Progression of skills in PE



KS1

Skills:	EYFS	Year 1	Year 2
Athletics	Marching/running for coordination	Running/ pumping arms at various speeds	Using arms and keeping head still when exploring running patterns
	Experiment with different ways of jumping- measuring with various objects	Throw a variety of objects with some accuracy	Throw in correct stance 'Usain Bolt position'
	Experiment with different ways of throwing under/overarm	Jumping, bending knees and pushing off – being competitive to improve distance as a pair	Use arms to improve jumping technique – beating their own score
	Working with friends in a team – taking turns.	Co-operate and compete in a team in various running games.	Compete in a team in various running/obstacle games and working together to improve team
	Leaping over cones, spots and throw down strips from standing	Leaping over throw down strips and low hurdles when moving	performance
			Leaping over hurdles beginning to compete against self and others
Gymnast ics	Can experiment with different shapes	Can perform various shapes	Can perform shapes with a strong body and control
	Experiment with different ways of rolling in small shape	Perform basic jump (straight jump, Star jump Perform a tuck rock and a tuck roll and rocket roll with pointed toes	Perform jumps (straight, star, tuck jump) with control and a strong body
	Experiment with different jumps Experiment with balancing on different body parts	Perform a simple balance holding for 3 seconds	Perform a tuck rock, tuck roll, forward roll and dish/arch roll
	Moving along the floor in different ways like aliens sliding, rolling, stretching etc	Perform a bunny hop- hands first then feet	Perform a balance on one or more parts of body
	Show a start shape, middle and finishing shape	Perform a basic sequence (roll, jump and roll)	Perform a bunny hop – hands flat with straight arms
	(beginning of a sequence)	Moving on and off apparatus with control	Perform a sequence on apparatus— (roll, jump and
	Moving on and off apparatus safely		balance)
			Moving on and off apparatus with strong body and control
Dance	Moving in time to happy and sad music	Listen to the music and begin to move in time to it	Move in time to the music showing some expression
	Experiment with actions at different levels	Perform basic dance movements	Perform dance movements with control

	Experiment with different ways of moving	Perform dance movements showing some levels	
	Moving around as different characters or animals to the music	Perform basic dance travelling movements e.g. stepping, skipping, jumping	Perform dance movements showing a variety of levels
		Perform simple dance moves with some control	Perform dance movements showing travelling in different directions e.g. sliding, turning, gesturing
			Remember simple dance steps, perform with control in time to the music
Tennis	Throw and catch to self with a soft ball and to bounce catch to self.	Throwing and catching a small ball improving control- bounce catch to self/ partner.	Throw and catch from one hand to the other and bounce catch into a target with a partner.
	Hand eye coordination passing the ball to a partner.	Balance a ball on the racket.	Balance a ball on the racket with control.
	Balance an object e.g. beanbag on racket.	Racket familiarisation- moving ball with racket in forehand/backhand position.	Increasing the control tapping ball to a partner (who is catching the ball).
	Move the ball on the floor with your hand in a variety of ways.	Hand eye coordination -tap ups (using a racket) watching the ball, knees bent.	Racket familiarisation- moving ball with racket in forehand and backhand position whilst moving.
	Push ball with throw down strips to develop hand eye coordination.	Introduce modified games - eg hand tennis.	Play a modified game.
		Small-sided adapted games.	Develop tactics for beating an opponent.
<u> </u>		Begin to develop tactics in the adapted games	
Rugby	Follow a partner to steal their bib - introducing tag games.	Play a simple game of tag and begin to call 'tag' when taking a bib or belt.	Tag a player when facing your partner - raise hand and call "Tag".
	Passing an object to another child.	Hold the ball with two hands.	Move with the ball, holding it with hands- chest height.
	Move with different objects in their hands.	Hand over the Rugby ball sideways.	
	Trying to get around a static player in a coned	Attempt to get past a defender 1v1.	Pass the ball sideways- with smile technique.
	area.	Attempt to get past a detender 1v1.	Dodge around a defender in a small area.
		Scoring a try in a modified drill using correct	
	Scoring points with beanbag treasure in a simple hoop invasion game.	technique- using 2 hands to place the ball down.	Scoring a try in an adapted game- focus placing ball down with 2 hands and staying on feet.
	Fun game getting past the fish (defended) is	Small-sided adapted games.	Constlucided games using various trace of
	Fun game getting past the fish (defender) in a small area. Fish (defender) trying to get the tails.	Begin to develop tactics for attacking and defending.	Small-sided games using various types of equipment.
			Develop tactics for attacking and defending.

Football	Experiment kicking the ball with feet to a partner Move a bean bag/ball on the floor using inside of foot.	Stopping a ball with the inside of your feet. Pass the ball, beginning to use inside of feet "toe, toe, toe, no, no, no!"	Stopping a ball with the sole and inside of feet. Pass the ball to a partner P,P,P, Plant, Pass Point to help with accuracy.
	Fox and rabbits game. Object of the game is to move away from the rabbit onto a spot (finding a space).	Dribble the ball with the inside of feet -finding a space.	Dribble the ball with the inside of feet, keeping the ball close to their body- dribble into a space.
	Shooting into a target on the floor.	Introduce getting the ball off a player- tackling Scoring in a variety of ways- into goals and at targets.	Improve tackling by using adapted games- introduce intercepting play.
	Introducing fun games e.g. Player in the middle, defending hoops (beginnings of attacking, defending).	Begin to understand tactics for attacking and defending.	Scoring in a variety of ways and begin to use in a game situation.
	3,	Scoring in a variety of ways- into goals and at targets	Begin to include some basic tactics for attacking and defending in conditioned games.
		Small sided games 4v4	Play adapted and conditioned games 5v5.
Cricket	Rolling and stopping a ball, sitting down and standing up.	Rolling and stopping a ball, sitting down and standing up.	Roll and stop a ball with control/accuracy.
	Passing underarm an object to another child.	Passing underarm an object to another child.	Throw underarm with some accuracy and catch a ball.
	Experiment with throwing and catching to self and to a partner (hand-eye co-ordination).	Experiment with throwing and catching to self and to a partner (hand-eye co-ordination).	Bowl underarm towards a target with control and accuracy.
	Pushing a ball away from body with hands.	Pushing a ball away from body with hands.	Begin to hold the bat in the correct position and hit a ball off a tee.
	Push ball with throw down strips to develop hand eye co-ordination.	Push ball with throw down strips to develop hand eye co-ordination.	Play a modified game encouraging teamwork when fielding.
			Small-sided games using various types of equipment.
			Develop tactics for striking and fielding.

Skills:	Year 3	Year 4	Year 5	Year 6
Athletics	Begin to perform 'FAST' technique	Perform 'FAST' technique confidently	React quickly and accelerate over	Accelerate quickly with speed and
		when sprinting	short distances	control in movement –
	Throw a javelin/vortex using correct			timed/competitive races
	stance, rotating hips forward	Throw a javelin/vortex with height	Throw a javelin/vortex/ tennis ball	Thursday a few alice to contact the at most
	Dorform a hon stop and jump	and distance	using correct stance, rotating hips forward with good height and	Throw a javelin/vortex /shot put
	Perform a hop, step and jump (standing triple jump) in isolation and	Perform a hop, step and jump	distance	safely, with accuracy and power
	in combination	(standing triple jump)	uistance	Perform a jump for distance, varying
			Perform a variety of jumps (Long	techniques to improve performance
	Develop running for distance In	Develop running for distance In	jump and triple jump) and measure	teerinques to improve performance
	warm ups	warm ups, increasing with each	for distance	Develop long distance running-
		lesson		learning how to pace and show good
	Develop relay change over		Develop pace when running longer	technique
	techniques	Pass a relay baton with control with a	distance	·
	·	partner in adapted games		Pass a relay baton in competitive
	Run and take off over obstacles at		Pass a relay baton with control and	situations (timed)
	some speed	Run and jump over hurdles with	timing in a pairs change over	
		some speed and control		Run and jump over hurdles with
			Run and jump over hurdles with	fluency and speed, improving time to
			fluency	achieve a personal best
Dance	Collaborate to make a dance warm	Cooperate to make a dance warm up	Cooperate and collaborate to create a	Co-operate, communicate and
	up	and take on a leadership role	warm up displaying a variety of	collaborate with a group to make up
	Use a stimulus to create a dance	Bospond imaginatively to a stimulus	movement patterns	a warm up with good rhythm and timing
	Use a stillious to create a dance	Respond imaginatively to a stimulus	Translate ideas from a stimulus	
	Dance in unison with a partner	Dance in unison with a partner/group	showing control and fluency	Translate ideas from a stimulus into
	Dance in anison with a partner	performing a range of movement	Showing control and flucticy	movement showing expression,
	Perform in canon with a group	patterns	Dance in unison in a group keeping	precision, control and fluency
	1 0.101.11	pado	in time with each other	producting contains and macris,
	Use some different levels and	Perform in canon showing a range of		Dance in unison in a group showing
	pathways	movement patterns	Dance in canon showing good timing	good timing, energy and strength
		Perform a variety of levels and	Perform using a variety of levels and	Dance in canon in a group showing
		pathways in a dance	using the space	good timing, energy and strength
]
				Use levels, travelling and space with
				timing and musicality

Gym	Can perform a variety of shapes with good control	Can perform a variety of shapes with good control when performing	Can perform complex shapes with control and some flexibility	Can perform complex shapes when performing
	Perform a straight jump with a half turn Perform a Teddy bear roll Perform Point and Patch balances Perform a bunny hop across a mat run and onto/across low benches and apparatus Perform a short sequence on mats (using levels directions control) Hopscotch on throw down feetintroduction to hurdle step onto apparatus	various skills Perform various jumps and develop travelling across the mat Teddy bear roll with a partner/group in sequence with pointed toes Perform matching and mirroring balance routines on apparatus Perform a bunny hop onto a variety of apparatus with control Perform a short sequence on mats and apparatus showing levels, unison, and pointed toes Hopscotch across the floor to develop hurdle step onto low apparatus	Perform more complex jumps, tuck, pike and a scissor kick Perform a T-roll Perform symmetrical and asymmetrical balances Perform a 'squat on and squat off' on various apparatus Link skills to create a sequence with Fluency.Co-operate, communicate and collaborate with others To perform a hurdle step on the floor/springboard Cartwheel on the floor using various apparatus	Sequences and skills with flexibility Perform more complex jumps and travelling on and off apparatus, tuck, pike and leaps scissor kick and cat leap Side star roll, T-roll (with pointed toes), backwards roll Perform various balances counter balance and counter tension Perform a 'squat on and squat off 'apparatus with a run up (with or without a spring board) Compete in teams to win points with sequences and a vault competition Perform a hurdle step on the floor/springboard and onto apparatus Inverted skills shoulder stand, cartwheel, teddy bear roll, head
Dodgeball	Can use running, jumping, throwing and catching in isolation. Has begun to develop flexibility, control and balance. Is beginning to communicate with others during physical activities.	Can begin to use running, jumping, throwing and catching in isolation and in combination. Has developed flexibility control and balance. Can communicate with others during physical activities.	Can mostly use running, jumping, throwing and catching in isolation and in combination. Has begun to develop flexibility, strength, technique, control and balance.	stand, handstand Can use running, jumping, throwing and catching in isolation and in combination. Has developed flexibility, strength, technique, control and balance. Can communicate and collaborate with others in a variety of activities.

	Has begun to play competitive/modified games, and apply some basic principles suitable for attacking. Is beginning to compare their performances with previous ones. Can begin to recognise their own success	Has begun to play competitive/modified games, and apply basic principles suitable for defending. Can compare their performances with previous ones. Can recognise their own success.	Can show some communication and collaborate with others in a variety of activities. Has begun to play competitive/modified games, and apply basic principles suitable for attacking and defending. Attempts to compare their performances with previous ones and demonstrate improvement to achieve their personal best. Attempts to evaluate performance and can recognise their own success.	Can play competitive/modified games, and apply basic principles suitable for attacking and defending. Can compare their performances with previous ones and demonstrate improvement to achieve their personal best. Can evaluate performance and recognise their own success
Handball	Can use running, jumping, throwing and catching in isolation. Has begun to develop flexibility, control and balance.	Can begin to use running, jumping, throwing and catching in isolation and in combination. Has developed flexibility control and	Can mostly use running, jumping, throwing and catching in isolation and in combination. Has begun to develop flexibility,	Can use running, jumping, throwing and catching in isolation and in combination. Has developed flexibility, strength,
	Is beginning to communicate with	balance.	strength, technique, control and balance.	technique, control and balance.
	others during physical activities. Has begun to play	Can communicate with others during physical activities.	Can show some communication and collaborate with others in a variety of activities.	Can communicate and collaborate with others in a variety of activities.
	competitive/modified games, and apply some basic principles suitable for attacking.	Has begun to play competitive/modified games, and apply basic principles suitable for defending.	Has begun to play competitive/modified games, and apply basic principles suitable for	Can play competitive/modified games, and apply basic principles suitable for attacking and defending.
	Is beginning to compare their performances with previous ones. Can begin to recognise their own	Can compare their performances with previous ones.	attacking and defending. Attempts to compare their performances with previous ones and	Can compare their performances with previous ones and demonstrate improvement to achieve their personal best.
	success.	Can recognise their own success.	demonstrate improvement to achieve their personal best. Attempts to evaluate performance and can recognise their own success.	Can evaluate performance and recognise their own success.
Netball	Pass and receive a netball safely (chest and bounce pass).	Pass and receive, stepping into the pass with control (chest, bounce and shoulder pass).	Select the correct pass in a game and move into a space.	Perform a variety of passes with some precision - quickly move into a space to receive another pass.

	Pass the ball in a game within 4 seconds.	Perform a stride and jump stop with a pivot.	Receive the ball on the move and perform the correct footwork (jump stop, stride stop and pivot.	Perform correct footwork in a game - pivoting to turn the correct way to pass the ball.
	Perform a stride and jump stop in netball.	Perform two different dodges (Drive and the dodge) creating space to receive the ball.	Perform three different dodges (Drive dodge and double dodge)and receive a ball in a space.	Perform a variety of dodges to move into a space and receive a ball - in a practice and in a game situation.
	Perform a dodge in netball to get into a space. Marking a player, keeping on the	Marking a player, standing side on, sticking to the player.	To defend a player and attempt to intercept a pass.	Defend a player during a game, intercepting the ball.
	balls of your feet. Shooting the ball high and bending knees-into hoop/target.	Shooting- focus on bending the knees and place your hand under the ball to shoot.	Shooting into netball posts - Stance, bend knees to gain height, flick wrist for accuracy.	Shoot into a netball post, focus on precision and accuracy and attempt to get the rebound if the shot is
	Adapted games, begin to apply some basic principles for attacking & defending.	Encourage children to talk about tactics when attacking and defending.	Begin to use attacking and defending techniques learned in a game situation.	missed. Shoot into a netball post, focus on precision and accuracy and attempt
			Begin to understand the positions in a Bee Netball (Stinger) game.	to get the rebound if the shot is missed. Use techniques learned and apply in
			In teams, begin to discuss tactics and how to work as a team (communicate and collaborate).	a game situation. Apply basic principles for attacking and defending.
Rounders	Throw under/over arm and catch a ball with control and some accuracy.	Throw under/over arm over varying distances and catch a ball with control and accuracy.	Throw and catch the ball, sometimes making the correct decisions in a game situation.	Throw and catch, making correct tactical decisions having an impact in a game situation.
	Bowling a ball (between the batters knee and head) from a short distance.	Beginning to bowl from the correct bowling distance 7.5 metres.	Introduce a donkey drop bowl. Begin to hit the ball in different	Use a variety of bowling techniques, beginning to add speed to the underarm bowl.
	Using various equipment to strike the ball with adapted bats e.g tennis racket, rounders bat.	Stepping into the hit when striking the ball with a rounders bat.	directions. Field the ball using long barrier and	Hit it in a variety of directions and look for space in a game situation.
	Stop the ball using two hands and attempt a long barrier.	Play adapted games, Children encouraged to think of tactics when striking and fielding	attempting the run and scoop. In a team, discuss tactics of striking and fielding.	Use techniques learned and apply in a game situation.
	Adapted games, with variations of rules, begin to apply some basic principles, through striking and fielding.			Apply basic principles for striking and fielding.

Tennis	Move body position to catch a ball Control a ball on racket when moving	Move with balance and control to catch a ball.	Move to hit a ball with some control.	Move in a variety of directions (using footwork) when hitting a ball.
	- varying speed. Hit a ball into a target (with one	Hit a ball into a target from a variety of distances/ angles with no bounce.	Hit/ bounce a ball with control when moving at different speeds.	Hit/bounce ball to a partner with control.
	bounce). Hit a ball across the floor with forehand/backhand position.	Hit/bounce ball on racket when moving.	Serve diagonally with underarm/overarm throwing into target/game. Begin to use a racket to serve into a target.	Serve diagonally under/overarm in a game of mini tennis.
	Play a modified game using skills e.g forehand.	Hit ball in forehand/ backhand position with drop feed.	Moving into position to hit a ball with forehand/ backhand.	Keep on toes using quick feet to hit a ball in game in forehand/ backhand position.
	Adapted games, with variations of rules, begin to apply some basic principles.	Play a game communicating as a team. Play adapted games, Children	Communicate and collaborate as a pair to beat opponents.	Use techniques learned and apply in a game situation
		encouraged to think of tactics.	Developing tactics e.g working as a team, supporting each other, communicating.	
Rugby	Follow a partner to steal their bib - introducing tag games.	Follow a partner to steal their bib - introducing tag games.	Follow a partner to steal their bib - introducing tag games.	Tag a player using either hand when moving at full speed in a game situation.
	Passing an object to another child.	Passing an object to another child.	Passing an object to another child.	Dadge around a defender at anced
	Move with different objects in their hands.	Move with different objects in their hands.	Move with different objects in their hands.	Dodge around a defender at speed with a ball in hands avoiding being tagged.
	Trying to get around a static player in a coned area.	Trying to get around a static player in a coned area.	Trying to get around a static player in a coned area.	Bring in pass and loop into a game situation.
	Scoring points with beanbag treasure in a simple hoop invasion game.	Scoring points with beanbag treasure in a simple hoop invasion game.	Scoring points with beanbag treasure in a simple hoop invasion game.	Looping around your teammate- to try and trick an opponent in a game situation.
			In teams discuss tactics of attacking e.g diagonal line when attacking Developing tactics for attacking e.g working as a team, supporting each other.	Working together as a team to score a try in a tag rugby game, e.g supporting diagonal runs.
			In a team, discuss tactics of defending e.g make a wall or flat line as a team when defending.	Use techniques learned and apply in a game situation. Apply basic principles for attacking and defending.

				In a team, discuss tactics of attacking and defending (communicate and collaborate)
Football	Control a ball using the inside, outside and sole of feet. Pass the ball with the inside of feet with accuracy. Pass the ball to someone in a space. Dribble the ball, beginning to turn with some control (inside and outside hook). Shooting - Kick a stationary ball past a goalkeeper. Defend making a tackle in isolation (a conditioned game). Adapted games, begin to apply some basic principles for attacking & defending in small sided games. Small sided games 6v6.	Move your body to the correct position to stop and control a ball. Pass the ball with inside of feet, whist on the move. Dribble the ball using inside, outside hook and drag back, beginning to accelerate. Defend- moving forward to close down space to tackle in a conditioned game. Intercept a pass. Shooting- Strike a moving ball (past a goalkeeper) with some accuracy Encourage children to talk about tactics when attacking and defending. Small sided games - up to 7v7	Control the ball using either foot when moving. Pass the ball with inside, front or laces on the foot. Dribble the ball using inside, outside hook and drag back beginning to accelerate. Show good body position to defend and press in a 2v2 game. Scoring using top of foot (laces)-aiming for corners of the goal. Begin to use attacking and defending techniques learned in a game situation. In teams, begin to discuss tactics and how to work as a team (communicate and collaborate).	
				principles for attacking and defending Understanding the positions and rules of the game