

## Imagine, Believe, Achieve

	P.E Progression of Skills							
Reception	Y1	Y2	Y3	Y4	Y5	Y6		
		Funda	mental Movement	Skills				
<ul> <li>To move safely and sensibly in a space with consideration of others.         (Introduction to PE)</li> <li>To develop moving safely and stopping with control.         (Introduction to PE)</li> <li>To use equipment safely and responsibly.         (Introduction to PE)</li> <li>To follow, copy and lead a</li> </ul>	<ul> <li>To move at different speeds over varying distances.         (Athletics)</li> <li>To develop balance. (Athletics)</li> <li>To develop agility and co-ordination. (Athletics)</li> <li>To explore travelling movements. (Gymnastics)</li> </ul>	<ul> <li>To develop         'ABC,' agility,         balance and co-         ordination.         (Fitness)</li> <li>To develop co-         ordination and         timing when         jumping in a         long rope.         (Fitness)</li> <li>To develop         individual         skipping.         (Fitness)</li> <li>To take part in a         circuit to         develop stamina         and agility.         (Fitness)</li> </ul>						

partner.	<ul> <li>To explore</li> </ul>		
(Introduction to	exercises that		
PE)	use your own		
To develop	body weight.		
balancing whilst	(Fitness)		
stationary and	(1101033)		
on the move.			
(Fundamentals)			
To develop			
changing			
direction.			
(Fundamentals)			
To develop			
hopping and			
landing with			
control.			
(Fundamentals)			
To explore			
different ways to			
travel.			
(Fundamentals)			
To develop			
balancing.			
(Fundamentals)			
To develop			
running and			
stopping.			
(Fundamentals)			
To develop			
changing			
direction.			
(Fundamentals)			
To develop			
jumping.			
(Fundamentals)			

<ul> <li>To develop hopping.         (Fundamentals)</li> <li>To explore different ways to travel using equipment.         (Fundamentals)</li> </ul>						
			Gymnastics			
<ul> <li>To copy and create shapes with your body.</li> <li>To be able to create shapes whilst on apparatus.</li> <li>To develop balancing and taking weight on different body parts.</li> <li>To develop jumping and landing safely.</li> <li>To develop rocking and rolling.</li> <li>To copy and create short sequences by linking actions together.</li> <li>To create short sequences using shapes, balances and travelling actions.</li> </ul>	<ul> <li>To develop quality when performing and linking shapes.</li> <li>To develop stability and control when performing balances.</li> <li>To develop technique and control when performing shape jumps.</li> <li>To develop technique in the barrel, straight and forward roll.</li> <li>To link gymnastic actions to create a sequence.</li> </ul>	<ul> <li>To perform gymnastic shapes and link them together.</li> <li>To be able to use shapes to create balances.</li> <li>To be able to link travelling actions and balances using apparatus.</li> <li>To demonstrate different shapes, take off and landings when performing jumps.</li> <li>To develop rolling and sequence building.</li> </ul>	<ul> <li>To be able to create interesting point and patch balances.</li> <li>To develop stepping into shape jumps with control.</li> <li>To develop the straight, barrel, and forward roll.</li> <li>To be able to transition smoothly into and out of balances.</li> <li>To create a sequence with matching and contrasting actions and shapes.</li> </ul>	<ul> <li>To develop individual and partner balances.</li> <li>To develop control in performing and landing rotation jumps.</li> <li>To develop the straight, barrel, forward and straddle roll.</li> <li>To develop the straight, barrel, forward and straddle roll.</li> <li>To develop the straight, barrel, forward and straddle roll.</li> <li>To develop strength in inverted movements.</li> <li>To be able to create a partner sequence to</li> </ul>	<ul> <li>To be able to perform symmetrical and asymmetrical balances.</li> <li>To develop the straight, forward, straddle and backward roll.</li> <li>To be able to explore different methods of travelling, linking actions in both canon and synchronisation.</li> <li>To be able to perform progressions of inverted movements.</li> <li>To explore matching and</li> </ul>	<ul> <li>To be able to develop the straddle, forward and backward roll.</li> <li>To develop counter balance and counter tension.</li> <li>To be able to perform inverted movements with control.</li> <li>To be able to perform the progressions of a headstand and a cartwheel.</li> <li>To be able to use flight from hands to travel over apparatus.</li> </ul>

<ul> <li>To develop balancing and safely using apparatus.</li> <li>To develop jumping and landing safely from a height.</li> <li>To develop rocking and rolling.</li> <li>To explore travelling around over and through apparatus.</li> <li>To create sequences using apparatus.</li> </ul>		To develop sequence work on apparatus.	To create a partner sequence incorporating equipment.	include apparatus.	mirroring using actions both on the floor and on apparatus.  To be able to create a partner sequence using apparatus.	To be able to create a group sequence using formations and apparatus.
			Dance			
<ul> <li>To explore moving into a free space on your own, with a partner and a small group</li> <li>Explore and identify basic travelling movements whilst moving confidently in the space.</li> <li>To explore jumping in a space</li> </ul>	<ul> <li>Create movements         associated with African         animals, using simple         movements from         DDMIX African.</li> <li>Create motifs to         represent         animals/creatures,         using Safari as a         stimulus.</li> <li>Link movements to         motifs to create a         dance sequence, using         Safari as a stimulus.</li> <li>Use size of movement         and animal         qualities/characteristics</li> </ul>	Learn the key movements of the DDMIX Lumberjack hoedown dance, demonstrating clear dynamics.     Link the DDMIX Lumberjack hoedown key movements to form a dance. Perform with a group using changes of	<ul> <li>To be able to identify dynamics in music and apply the appropriate movement.</li> <li>In response to visual stimuli, create a movement phrase using dynamics.</li> <li>Combine two phrases to create a dance of two parts</li> </ul>	<ul> <li>To learn the key movements of the DDMIX         Disco dance, demonstrating clear dynamics.</li> <li>Explore simple canon using disco movements.</li> <li>Apply cumulative canon and unison to a disco dance.</li> <li>Create a disco dance sequence</li> </ul>	Learn the key movements of the DDMIX Line dance, identifying and demonstrating the use of dynamics, formation and unison. Link the key movements to form the DDMIX Line dance, explore mirroring movements and	Learn the key movements of the DDMIX     Bollywood dance, demonstrating clear dynamics.     Link the key movements to form the DDMIX     Bollywood dance. Give constructive feedback on a performance

- Create a dance phrase using basic travel and jumping actions.
- Explore and understand balance, using visual images
- To use travel, jumps and balance to create a simple dance sequence.
- Explore different ways to move body parts.
- Explore moving different body parts in contrasting ways, in relation to stimuli
- Create a simple dance sequence using movements inspired by

- to adapt a dance sequence.
- In groups, create a beginning and end position to a dance sequence, using Safari as a stimulus
- Perform a dance sequence as a class, focusing on linking movements and formation.

group formation.

To work with a

- partner to create a key movement using the rhythmic pattern of the Lumberjack hoedown dance.
- Create a dance sequence by changing the order of movements.
   Work constructively in a group.
- Apply a clear beginning and end to a dance sequence, whilst applying group formation.
- Create and adapt dance sequences to form one group dance.

(binary: AB). Work constructively

as part of a

group
Demonstrate
the use of
dynamics
through a

**Japanese** 

dance.

- Use shape and formation when performing the key movements of a Japanese dance
- Create a
   beginning and
   an end to the
   DDMIX
   Japanese
   dance.
- Work constructively in groups

- inspired by visual stimuli
- Experiment
  with different
  levels, direction
  and group
  formations in a
  disco dance
  sequence
- Perform a disco dance sequence combining given and devised movements. Perform and
- Perform and evaluate providing constructive feedback.

dancing in unison.

Create a dance

- phrase that can be combined and linked with a Line dance. Work constructively with a partner and/or small group.
- Learn the key movements of the DDMIX
   Hand jive, demonstrating clear dynamics.
- Link the key movements to form the DDMIX Hand jive.
- Children create their own hand jive sequence.
- Perform a hand jive sequence combining both given and devised movements.
   Evaluate a performance, providing

- To understand how a dance is formed. Create a motif using pictures as stimuli.
- Create a
  Bollywood
  dance phrase to
  tell a story
- To link a motif and a phrase to form a dance, adding a clear beginning and end.
- Perform a
   Bollywood
   dance using
   both given and
   devised
   sequences.
   Evaluate a
   performance,
   providing
   constructive
   feedback

specific	•	Perform and		constructive	
characteristics.		evaluate dance		feedback.	
<ul> <li>Explore</li> </ul>		sequence			
gesture using					
a variety of					
body parts					
<ul> <li>Use gestures</li> </ul>					
and					
movement to					
convey a					
character.					
Create a dance					
sequence,					
using a					
character as a					
stimulus					

	Competitive Sport Skills						
<ul> <li>To develop throwing and learn how to keep score. (Games)</li> <li>To aim when throwing and practise keeping score. (Games)</li> <li>To follow instructions and move safely when playing tagging games. (Games)</li> <li>To work cooperatively and learn to take turns. (Games)</li> <li>To work with others to play team games. (Games)</li> <li>To explore striking a ball and keeping score. (Games)</li> <li>To develop rolling a ball to a target. (Ball Skills)</li> <li>To develop stopping a rolling ball. (Ball Skills)</li> </ul>	<ul> <li>To develop control and co-ordination when dribbling a ball with your hands. (Ball Skills)</li> <li>To explore accuracy when rolling a ball. (Ball Skills)</li> <li>To explore throwing with accuracy towards a target. (Ball Skills)</li> <li>To explore catching with two hands. (Ball Skills)</li> <li>To explore control and co-ordination when dribbling a ball with your feet. (Ball Skills)</li> <li>To explore tracking a ball that is coming towards me. (Ball Skills)</li> <li>To develop underarm throwing towards a target. (Target Games)</li> <li>To develop throwing for</li> </ul>	<ul> <li>To develop throwing for distance. (Athletics)</li> <li>To develop throwing for accuracy. (Athletics)</li> <li>To track a rolling ball and collect it. (Striking and Fielding)</li> <li>To develop underarm throwing and catching to field a ball. (Striking and Fielding)</li> <li>To be able to control the ball with different parts of the body. (Football)</li> <li>To develop changing direction with the ball using a inside and outside hook. (Football)</li> <li>To begin to throw and catc while on the move. (Handball)</li> </ul>	To develop hitting the ball using a forehand.     (Tennis)     To develop returning the ball using a forehand.     (Tennis)     To develop returning the ball using a forehand.     (Tennis)     To develop the backhand and understand when to use it.     (Tennis)     To work cooperatively with				

<ul> <li>To develop</li> </ul>	accuracy. (Target				
accuracy when	Games)				
throwing to a	To develop				
target. (Ball	underarm and				
Skills)					
To develop	overarm throwing				
bouncing and	for accuracy.				
	(Target Games)				
catching a ball.	To develop				
(Ball Skills)	throwing for				
To develop	accuracy and				
dribbling a ball	distance using				
with your feet.	underarm and				
(Ball Skills)	overarm. (Target				
To develop					
kicking a ball.	Games)				
(Ball Skills)	To develop				
<ul> <li>To develop</li> </ul>	throwing for				
rolling and	accuracy and				
tracking a ball.	distance. (Target				
(Ball Skills)	Games)				
<ul> <li>To develop</li> </ul>					
accuracy when					
throwing to a					
target. (Ball					
Skills)					
<ul> <li>To develop</li> </ul>					
dribbling with					
hands. (Ball					
Skills)					
To develop					
throwing and					
catching with a					
partner. (Ball					
Skills)					
To develop					
dribbling a ball					
aribbiling a ball		<u> </u>	1	l	l

with your feet. (Ball Skills)  To develop			
kicking a ball to			
a target. (Ball			
Skills)			

stop safely.	•	To use a change	•	To be able to		tournament.
(Introduction to		of direction and		apply the skills,		(Tag Rugby)
PE)		speed to lose a		rules and tactics	•	To develop
To stop safely		defender and		you have learnt		dribbling to beat
and develop		move into space.		to a mini		a defender.
control when		(Handball)		tournament.		(Hockey)
using	•	To apply skills		(Basketball)	•	To send and
equipment.		and knowledge		,		receive the ball
(Introduction to		to compete in				with control
PE)		game situations.				under pressure.
To follow		(Handball)				(Hockey)
instructions and		(Halluball)				To select the
play safely as a					•	
group.						appropriate skill,
(Introduction to						choosing when
PE)						to pass and
To follow a path						when to dribble.
and take turns.						(Hockey)
(Introduction to					•	To move into
PE)						and create space
To work co-						to support a
operatively with						teammate.
a partner.						(Hockey)
(Introduction to					•	To use the
PE)						appropriate
						defensive
						technique for
						the situation.
						(Hockey)
					•	To apply rules,
						skills and
						principles to play
						in a tournament.
						(Hockey)

			Athletics		
<ul> <li>To work safely and develop running and stopping. (Games)</li> <li>To use different travelling actions whilst following a path. (Introduction to PE)</li> <li>To develop running and stopping. (Fundamentals)</li> <li>To develop jumping and landing. (Fundamentals)</li> </ul>	<ul> <li>To explore hopping, jumping and leaping for distance.</li> <li>To develop throwing for distance.</li> <li>To develop throwing for accuracy.</li> </ul>	<ul> <li>To develop the sprinting action.</li> <li>To develop jumping for distance.</li> <li>To develop technique when jumping for height.</li> <li>To develop technique when taking part in an athletics carousel.</li> <li>To understand how to run for longer periods of time without stopping.         (Fitness)</li> </ul>	<ul> <li>To develop the sprinting technique and improve on your personal best.</li> <li>To develop changeover in relay events.</li> <li>To develop jumping technique in a range of approaches and take off positions.</li> <li>To develop throwing for distance and accuracy.</li> <li>To develop throwing for distance in a pull throw.</li> <li>To develop officiating and performing skills.</li> </ul>	power and speed in the sprinting speed.  To develop technique when jumping for distance.  To develop power and technique when throwing for distance.  To develop a pull  To develop a pull  To develop a pull  To develop a force for	collaboratively with a partner to set a steady pace.  To develop your own and others sprinting technique.  To develop power, control and technique for the triple jump.  To develop power, control and technique for the triple jump.  To develop power, control and technique when throwing for distance.  To develop power control and technique when throwing for distance.  To develop throwing with force and accuracy for longer distances.  To work

OAA				
	To build			
	communication and			
	trust whilst showing			
	an awareness of			
	safety.			
	OAA			
	To work as a team to			
	solve problems,			
	sharing ideas and			
	collaborating with			
	one another.			
	OAA			
	To develop tactical			
	planning and			
	problem solving.			
	OAA Ta abaya idaaa ayad			
	To share ideas and work as a team to			
	solve problems.			
	To develop			
	navigational skills			
	and map reading.			
	OAA			
	To use a key to			
	identify objects and			
	locations.			
	OAA			
Swimming				