Curriculum Skills and Progression Map Physical Education





The Nebula Federation
Hainford Primary School



PHYSICAL EDUCATION: AGE RELATED STATUTORY COVERAGE	
KEY STAGE ONE LEARNING	KEY STAGE TWO LEARNING
 Pupils should be taught to: master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities participate in team games, developing simple tactics for attacking and defending perform dances using simple movement patterns. Swimming: KS1 or KS2: Children should be taught to: swim competently, confidently and proficiently over a distance of at least 25 metres use a range of strokes effectively [for example, front crawl, backstroke and breaststroke] perform safe self-rescue in different water-based situations. 	 Pupils should be taught to: use running, jumping, throwing and catching in isolation and in combination play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics] perform dances using a range of movement patterns take part in outdoor and adventurous activity challenges both individually and within a team compare their performances with previous ones and demonstrate improvement to achieve their personal best.

Skills Map – Physical Education	
Early Years – Physical Education	
Physical Skills Thinking Skills	



 Can they listen to, understand and follow some basic games rules? Can they show good awareness of personal space? Can they watch and comment on what they have seen? EVALUATING AND IMPROVING Can they share skills and talk about one another's views and opinions using some visual cues?
Greater Depth
 Can they comment and reflect on their own skills and those of others? Can they apply skills in a variety of situations?
Health Skills
 Can they identify the impact of physical activity on their bodies? Can they describe the differences in the way their body works and feels when playing different games? Can they differentiate between healthy and unhealthy foods? Can they say that physical exercise is good for them and describe what it feels like?
Greater Depth
Can they explain the impact that healthy or unhealthy foods will



Skills Map – Ph	ysical Education
Year 1 – Physical Education	
Physical Skills	Thinking Skills
 Develop fundamental movement skills (including running, jumping, throwing and catching) Improve running technique and run for longer distances Perform a run and jump sequence Develop an under and over arm throwing action Maintains stillness on different bases of support with different body shapes Develop basic strength and flexibility. Perform basic actions using changes in speed and direction, including travelling, rolling, jumping and climbing and stay still when required Link and repeat basic actions to copy and perform a movement phrase with a beginning, middle and end 	 Develop simple tactics for attacking and defending and ways to score Describe some basic rules Show good awareness of space and the actions of others Watch, describe and comment on what they have seen Develop ways to score Show good awareness of space and the actions of others
GYMNASTICS AND DANCE	EVALUATING AND IMPROVING
Copy some movements	Comment on others' actions
Jump in different ways	Suggest simple improvements
 Change their body shape in a range of ways 	 Talks about how their body feels during activity
 Perform simple and random dance moves 	 Understand that physical activity is good for them
 Show some rhythm in movement and dance 	
PLAYING GAMES	
 Move a ball using simple throwing techniques 	
 Explore different ways of moving a ball 	
Sometimes catch a ball	
 Stop a ball moving in other ways 	
 Play simple ball games involving kicking, catching or throwing 	
Greater Depth	Greater Depth



 Create and perform a movement phrase with a beginning, middle and end Show good awareness of space, apparatus and the actions of others 	 Carry and set up equipment safely with help Apply skills in a variety of situations
Personal Skills	Health Skills
 Develop confidence and resilience Describe the differences in the way their body works and feels when playing different games Compete fairly showing good sportsmanship 	 Identifies the heart as a muscle that grows stronger with exercise, play and physical activity
 Greater Depth Know running, jumping and throwing is good for them and describe what it feels like 	 Greater Depth Differentiates between healthy and unhealthy foods



Skills Map – Ph	ysical Education
(Class 2) Year 2 – Physical Education	
Physical Skills	Thinking Skills
 Develop fundamental movement skills (specifically master basic movements including running, jumping, throwing and catching) Show good awareness of space and the actions of others Compete in small sided games fairly showing good sportsmanship Develop basic strength and flexibility. Run with a good technique at different speeds Perform a two footed jump Show a good throwing technique and extend accuracy and distance Perform basic gymnastic actions with control and coordination 	 Show good awareness of space and the actions of others during games Use a variety of simple tactics in a small sided game Describe some basic rules Begin to watch others and focus on specific actions to improve own skills Handle apparatus safely and recognise risks involved
Explore, copy, and repeat simple skills and actions Remember and repeat simple sequences in dance or gym Copy and remember actions in a sequence Begin to move with increasing control and care Make a short dance sequence by putting some movements together Begin to use rhythm in dance Make simple moves with increasing control and co ordination PLAYING GAMES Kick and throw a ball, not always with accuracy Understand the importance of stopping a ball in different ways Begin to be able to work with a partner Start to link skills and actions within simple games Begin to show some understanding of simple tactics Begin to show some understanding of simple tactics	 EVALUATING AND IMPROVING Talk about what they are doing and describe the work of others Suggest ways to improve own and others work See how their work is similar to and different from other children Understand the importance of being active Talk about how to exercise safely and how their bodies feel during an activity
Begin to show some understanding of simple tactics Greater Depth	Greater Donth
Greater Depth	Greater Depth



 Repeat a sequence of gymnastic actions incorporating smooth transitions and stillness Know the difference between tension and relaxation in their body Throwing accurately and consistently towards a target 	Use appropriate language to accurately describe a gymnastic sequence, choosing one aspect and say how to improve it
Personal Skills	Health Skills
 Work and compete individually and with others in a team Develop competence Develop confidence Know playing games is good for them and describe what it feels like Know running, jumping and throwing is good for them and describe what it feels like Compete fairly showing good sportsmanship 	 Identify physical activities that contribute to fitness Recognise the "good health balance" of nutrition and physical activity
Greater Depth	
 Know flexibility, strength and body control is good for them and describe what it feels like. 	



Skills Map – Ph	ysical Education
Class 2 Year 3 – Physical Education	
Physical Skills	Thinking Skills
 Master fundamental movement skills with a good level of consistency when moving and standing still (specifically master basic movements including running, jumping, throwing and catching) Throw and catch with control when under limited pressure to keep possession and score goals Show an awareness of opponents and team mates during games Select running speed for appropriate activity Make up and repeat a short sequence of linked jumps Adapt a gymnastic sequence to include different levels, speeds or directions Use more detailed plans and diagrams that take them from familiar to less familiar areas Develop gymnastic techniques and transitions 	 Show good awareness of space and the actions of others Use simple rules fairly and extend them to devise their own games Recognise good performances in themselves and others and use what they have learned improve their own work Take part in relay activities remembering when to run and what to do
 GYMNASTICS AND DANCE Move across a room in different ways and with an awareness of space Make increasingly clear and fluent movements Show contrast in shape and movement Understand different uses of tense, relax, stretch, curl in movement Improvise with ideas and movements Copy, remember, repeat, explore simple actions and movements with control and co ordination Begin to sequence moves and link actions Begin to choose movement to show ideas PLAYING GAMES Move a ball with control and accuracy 	 EVALUATING AND IMPROVING Talk about differences between their own and others' actions Comment on the skills and techniques used in their own and others' work Refine movement after evaluation from others Understand the importance of practice Describe what effects exercise has on their bodies Understand the importance of warming up and cooling down



 Show increasing confidence when rolling, hitting, kicking a ball Understand the importance of rules and fairness Follow rules in games Understand the concept of both team and opponent Develop and use simple tactics in team games 	
 Greater Depth Throw a variety of objects, changing their action for accuracy and distance Perform combinations of gymnastic actions using floor, mats and apparatus 	 Greater Depth Use ideas they have learned in one task and apply them in another Choose and use a range of simple tactics for defending and challenging their opponent for striking, fielding, team and net games Explain how others can perform a movement or skill using ageappropriate vocabulary
Personal Skills	Health Skills
 Begin to understand the importance of warming up Identify that playing extended games improves their stamina Compete fairly showing good sportsmanship individually and with others Develop competence and confidence Recognise when their body is warmer or cooler and when their heart beats faster and slower 	 Recognise that strength and suppleness are important parts of fitness Develop calming techniques and self-regulate emotions with an adult.
 Greater Depth Know and describe the effects of different exercise activities on the body and how to improve stamina 	 Greater Depth Describes the concept of fitness and provides examples of physical activity to enhance fitness Identifies foods that are beneficial for before and after physical activity



Skills Map – Phy	ysical Education
Year 4 – Physical Education	
Physical Skills	Thinking Skills
 Throw and catch with control when under limited pressure to keep possession and score goals Change pace, length and direction to outwit their opponent Show some control when using a range of basic running, jumping and throwing actions with some accuracy and power into a target area Perform a range of gymnastic actions with increased consistency and fluency Perform a range of jumps showing contrasting techniques and sometimes using a short run up Work with a partner to show similar and contrasting actions on the floor and apparatus Combine actions and show clarity of shape in longer sequences, alone or with a partner Perform dances using a range of movement patterns 	 Describe their own and others' performance, making simple judgements about the quality of performances and suggesting ways they could be improved Appreciate that rules need to be consistent and fair, using this knowledge to create rules and teach them to others Work in cooperative groups to use different techniques, speeds and effort to meet challenges Handle apparatus safely and recognise risks involved
 GYMNASTICS AND DANCE Move in an increasingly coordinated way Control take-off and landing when jumping Show increasing control in balance and agility Uses movements to communicate an idea, using expression and conveying emotion Refine movements into increasingly complex sequences Cooperate with others to form sequences Use different parts of the body for different effects PLAYING GAMES Throw, catch, strike, field, stop a ball with increasing control and accuracy Be increasingly accurate in throwing for distance 	 EVALUATING AND IMPROVING Analyse and comment on skills and techniques Understand how performances can be improved, through practice and reflection Explain and apply basic safety principles in preparing for exercise Explain how the body reacts during different types of exercise Warm up and cool down appropriately



 Decide the best way to move a ball for different purposes and needs Choose an appropriate speed to move a ball Decide on the best position in team games Begin to make use of space Vary skills, actions and ideas within simple games 	
 Greater Depth Choose and use a range of ball skills with a good degree of accuracy Use a variety of techniques and tactics to attack, keep possession and score To use a range of throwing and catching styles to beat an opponent 	 Greater Depth Relate different athletic activities to changes in heart rate, breathing and temperature Choose and use a range of simple tactics for defending and challenging their opponent for striking, fielding, team and net games Develop calming techniques and self-regulate emotions Coach peers with assistance from resources Suggest suitable ways to increase the challenge in a task
Personal Skills	Health Skills
	Health Skins
 Work and compete individually and with others Develop competence Develop confidence Understand how strength, stamina and speed can be improved by playing games Compete in small sided games fairly showing good sportsmanship Recognise when their body is warmer or cooler and when their heart beats faster and slower Recognise that strength and suppleness are important parts of fitness 	Examines the health benefits of participating in physical activity
 Work and compete individually and with others Develop competence Develop confidence Understand how strength, stamina and speed can be improved by playing games Compete in small sided games fairly showing good sportsmanship Recognise when their body is warmer or cooler and when their heart beats faster and slower Recognise that strength and suppleness are important parts of 	77.7 - 7



Skills Map – Ph	ysical Education
(Class 3) Year 5 – Physical Education	
Physical Skills	Thinking Skills
 Use a large range of sending, receiving and travelling techniques in games, with varied control Demonstrate a range of throwing actions using modified equipment with some accuracy and control Understand and demonstrate the differences between sprinting and distance running Demonstrate agility and full-body-control whilst changing direction in a confined space Show control in take-off activities Work cooperatively to put strategies and solutions into action Develop and refine orienteering and problem-solving skills when working in groups and on their own Perform dances using a range of movement patterns Perform combinations of gymnastic actions with different levels, speeds and directions 	 Know and apply the basic strategic and tactical principles of a some games and adapt them to different situations Show good awareness of space and the actions of others Appreciate that rules need to be consistent and fair, using this knowledge to create rules and teach them to others Identify good performances and suggest ideas for practices that will improve their play Work in cooperative groups to use different techniques, speeds and effort to meet challenges Predict how different activities will affect heart rate, temperature and performance Evaluate a performance and suggest improvements to speed, direction and level, applying some basic criteria
 GYMNASTICS AND DANCE Show control / coordination in travel and balance Perform a range of jumps, showing control Show increasing clarity and fluency in movements Make good use of creativity and imagination when composing sequences in dance or gym Use movement expressively, to convey an idea, mood or feeling Combine changes of shape, speed and level in sequence Apply skills, and actions and ideas with increasing coordination and control 	 EVALUATING AND IMPROVING Modify and refine skills and techniques to improve any performance Show a willingness to practise to develop and improve Conserve energy over longer distances Independently prepare for exercise, and use cooling down techniques



 PLAYING GAMES Use a range of throwing techniques, with increasing power and accuracy Apply a broad range of skills to different situations Use a range of fielding skills and throw with accuracy to hit a target Plan different approaches to attacking and defending Choose the best pace to use in athletics or games Show growing awareness of space in team games Work to keep or gain possession 	
 Greater Depth Develop a broad range of techniques and skills for attacking and defending, using them with consistent accuracy, confidence and control Perform actions, shapes and balances with good body tension and extension 	 Greater Depth With help, devise warm up and cool down activities and justify their choices Know and apply the strategic and tactical principles of various games and adapt them to different situations Develop strategies for coaching skills and techniques in others
Personal Skills	Health Skills
 Work and compete individually and with others Develop competence Develop confidence Compete in small sided games fairly showing good sportsmanship Recognise that strength and suppleness are important parts of fitness Recognise when their body is warmer or cooler and when their heart beats faster and slower 	 Understand fully why exercise is good for fitness, health and wellbeing Develop calming techniques and self-regulate emotions
Greater Depth	Greater Depth
Design and lead activities and teach to other children	 Designs a fitness plan to address ways to use physical activity to enhance fitness



Skills Map – Physical Education (Class 3) Year 6 – Physical Education			
 Use a large range of sending, receiving and travelling techniques in games, with varied control Perform skills with greater speed, fluency and accuracy in invasion, striking and net games Choose appropriate techniques for specific events Choose the best pace for a running event, in order to sustain running and improve their personal target Show control and power in take-off and landing activities Show accuracy and good technique when throwing for distance Find appropriate solutions to problems and challenges Perform dances using a range of movement patterns Work with a partner or small group to practice and refine a sequence 	 Understand, choose and apply a range of tactics and strategies for defence and attack With help, devise warm up and cool down activities and justify their choices Appreciate that rules need to be consistent and fair, using this knowledge to create rules and teach them to others Develop their ability to evaluate their own and others' work, and to suggest ways to improve it using appropriate terminology Develop strategies for coaching skills and techniques in others 		
 GYMNASTICS AND DANCE Demonstrate precision, control and fluency Sustain movements over a longer period of time Convey expression and emotion in performance Use changes in and combinations of direction, level and speed within increasingly complex sequences Begin to improvise, based on previous skills Plan, perform and repeat sequences, including changes in speed and level PLAYING GAMES Throw with accuracy and power Combine, vary and choose appropriate strategies and tactics Choose and use the most appropriate skills, tactics and actions to cause problems 	 EVALUATING AND IMPROVING Use a range of criteria to judge own and others' work Monitor their own heart rate and breathing Understand how heart rate and breathing slows after exercise Know and use the relationship between power and stamina 		



 Know how to keep possession Work within a team, with less focus on self Understand that a winning team has not always been the best one Greater Depth Prepare physically and organisationally for challenges they are set, taking into account group safety and adapt their skills and understanding as they move from familiar to unfamiliar environment Combine and perform actions, shapes and balances with fluency in increasingly difficult combinations Personal Skills Work and compete individually and with others Develop competence Develop confidence Compete in small sided games fairly showing good sportsmanship Compete in a range of team events 	 Greater Depth Organise and judge events and challenges well Know and apply strategic and tactical principles of a various games and adapt them to different situations Apply coaching skills across various games/situations Health Skills Understand fully why exercise is good for fitness, health and wellbeing Identify activities that help develop stamina or power and suggest how some can be used in other types of activities
 Get changed to and from PE kit independently in 2 minutes Greater Depth Know the importance and types of fitness and how playing games contributes to a healthy lifestyle 	 Greater Depth Designs a fitness plan to address ways to use physical activity to enhance fitness Analyses the impact of food choices relative to physical activity, youth sports & personal health



Skills Map – Swimming			
Swimming			
Working Towards	Expected	Greater Depth	
 Can they swim between 15 metres unaided? Can they keep swimming for 30 to 45 seconds, using swimming aids and support? Can they use a variety of basic arm and leg actions when on their front and on their back? Can they swim on the surface and lower themselves under water? Can they take part in group problemsolving activities on personal survival? Do they recognise how their body reacts and feels when swimming? Can they recognise and concentrate on what they need to improve? 	 Can they swim 25 metres keep swimming for 45 to 90 seconds? Do they use 3 different strokes, swimming on their front and back? Can they control their breathing? Can they swim confidently and fluently on the surface and under water? Do they work well in groups to solve specific problems and challenges, sharing out the work fairly? Do they recognise how swimming affects their body, and pace their efforts to meet different challenges? Can they suggest activities and practices to help improve their own performance? 	 Can they swim further than 50 metres? Can they swim fluently and confidently for over 90 seconds? Do they use all 3 strokes with control? Can they swim short distances using butterfly? Do they breathe so that the pattern of their swimming is not interrupted? Can they perform a wide range of personal survival techniques confidently? Do they know what the different tasks demand of their body, and pace their efforts well to meet challenges? Can they describe good swimming technique and show and explain it to others? 	

Resources:

Hall facilities at St. Faiths
Val Sabin programme of study
Swimming lessons for a term held at Drayton Pool