
		Follow rules for a game (carry the bat, don't overtake, run around the outside of the hula hoops)	

#### **Cricket**

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Throw and catch under pressure.  Use fielding skills to stop the ball effectively.  Learn batting control.  Learn the role of backstop.  Play in a tournament and work as team, using tactics in order to beat another team.  Play in a tournament and work as team, using tactics in order to beat another team.	To develop the range of Cricket skills they can apply in a competitive context  To choose and use a range of simple tactics in isolation and in a game context  To consolidate existing skills and apply with consistency	To link together a range of skills and use in combination  To collaborate as a team to choose, use and adapt rules in games  To recognise how some aspects of fitness apply to cricket e.g. power, flexibility and cardiovascular endurance	To apply with consistency standard cricket rules in a variety of different styles of games  To attempt a small range of recognised shots in isolation and in competitive scenarios  To use a range of tactics for attacking and defending in role of bowler, batter and fielder	Pupils should be taught to play competitive games, modified where appropriate, such as football, netball, rounders, cricket, hockey, basketball, badminton and tennis, and apply basic principles suitable for attacking and defending

## Rounders

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Be able to play simple rounders games Apply some rules to games Develop and use simple rounders skills	Develop the range of rounders skills that can apply in a competitive context  Choose and use a range of simple tactics in isolation and in a game context  Identify different positions in rounders and the roles of those positions	Link together a range of skills and use in combination.  Collaborate as a team to choose, use and adapt rules in games.  Recognise how some aspects of fitness apply to rounders e.g. power, flexibility and cardiovascular endurance  Throw and catch under pressure.  Use fielding skills to stop the ball effectively.  Learn batting control.  Learn the role of backstop.  Play in a tournament and work as team, using tactics in order to beat another team.  Play in a tournament and work as team, using	Apply consistently rounders rules in conditioned games  Play small sided games using standard rounders pitch layout  Use a range of tactics for attacking and defending in role of bowler, batter and fielder	Pupils should be taught to play competitive games, modified where appropriate, such as football, netball, rounders, cricket, hockey, basketball, badminton and tennis, and apply basic principles suitable for attacking and defending

	tactics in order to beat another team	
	another team	

Year 4	End of KS expectations
To develop basic pool safety skills and confidence in water.	Pupils should be taught to swim competently,
To develop travel in vertical or horizontal position and introduce floats.	confidently and proficiently over a distance of at least 25
To develop push and glides, any kick action on front and back with or	m.
without support aids.	To use a range of strokes effectively
To develop entry and exit, travel further, float and submerge.	(EG: front crawl, backstroke and breaststroke)
To develop balance, link activities and	·
travel further on whole stroke.	Perform safe self- rescue in different
To show breath control.	water-based situations.
Introduction to deeper water.	
Treading water	

#### **Athletics**

Use varying speeds when running. Explore footwork patterns. Explore arm mobility. Explore different methods of throwing. Practise short distance running.

Run with agility and confidence.

Learn the best jumping techniques for distance. Throw different objects in a variety of ways. Hurdle an obstacle and maintain effective running style.

Run for distance.

Complete an obstacle course with control and agility.

Pupils should continue to apply and develop a 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 their own success.

Pupils should be taught to use running, jumping, throwing and catching in isolation and in combination.

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Run in different directions and at different speeds, using a good technique. Improve throwing technique. Reinforce jumping techniques. Understand the relay and passing the baton. Choose and understand appropriate running techniques. Compete in a mini competition, recording scores.	Select and maintain a running pace for different distances. Practise throwing with power and accuracy. Throw safely and with understanding. Demonstrate good running technique in a competitive situation. Explore different footwork patterns Understand which technique is most effective when jumping for distance. Utilise all the skills learned in this unit in a competitive situation.	Use correct technique to run at speed. Develop the ability to run for distance. Throw with accuracy and power. Identify and apply techniques of relay running. Explore different footwork patterns. Understand which technique is most effective when jumping for distance. Learn how to use skills to improve the distance of a pull throw. Demonstrate good techniques in a competitive situation.	Investigate running styles and changes of speed. Practise throwing with power and accuracy. Throw safely and with understanding. Demonstrate good running technique in a competitive situation. Explore different footwork patterns. Understand which technique is most effective when jumping for distance. Utilise all the skills learned in this unit in a competitive situation.	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 and evaluate their own success.  Pupils should be taught to use running, jumping, throwing and catching in isolation and in combination.

**Healthy Lifestyles** 

KS!	LKS2	UKS2
Can describe the effect exercise has on the body  Can explain the importance of exercise and a healthy lifestyle.	Can describe the effect exercise has on the body Can explain the importance of exercise and a healthy lifestyle. Understands the need to warm up and cool down.	Can describe the effect exercise has on the body Can explain the importance of exercise and a healthy lifestyle. Understands the need to warm up and cool down.