Progression of Skills EYFS-Year 6.

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 & hang from 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 who 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 pparatus,(ribbon/hoop/	(shoulder, forward, back) with	Create mirror/matching/cannon(Perform 6-8 part floor	
rope/ball)	some control	pair) sequence varying	sequence as individual, pair &	
Know principles of balance	Link a roll with travel and balance	dynamics/levels/direction etc.	small group to a piece of music	
and apply them on floor &	using floor and apparatus with		Demonstrate 3 paired balances	
apparatus	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.	Use a chest pass and shoulder pass to support team in scoring.	Use all three passes (chest, shoulder & bounce) correctly. Use a range of speeds within	Know which pass is best to use and when in a game.	Pupils should be taught to play competitive games, modified where
Show some signs of using a chest pass and shoulder pass.	Make decisions regarding which is the best type of pass to use.	a game to support a team in scoring. Begin to use square (across	Use a range of square & straight passes to change direction of the ball.	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 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 ball	Move with speed (and change of) with the ball and without	Be able to evade and tag opponents.	Be able to evade and tag opponents.	Pupils should be taught to play competitive games,
Know where to score a try and how to position the ball to score a try	Use speed and space to avoid defenders	Be able to pass and receive a pass at speed.	Running at speed, changing direction at speed.	modified where appropriate, such as football, netball,
Move into spaces to avoid defenders	Pass backwards and in both directions and sometimes on the move	Be able to pass and receive a pass at speed in a game situation.	Play effectively in attack and defence	rounders, cricket, hockey, basketball, badminton and tennis, and apply basic
Make a backward pass to team mates, using the direction most	Tag the person who has the ball, but can mark a player	Refine attacking and defending skills.	Score points against opposition	principles suitable for attacking and defending
comfortable	who doesn't have the ball	Develop tactics as a team.	Support player with the ball	G
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.		

Hockey

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Begin to show how to	Sometimes change direction	Change direction and use the	Use speed, changing of	Pupils should be
hold a hockey stick and	of travel by rotating and	correct side of stick,	direction and indian	taught to play
which side to use.	turning stick to support this.	sometimes using indian	dribbling to advance	competitive games,
		dribbling (alternating sides of	towards team's goal.	modified where
Use a simple push pass	Use a push pass to make a	stick while dribbling) to avoid		appropriate, such as
to another team mate.	direct pass.	defenders.	Use a range of passes	football, netball,
Dribble the ball keeping it	Degin to use a glan ness	Chases between the two	knowing which one	rounders, cricket,
Dribble the ball keeping it	Begin to use a slap pass	Choose between the two	depending on the distance	hockey, basketball, badminton and tennis,
close to me using the correct side of stick.	(bringing stick back and causing more power).	passes (push/slap) and explain simply why.	of the pass.	and apply basic
Correct side of stick.	causing more power).	explain simply willy.	Dribble and change	principles suitable
Show some signs of an	Use speed to dribble the ball	Make a direct pass while	direction by making a	for attacking and
approaching a player to	into space.	dribbling.	square pass (across the	defending
tackle and cause	'		pitch) or straight pass	
pressure.	Maintain defence and keep	Begin to use stick to mark a	(up/down the pitch).	
	the pressure until possession	player from the side line		
Begin to attempt to score	is gained.	causing them difficulty.	Know when to defend and	
a goal from anywhere.			what defence skills could	
	Attempt to score inside a	Successfully score while in	be used.	
	designated scoring area.	the scoring area.	0.:	
			Seize an opportunity to	
			score, sometimes quite	
			quickly.	

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/scarf &			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	
	Play as a fielder and get the ball	ball	
Begin to use a bat to hit a ball or	back to a STOP ZONE		
bean bag		Play as a fielder and pass the ball back to	
	Begin to follow some simple rules (carrying the bat, not over taking	the bowler to make the runner stop	
	someone)	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 tactics in order to beat another team.	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

Net & Wall Games

Tennis

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Tap the ball off racquet (tapping it to the ground,	Tap the ball back and forth to a	Tap the ball using either a fore hand or back hand motion	Turn and run to the ball getting into a forehand or	Pupils should be taught to play competitive
tapping it up off the racket,	partner over a small space	Hand of back fland fliotion	backhand position en route	games, modified where
tapping it up with one	Begin to tap a ball over a net	Move towards the ball from		appropriate, such as
bounce etc)	allowing for a bounce, hit technique	'ready' position choosing either forehand or backhand	Use 'move-hit-recover' approach within a game	football, netball, rounders, cricket,
Tap the ball back and forth	toomiquo	depending on where the ball is	showing facing forward on	hockey, basketball,
to partner	Move from a ready position into	Cat recover book in its ready	recovery	badminton and tennis,
Stand in a ready position	a forehand position/backhand position quickly	Set racquet back in its ready position quickly upon recovery	Show a range of grips when	and apply basic principles suitable for
holding racquet correctly			demonstrating a backhand	attacking and defending
Change from a ready	Bring racquet to meet the ball for a forehand and backhand hit	Demonstrate the correct swing technique when hitting the ball	(continental, chopper, hammer grip).	
position before tapping the	Tot a forestatio and backharid filt	over a net sometimes showing	Tiammer grip).	
ball to a partner	Know to use two hands for an	control over the hit	Use the correct swing	
Begin to know what it	effective backhand	Serve the ball correctly	technique and control with smooth swings keeping the	
means by a forehand and	Move racquet in a low to high	beginning to purposely aim for	path of the racquet the same	
backhand position	swing for an effective tap	space to score	Serve the ball accurately	
Begin to attempt to serve	Serve the ball straight from		making team mates have to	
the tennis ball straight from	hands to racquet making sure it lands 'in' on the other side		move to send it back	
hands, sometimes using one bounce if needed	lands in on the other side			

Swimming & Water Safety

Year 5	End of KS expectations
To develop basic pool safety skills and confidence in water.	Pupils should be taught to swim
To develop travel in vertical or horizontal position and introduce floats.	competently, 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-
To show breath control.	rescue in different water-based situations.
Introduction to deeper water.	
Treading water	

Athletics

Reception	Year 1	Year 2	End of KS expectations
	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	Select and maintain a running pace for different distances.	Use correct technique to run	Investigate running styles	Pupils should continue to
and at different speeds, using a good technique.	Practise throwing with power	at speed. Develop the ability to run for	and changes of speed.	apply and develop a broader range of skills,
Improve throwing	and accuracy.	distance.	Practise throwing with power	learning how to use them
technique.	Throw safely and with	Throw with accuracy and power.	and accuracy.	in different ways and to link
Reinforce jumping	understanding.	Identify and apply techniques of	Throw safely and with	them to make actions and
techniques.	Demonstrate good running	relay running.	understanding.	sequences of movement.
Understand the relay	technique in a competitive	Explore different footwork	Demonstrate good running	·
and passing the baton.	situation.	patterns.	technique in a competitive	They should enjoy
Choose and understand	Explore different footwork	Understand which technique is	situation.	communicating,
appropriate running	patterns	most effective when jumping for	Explore different footwork	collaborating and
techniques.	Understand which technique is	distance.	patterns.	competing with each other
Compete in a mini	most effective when jumping for	Learn how to use skills to	Understand which technique	and evaluate their own
competition, recording	distance.	improve the distance of a pull	is most effective when	success.
scores.	Utilise all the skills learned in	throw.	jumping for	
	this unit in a competitive	Demonstrate good techniques in	distance.	Pupils should be taught to
	situation.	a competitive situation.	Utilise all the skills learned in	use running, jumping,
			this unit in a competitive	throwing and catching in
			situation.	isolation and in combination.

<u>Yoga</u>

Reception	Year 1	Year 2	End of KS expectations
Copy actions that are demonstrated to them. To use different body parts when copying poses. To hold a pose for a longer length of time.	Remember and repeat actions Show an awareness of space when travelling. Recognise changes in the body when doing exercise. Work with others to create poses. Give basic feedback.	Copy, remember and repeat actions. Create and repeat simple flow sequences. Create clear shapes when performing poses. Move in time with breathing. Describe how the body feels during exercise. Provide feedback using key words.	Be able to perform a number of different actions and sequences using the moves demonstrated to them. Understand how different movements in yoga can help themselves. Give feedback using some of the appropriate vocabulary.