



	Radcliffe Hall CE/ Methodist Primary School PE Curriculum Progression									
	EYFS	Key Sta			Key Sta	ge Two				
Skills	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6			
Gymnastics Pupils should be taught: Perform dances using simple movement patterns. Develop flexibility, strength, technique, control and balance (for example, through athletics and gymnastic) perform dances using a range of movement patterns. Compare their performances with previous	EYFS Develop their movement, balancing, and ball skills. Go up steps and stairs, or climb up apparatus, using alternate feet. Use large-muscle movements to wave flags and streamers, paint and make marks. Increasingly able to use and remember sequences and patterns of music that are related to music and rhythm. Progress towards a more fluent style of moving, with	Key StaYear 1Explore and performgymnastic actions(pencil/straight, tuck,star, pike, dish andarch) and still shapes.Move confidentlyand safely in theirown and generalspace, using changeof speed anddirection.Copy, create and linkmovement phraseswith beginnings,middles and ends.Perform movementphrases using a rangeof body actions andbody parts.Explore making theirbody tense, relaxed,stretched and curled.	ge One	-	Year 4 Safely perform balances individually and with a partner. Plan and perform sequences with a Partner that include a change of level and shape. Understand how body tension can improve the control and quality of their movements. Watch, describe and suggest possible improvements to a performance.		Year 6 Understand what counter balance and counter tension is and show examples with a partner. Combine and perform gymnastic actions, shapes and balances with control and fluency. Create and perform sequences using compositional devices to improve the quality. Suggest changes and use feedback to improve a sequence.			
ones and demonstrate improvement to achieve their personal best.	developing control and grace. Develop overall body strength, balance, coordination and agility.	Can they explore different ways of stretching, balancing, rolling, and travelling		coula de Improvea.						







Dance Pupils should be taught: Develop flexibility, strength, technique, control and balance (for example, through athletics and gymnastic) perform dances using a range of movement patterns. Compare their performances with previous ones and	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, paint and make marks. Increasingly able to use and remember sequences and patterns of music that are related to music and rhythm. Progress towards a more fluent style of moving, with developing control	Explore movement ideas and respond imaginatively to a range of stimuli. Move confidently and safely in their own general space using changes of speed level and direction. Compose and link movements to make simple beginnings, middles and ends. Perform movement phrases using a range of body actions and body parts.	Explore, remember, repeat and link a range of actions with co-ordination, control and awareness of the expressive qualities of dance. Explore the change of rhythm, speed, level and direction. Compose and perform short dances that express and communicate moods, ideas and feelings choosing and varying simple compositional ideas.	Create dance phrases that communicate ideas. Create dance phrases with a partner and in a small group using canon and unison. Repeat, remember and perform these phrases in a dance. Duse dynamic and expressive qualities in relation to an idea. Use counts to keep in time with a group and the music. Recognise and talk about the movements used and	Respond imaginatively to a range of stimuli related to character and narrative. Use simple motifs and movement patterns to structure dance phrases on my own, with a partner and in a group. Use formation, canon and unison to develop a dance. Refine, repeat and remember dance phrases and dances. Perform dances clearly and fluently. Describe, interpret and evaluate dance, using appropriate language.	Adapt and refine actions, dynamics and relationships in a dance. Perform different styles of dance clearly and fluently. Recognise and comment on dances, showing an understanding of style. Suggest ways to improve their own and other people's work.	Work creatively and imaginatively individually, with a partner and in a group to choreograph motifs and structure simple dances. Adapt and refine actions, dynamics and relationships to improve a dance. Choreograph a dance using props. Perform dances fluently and with control. Use appropriate language to evaluate and refine their own and others' work.
improvement to achieve their personal best. Games	Develop overall body strength, balance, coordination and agility. Select and use			the expressive qualities of dance.			
Pupils should be taught: Use running,	activities and resources, with help when needed. This helps them to achieve a goal they	To be confident and keep themselves safe in the space in which an activity/game is being played	Improve the way they coordinate and control their bodies in various activities.	Move with a ball towards goals with increasing control. Understand their	Pass, receive and shoot the ball with increasing control. Work as part of a team to keep possession and score goale when attacking	Understand there are different skills for different situations and begin to use these.	Pass, receive and shoot the ball with increasing control under pressure.
jumping, throwing and catching in	achieve a goal they have chosen or one which is suggested to them.	being played. Explore and use skills, actions and ideas	Remember, repeat and link combinations of skills where necessary.	Understand their role as an attacker and as a defender	goals when attacking. Defend one on one and know when and how to win the ball.	Move into space to help a team.	Select the appropriate action for the situation.







	Increasingly follow	the game that is being	Develop basic tactics		Use simple tactics to help a	how to contribute	
Diana and the	rules, understanding	played.	in simple team	Defend an opponent	team score or gain	when attacking and	Create and use space to
Play competitive	why they are	playeu.	games and use them	and try to win the	possession.	defending.	help a team.
games, modified	important.	Show ability to work	appropriately.	ball.	possession.	defending.	heip a team.
where	important.	with a partner in	appropriately.	Dall.	Use overarm and	Pass, receive and shoot	Select and apply
appropriate [for	Remember rules	throwing and	Choose use and vary	Use overarm and	underarm throwing, and	the ball with some	different movement
example,	without needing an	-	,	underarm throwing,	catching skills with increasing	control under pressure.	skills to lose a defender.
badminton, basketball,	adult to remind	catching games.	simple tactics.	and catching skills.	accuracy.	control under pressure.	skills to lose a defender.
cricket, football,	them.	Choose and use skills	Catch and control a	Begin to strike a		To sometimes strike a	Use marking, and/or
hockey, netball,		effectively for	ball in movement	bowled ball after a	Strike a bowl and ball after a	bowled ball.	interception to improve
rounders and	Start taking part in	particular games:	working with a	bounce.	bounce.		defending.
tennis], and	some group		partner or in a small			Begin to develop a	
apply basic	activities which they	-Throw a ball	group.	Bowl a ball towards a	Bowl a ball with some	wider range of skills	Strike a bowled ball with
principles	, make up for	accurately to a target	- '	target.	accuracy, and consistency.	and use these under	increasing consistency.
suitable for	themselves, or in	using increasing	Take part in games	U U		some pressure.	Ç ,
attacking and	teams.	control.,	where there is an	Develop an	Choose and use simple		Use some tactics in the
defending		-Explore throwing and	opposition.	understanding of	tactics for different	Use tactics effectively	game as a batter, bowler
derending	Explain the reasons	catching in		tactics and begin to	situations.	in a competitive	and fielder.
	for rules, know right	different ways.	Decide where to	use them in game		situation.	
	from wrong and try	-Explore kicking in	stand during a team	situations.			Select the appropriate
	to behave	different ways with	game, to support the				action for the situation.
	accordingly.	increasing control.	game.				
	accorungly.	Ŭ	0				
			Begin to lead others				
			in a simple team				
			game.				
			0.				
			Be able to pass and				
			stop a ball to a team				
			mate accurately.				
			Understand how to				
			intercept a moving				
			ball.				
			Understand role of				
			attacker and				
			defender.				
Athletics	Select and use	Carry and place	Run at different	Identify and	Confidently demonstrate an	Accelerate from a	Recap, practise and
<u></u>	activities and	equipment safely.	paces, describing the	demonstrate how	improved technique for	variety of starting	refine an effective
	resources, with help		different paces.	different techniques	sprinting.	positions and select	
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Pupils should be	when needed. This	Vary their pace and		can affect their		their preferred	sprinting technique,
taught:	helps them to	speed when running.	Use a variety of	performance.	Carry out an effective sprint	position.	including reaction time.
	achieve a goal they		different stride		finish.		
	have chosen or one	Run with a basic	lengths.	Focus on their arm		Identify their reaction	Build up speed quickly
Use running,	which is suggested	technique over		and leg action to	Perform a relay, focusing on	times when performing	for a sprint finish.
jumping,	to them.	different distances.	Travel at different	improve their	the baton changeover	a sprint start.	
throwing, and			speeds.	sprinting technique.	technique.		Run over hurdles with
catching in	Increasingly follow	Show good posture				Continue to practise	fluency, focusing on the
isolation and in	rules, understanding	and balance.	Begin to select the	Begin to combine	Speed up and slow down	and refine their	lead leg technique and a
combination	why they are		most suitable pace	running with jumping	smoothly.	technique for sprinting,	consistent stride pattern
	important.	Jog in a straight line.	and speed for	over hurdles.		focusing on an effective	
Develop			distance.		Learn how to combine a hop,	sprint start.	Accelerate to pass other
flexibility,	Remember rules	Change direction		Focus on trail leg and	step and jump to perform		competitors.
strength,	without needing an	when jogging.	Complete an obstacle	lead leg action when	the standing triple jump.	Select the most suitable	
technique,	adult to remind		course.	running over hurdles.		pace for the distance	Work as a team to
control and	them.	Sprint in a straight			Land safely and with control.	and their fitness level in	competitively perform a
balance (for		line.	Vary the speed and	Understand the		order to maintain a	relay.
example,	Develop overall		direction in which	importance of	Begin to measure the	sustained run.	
through athletics	body-strength,	Change direction	they are travelling.	adjusting running	distance jumped.		Confidently and
and gymnastic)	balance,	when sprinting.		pace to suit the		Identify and	independently select the
Master basic	coordination and		Run with basic	distance being run.	Perform a pull throw.	demonstrate stamina,	most appropriate pace
movements	agility needed to	Maintain control as	techniques following			explaining its	for different distances
including	engage successfully	they change direction	a curved line.	Use one and two feet	Measure the distance of	importance for runners.	and different parts of
running,	with future physical	when jogging or		to take off and to	their throws.		the run.
jumping,	education sessions	sprinting.	Be able to maintain	land with.		Improve techniques for	
throwing and	and other physical		and control a run		Continue to develop	jumping for distance.	Demonstrate endurance
catching, as well	disciplines, including	Perform different	over different	Develop an effective	techniques to throw for	Perform an effective	and stamina over longer
as developing	dance, gymnastics,	types of jumps: for	distances.	take-off for the	increased distance.	standing long jump.	distances in order to
balance, agility	sport and swimming.	example, two feet to		standing long jump.			maintain a sustained
and co-		two feet, two feet to	Perform and		Perform and apply skills and	Perform the standing	run.
ordination, and	Explain the reasons	one foot, one foot to	compare different	Develop an effective	techniques with control and	triple jump with	
begin to apply	for rules, know right	same foot or one foot	types of jumps: for	flight phase for the	accuracy.	increased confidence.	Develop the technique
these in a range	from wrong and try	to opposite foot.	example, two feet to	standing long jump.			for the standing vertical
of activities	to behave		two feet, two feet to		Take part in a range of	Develop an effective	jump.
	accordingly.	Perform a short	one foot, one foot to	Land safely and with	competitive games and	technique for the	
		jumping sequence.	same foot or one	control.	activities.	standing vertical jump	Maintain control at each
			foot to opposite foot.			(jumping for height)	of the different stages of
		Jump as high as		Throw with greater	Watch, describe and	including take-off and	the triple jump.
		possible.	Combine different	control and accuracy.	evaluate the effectiveness of	flight.	
			jumps together with				







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	Jump as far as	some fluency and	Show increasing	performances, giving ideas	Land safely and with	Land safely and with
	possible.	control.	control in their	for improvements.	control.	control.
			overarm throw.			
	Land safely and with	Jump for distance		Modify their use of skills or	Measure the distance	Develop and improve
	control.	from a standing	Perform a push	techniques to achieve a	and height jumped with	their techniques for
		position with	throw.	better result.	accuracy. Investigate	jumping for height and
	Work with a partner	accuracy and control.			different jumping	distance and support
	to develop the	Investigate the best	Continue to develop		techniques.	others in improving their
	control of their	jumps to cover	techniques to throw			performance.
	jumps.	different distances.	for increased		Perform a fling throw.	
			distance.			Perform and apply
	Throw underarm and	Choose the most			Throw a variety of	different types of jumps
	overarm.	appropriate jumps to	Perform learnt skills		implements using a	in other contexts.
		cover different	and techniques with		range of throwing	
	Throw a ball towards	distances.	control and		techniques.	Set up and lead jumping
	a target with		confidence.			activities including
	increasing accuracy.	Know that the leg			Measure and record	measuring the jumps
		muscles are used	Compete against self		the distance of their	with confidence and
	Improve the distance	when performing a	and others in a		throws.	accuracy.
	they can throw by	jumping action.	controlled manner.			
	using more power.				Continue to develop	Perform a heave throw.
		Throw different types	Watch, describe and		techniques to throw for	
	Begin to perform	of equipment in	evaluate the		increased distance.	Measure and record the
	learnt skills with some	different ways, for	effectiveness of a			distance of their throws.
	control.	accuracy and	performance.		Consistently perform	
		distance.			and apply skills and	Continue to develop
	Engage in competitive		Describe how their		techniques with	techniques to throw for
	activities and team	Throw with accuracy	performance has		accuracy and control.	increased distance and
	games.	at targets of different	improved over time.			support others in
	-	heights.			Take part in	improving their personal
	Watch and describe	U			competitive games with	best.
	performances.	Investigate ways to			a strong understanding	
		alter their throwing			of tactics and	Develop and refine
	Begin to say how they	technique to achieve			composition.	techniques to throw for
	could improve.	greater distance.				accuracy.
		0			Choose and use criteria	
		Perform learnt skills			to evaluate own and	Perform and apply a
		with increasing			others' performance.	variety of skills and
		control.			others performance.	techniques confidently,
		control.				coninques connuctitiy,
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		Compete against self and others. Watch and describe performances, and use what they see to improve their own performance. Talk about the differences between their work and that of others.			Explain why they have used particular skills or techniques, and the effect they have had on their performance.	consistently and with precision. Take part in competitive games with a strong understanding of tactics and composition. Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.
Orienteering (KS2) Pupils should be taught: Take part in outdoor and adventurous activity challenges both individually and within a team.			Orientate themselves with increasing confidence and accuracy around a short trail. Identify and use effective communication to begin to work as a team. Identify symbols used on a key. Begin to choose equipment that is	Orientate themselves with accuracy around a short trail. Create a short trail for others with a physical challenge. Start to recognise features of an orienteering course. Communicate clearly with other people in a team, and with other teams. Have experience of a range of roles within a team and begin to identify the key skills required to succeed at	Start to orientate themselves with increasing confidence and accuracy around an orienteering course. Design an orienteering course that can be followed and offers some challenge to others. Begin to use navigation equipment to orientate around a trail. Use clear	Orientate themselves with confidence and accuracy around an orienteering course when under pressure .Design an orienteering course that is clear to follow and offers challenge to others. Use navigation equipment (maps, compasses) to improve the trail. Use clear
			equipment that is appropriate for an activity. Communicate with others.	skills required to succeed at each. Associate the meaning of a key in the context of the environment.	Use clear communication to effectively complete a particular role in a team. Complete orienteering activities both as part	Use clear communication to effectively complete a particular role in a team. Compete in orienteering activities both as part of a team and independently.







		Pogin to complete	The proper of cautoment for	of a toom and	
		Begin to complete	Try a range of equipment for	of a team and	
		activities in a set	creating and completing an	independently.	Use a range of map
		period of time.	activity	Libert for a loss of a	styles and make an
				Identify a key on a map	informed decision on the
		Begin to offer an	.Make an informed decision	and begin to use the	most effective.
		evaluation of	on the best equipment to	information in	
		personal	use for an activity.	activities.	Choose the best
		performances and			equipment for an
		activities.	Plan and organise a trail that	Choose the best	outdoor activity.
			others can follow.	equipment for an	
		Watch, describe and		outdoor activity.	Prepare an orienteering
		evaluate the	Communicate clearly with		course for others to
		effectiveness of a	others.Work as part of a	Create an outdoor	follow.
		performance.	team.	activity that challenges	
				others.	Identify the quickest
		Describe how their	Begin to use a map to		route to accurately
		performance has	complete an orienteering	Create a simple plan of	navigate an orienteering
		improved over time.	course.	an activity for others to	course.
				follow. Identify the	
			Complete an orienteering	quickest route to	Manage an orienteering
			course more than once and	accurately navigate an	event for others to
			begin to identify ways of	orienteering course.	compete in.
			improving completion time.	-	
				Communicate clearly	Communicate clearly
			Offer an evaluation of both	and effectively with	and effectively with
			personal performances and	others.	others when under
			activities.		pressure.
				Work effectively as part	
			Start to improve trails to	of a team.	Work effectively as part
			increase the challenge of the		of a team,
			course.	Successfully use a map	demonstrating
				to complete an	leadership skills when
			Watch, describe and	orienteering course.	necessary.
			evaluate the effectiveness of	Begin to use a compass	
			performances, giving ideas	for navigation.	Successfully use a map
			for improvements.		to complete an
			.e. mprovements.	Complete an	orienteering course.
			Modify their use of skills or	orienteering course on	onenteering course.
			techniques to achieve a	multiple occasions, in a	Use a compass for
			better result	multiple occasions, III a	
					navigation.







			quicker time due to	
				Over the second for
			improved technique.	Organise an event for
				others.
			Offer a detailed and	
			effective evaluation of	Complete an
			both personal	orienteering course on
			performances and	multiple occasions, in a
			activities.	quicker time due to
				improved technique.
			Improve a trail to	
			increase the challenge	Offer a detailed and
			of the course.	effective evaluation of
				both personal
			Choose and use criteria	performances and
			to evaluate own and	activities with an aim of
			others' performances.	increasing challenge and
			others performances.	improving performance.
			Explain why they have	improving performance.
			used particular skills or	Listen to feedback and
			techniques, and the	improve an orienteering
				course from it.
			effect they have had on	course from it.
			their performance.	These vehicles and uses
				Thoroughly evaluate
				their own and others'
				work, suggesting
				thoughtful and
				appropriate
				improvements.

