

PROGRESSION OF SKILLS/KNOWLEDGE – Physical Education (Athletics)

Skills	EYFS	Y1	Y2	Y3	Y4	Y5	Y6
Running	<ul style="list-style-type: none"> Experiment with running, jumping, hopping and stopping Change dynamics – walk slowly/quickly Experience practicing actions to improve Move with control and co-ordination Combine basic actions with more advanced spatial awareness 	<ul style="list-style-type: none"> Run for longer periods of time without stopping Run at varying speeds showing a change in pace Run with understanding of spatial awareness 	<ul style="list-style-type: none"> Run for 1 minute or longer Show differences in running at speed and jogging Use different techniques to meet challenges Describe different ways of running Explain what is successful or how to improve in races 	<ul style="list-style-type: none"> Begin to run smoothly at different speeds Warm up safely with guidance Begin to understand pace and how to use it in races 	<ul style="list-style-type: none"> Run smoothly at different speeds Choose different styles of running for different distances Pace and sustain their effort over longer distances Watch and describe specific aspects of running e.g. what arms and legs are doing Recognise and record how the body works in different types of challenges over different distances Carry out stretching and warm-up safely With guidance, set realistic targets of times to achieve over a short and longer distance 	<ul style="list-style-type: none"> Sustain pace over longer distances Run for 2 minutes smoothly Warm up correctly in small groups with less support Explain what stamina and speed are Relay change overs with increasing success 	<ul style="list-style-type: none"> Sustain pace over longer distance – 2 minutes or longer Relay change-overs Set realistic targets for self, of times to achieve over a short and longer distance Identify the main strengths of a performance of self and others Identify parts of the performance that need to be improved Perform a range of warm-up exercises specific to running for short and longer distances Explain how warming up affects performance Explain why athletics can help stamina and strength
Jumping	<ul style="list-style-type: none"> Explore the 5 basic jumps with increasing control (2-2, 2-1, 1-2, 1-1 same foot, 1 to 1 landing on other foot) Jump over low barriers Challenge themselves to jump further/higher 	<ul style="list-style-type: none"> Perform the 5 jumps with increasing control Showing increasing control at take-off and landing 	<ul style="list-style-type: none"> Perform the 5 basic jumps with control (2-2, 2-1, 1-2, 1-1 same foot, 1 to 1 landing on other foot) Perform combinations of the above Show control at take-off and landing Describe different ways of jumping Explain what is successful or how to improve 	<ul style="list-style-type: none"> Perform combinations of jumps with increasing control Begin to understand what makes a good jump and areas to improve on Introduce long jump, triple jump, vertical jump 	<ul style="list-style-type: none"> Perform combinations of jumps e.g. hop, step, jump showing control and consistency Choose different styles of jumping Watch and describe specific aspects of jumping e.g. what arms and legs are doing With guidance, set realistic targets when jumping for distance or height 	<ul style="list-style-type: none"> Perform the long jump, triple jump, standing jump and vertical jump with increasing control Analyse own and others performance giving areas of strength and areas for improvements 	<ul style="list-style-type: none"> Demonstrate a range of jumps showing power and control and consistency at both take-off and landing Set realistic targets for self, when jumping for distance for height
Throwing	<ul style="list-style-type: none"> Apply restrictions e.g. throwing into a specific target Handle equipment safely Perform basic actions using equipment e.g. rolling, underarm 	<ul style="list-style-type: none"> Perform a roll and underarm throw with increasing success Begin to throw overarm with increasing success 	<ul style="list-style-type: none"> Throw into targets Perform a range of throwing actions e.g. rolling, underarm, overarm Describe different ways of throwing Explain what is successful or how to improve 	<ul style="list-style-type: none"> Begin to throw using different styles Become more successful at aiming throws Try to describe what makes a successful throw 	<ul style="list-style-type: none"> Explore different styles of throwing e.g. pulling, pushing and slinging (to prepare for javelin, shot and discus) Throw with greater control Consistently hit a target with a range of implements Watch and describe specific aspects of throwing e.g. what arms and legs are doing 	<ul style="list-style-type: none"> Perform a javelin, shot and discus throw with increasing control Throw accurately with the over arm technique Describe what makes a good throw and how to improve 	<ul style="list-style-type: none"> Throw with greater accuracy, control and efficiency of movement using pulling, pushing and slinging action with foam javelin, shot and discus Organise small groups to safely take turns when throwing and retrieving implements Set realistic targets for self, when throwing over an increasing distance and

					<ul style="list-style-type: none">• With guidance, set realistic targets when throwing over an increasing distance and understand that some implements will travel further than others		understand that some implements will travel further than others
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PROGRESSION OF SKILLS/KNOWLEDGE – Physical Education (Dance)

Skills	EYFS	Y1	Y2	Y3	Y4	Y5	• Y6
Compose	<ul style="list-style-type: none"> Spontaneously respond to a variety of stimuli through movement Move with appropriate actions and timing in response to some stimuli Explore and develop control of movement using: Actions (WHAT) – walk, jump, land, hop, skip, stretch, twist, turn Space (WHERE) – forwards, backwards, sideways, high, low, safely showing an awareness of others Relationships (WHO) – copy teacher/performer, on own and beginning to interact with a partner Dynamics (HOW) – slowly, quickly, smoothly, jerkily Begin to use own ideas to sequence dance Begin to sequence and remember a short dance 	<ul style="list-style-type: none"> Remember a short dance sequence and perform it Showing an increasing awareness of movement using different actions, space, relationships and dynamics Show developing spatial awareness Create a short dance sequence from own ideas 	<ul style="list-style-type: none"> Respond appropriately to a variety of stimuli through movement Move with appropriate actions and timing in response to a stimulus Develop control of movement using: Actions (WHAT) – travel, stretch, twist, turn, jump Space (WHERE) – forwards, backwards, sideways, high, low, safely showing an awareness of others Relationships (WHO) – on own and with a partner by teaching each other 2 movements to create a dance with 4 actions Dynamics (HOW) – slowly, quickly, with appropriate expression Use own ideas to sequence dance Sequence and remember a short dance Show the spatial awareness to make the transition from whole group/solo dance to duet and back to whole group/solo 	<ul style="list-style-type: none"> Show improving movement using actions, space, relationships, dynamics and be introduced to choreographic devices Show improving musicality in their dance Plan, perform and evaluate dance 	<ul style="list-style-type: none"> Respond to a variety of stimuli Explore and experiment with movement ideas and possibilities Create dance phrases and dances Select appropriate movement material showing an idea/thought/feeling Develop movement using: Actions (WHAT); travel, turn, gesture, jump, & stillness Space (WHERE); formation, direction & levels Relationships (WHO); whole group/duo/solo, unison/canon Dynamics (HOW); explore speed, energy (e.g. heavy/light) Choreographic devices; motif, motif development and repetition Structure a dance phrase, connecting different ideas showing a clear beginning, middle and end Show increasing awareness of musicality in their dance 	<ul style="list-style-type: none"> Remember and perform longer dance phrases Work independently and as a group to perform dance Show improving musicality in their performances 	<ul style="list-style-type: none"> Respond to a variety of stimuli Explore and experiment with movement ideas and possibilities Create longer and challenging dance phrases and dances Select appropriate movement material to express ideas/thoughts/feelings Develop movement using: Actions (WHAT); travel, turn, gesture, jump, & stillness Space (WHERE); formation, direction, level & pathways Relationships (WHO); solo/duo/trio, unison/canon/contrast Dynamics (HOW) explore speed, energy (e.g. heavy/light, flowing/sudden) Choreographic devices; motif, motif development, repetition, retrograde (performing motifs in reverse) Demonstrate a good understanding of Musicality in their performances
Perform	<ul style="list-style-type: none"> Show interest by observing or participating in dance activities Display high levels of involvement in exploring and performing dance movements Maintain attention and concentration when exploring and performing in dance activities Demonstrate a rhythmical response which shows increasing co-ordination, strength and control Self-initiate dance performance Express feelings through movement Copy and repeat dance actions 	<ul style="list-style-type: none"> Move with some control and co-ordination Move with increasing confidence Show improving balance Copy dance moves with some success Co-ordinate different body parts with increasing control Begin to interact with a dance partner 	<ul style="list-style-type: none"> Move spontaneously showing some control and co-ordination Move with confidence when e.g. walking, hopping, jumping, landing Move with rhythm in the above actions Demonstrate good balance, which comes from an increasing awareness, control and strength in the core when bending, stretching, twisting and turning Move in time with music Co-ordinate arm and leg actions e.g. march and clap Interacts with a partner e.g. holding hands, swapping places, meeting and parting 	<ul style="list-style-type: none"> Dance using different actions including travel, turn, gesture, jump and stillness Begin to use space in dance using levels, directions, pathways and body shape Begin to show different relationships in dance (mirroring, unison and canon) 	<ul style="list-style-type: none"> Perform their dance to an audience showing confidence Show co-ordination, control and strength (Technical Skills) Show focus, projection and musicality (Expressive Skills) Demonstrate different dance actions – travel, turn, gesture, jump, & stillness Demonstrate dynamic qualities – speed, energy & continuity Demonstrate use of space – levels, directions, pathways & body shape Demonstrate different relationships – mirroring, unison, canon, complementary & contrasting Copy, repeat and remember movement, developing movement memory 	<ul style="list-style-type: none"> Perform dance to an audience Showing improving co-ordination, control and musicality in dance Create dance sequences individually and in small groups to include actions, dynamics, space, and relationships 	<ul style="list-style-type: none"> Perform their dance to an audience showing confidence and clarity of actions Show co-ordination, control, alignment, flow of energy and strength (Technical Skills) Show focus, projection, sense of style and musicality (Expressive Skills) Demonstrate a wide range of dance actions – travel, turn, gesture, jump, & stillness Demonstrate dynamic qualities – speed, energy, continuity, rhythm Demonstrate use of space – levels, directions, pathways, size & body shape Demonstrate different relationships – mirroring, unison, canon, complementary & contrasting, body part to body part and physical contact Copy, repeat and remember complex movement,

<p>Appreciate</p>	<ul style="list-style-type: none"> • Demonstrate an appropriate response to a stimuli • Describe simple dance actions using the appropriate vocabulary Express and communicate feelings and preferences in own and others' dance 	<ul style="list-style-type: none"> • Start to use imagination in dance • Respond to music by copying actions • Begin to describe how the body changes when you start to dance 	<ul style="list-style-type: none"> • Use imagination in dance activities • Respond in a variety of ways through movement to a range of stimuli • Respond to own work and that of others when exploring ideas, feelings and preferences • Recognise that dance is an enjoyable activity • Recognise the changes in the body when dancing and how this can contribute to keeping healthy 	<ul style="list-style-type: none"> • Show an increasing understanding of different styles • Begin to comment on their own work and that of others by noting strengths and areas to improve 	<ul style="list-style-type: none"> • Show an awareness of different dance styles and traditions • Understand and use simple dance vocabulary • Understand why safety is important in the studio • Compare and comment on their own and others work • Identify strengths and areas for improvement using simple dance vocabulary • Evaluate experiences and outcomes and set goals for their own development • Discuss aesthetic qualities of dance, making judgements related to design, costume, stimuli and content 	<ul style="list-style-type: none"> • Show an awareness of different dance styles, traditions and aspects of their historical/social context • Understand and use dance vocabulary • Understand why safety is important in the studio • Compare and comment on their own and others work • Identify strengths and areas for improvement using dance vocabulary • Evaluate experiences and outcomes and set goals for their own development • Discuss aesthetic qualities of dance, making judgements related to design, costume, stimuli and content • Take on board feedback and deal positively with praise and criticism 	<p>developing movement memory</p> <ul style="list-style-type: none"> • Show an awareness of different dance styles, traditions and aspects of their historical/social context • Understand and use dance vocabulary • Understand why safety is important in the studio • Compare and comment on their own and others work • Identify strengths and areas for improvement using dance vocabulary • Evaluate experiences and outcomes and set goals for their own development • Discuss aesthetic qualities of dance, making judgements related to design, costume, stimuli and content • Take on board feedback and deal positively with praise and criticism
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PROGRESSION OF SKILLS/KNOWLEDGE – Physical Education (Games)

Skills	EYFS	Y1	Y2	Y3	Y4	Y5	Y6
Physical Skills	<ul style="list-style-type: none"> Play on their own and with others, keeping themselves safe by finding free space Become a competent mover so that they can avoid others by controlling their body so they don't fall over i.e. move forward, sideways and backwards at different speeds with increasing control Control balls of various sizes & shapes; carry and release into a target, roll, throw underarm into a target, bounce & catch on the spot and on the move, throw a ball in the air and catch, strike the ball with a foot, hit a ball with a bat into a target Move into a space or jump to stop a ball Begin to join actions together e.g. throw then move 	<ul style="list-style-type: none"> Be a competent mover so that they can avoid others by controlling their body so they don't fall over i.e. move forward, sideways and backwards at different speeds with control Control and make decisions when playing with balls of various sizes & shapes; roll & throw underarm/overarm to a partner, receive balls of various sizes and shapes from a partner, bounce & catch on the spot and on the move, strike & receive the ball with a foot & hit a ball with a bat when playing with a partner 	<ul style="list-style-type: none"> Play co-operatively and competitively with a partner/team of 3 Use space well e.g. move into a space or jump to stop catch or strike a ball Be a competent mover so that they can avoid others by controlling their body so they don't fall over i.e. move forward, sideways and backwards at different speeds with control Control and make decisions when playing with balls of various sizes & shapes; roll & throw underarm/overarm to a partner, receive balls of various sizes and shapes from a partner, bounce & catch on the spot and on the move, strike & receive the ball with a foot & hit a ball with a bat when playing with a partner 	<ul style="list-style-type: none"> Begin to use tactics in small sided games by working together as a team Start to play and keep games going by showing improvements in physical skills Develop a greater understanding of space Begin to demonstrate more success in sport specific skills 	<ul style="list-style-type: none"> Keep games going because they have the skill and control to do so e.g. throw and catch in different ways, choosing the right time to pass, selecting the best place to pass to a team mate or to outwit an opponent, join actions together like move, receive, shoot Send and receive a ball with hands, feet, racquet and bat with increasing accuracy to a target, space or team mate Use space well by finding and moving into a free space/passing to team mates when they are in a good space Develop a range of defence and attacking skills in invasion, net/wall, striking/fielding type games e.g. those described in core tasks and TOPs activities <u>to prepare them to play</u> mini versions of traditional NGB's mini versions as described in Upper Key Stage 2 Have the confidence to try out new skills and recognise which skills they need to practise 	<ul style="list-style-type: none"> Play small sided games by showing an improvement in sport specific skills Demonstrate the confidence and competence to successfully take part in the range of games as described above Demonstrate the perseverance to improve 	<ul style="list-style-type: none"> Pass, control, dribble and shoot with accuracy and fluency while on the move Send and receive a ball with hands, feet, racquet and bat with accuracy to a target, space or team mate in traditional NGB's mini versions of invasion, net/wall, striking/fielding games e.g. Tag Rugby, High 5 Netball, Football, Basketball, Qwik Cricket, Mini Tennis, Rounders Demonstrate the confidence and competence to successfully take part in the range of games as described above Demonstrate the perseverance to improve
Thinking Skills	<ul style="list-style-type: none"> Watch and copy others who are doing well Choose the best equipment to enable them to play or move well Make simple decisions of where and when to move to receive or defend a ball Choose how to make it difficult for others to beat them 	<ul style="list-style-type: none"> Show determination to improve own skills Follow simple rules considering others Begin to understand tactics and why they are important in games Begin to make decisions when playing with equipment in small games 	<ul style="list-style-type: none"> Adapt activities using their own ideas of how to make the game easier /harder/more enjoyable by using STEP i.e. changing the space/task/equipment/people Make up simple rules with others to make the game enjoyable and challenging Understand simple tactics to outwit a partner/small team when attacking or defending i.e. selecting an appropriate pass, looking one way passing the other, keeping on the move to mark a goal/target, moving into the pathway of a ball to intercept Change their intended action in response to their opponent Have the determination to practise to improve own skills 	<ul style="list-style-type: none"> Share their own ideas and listen to others when working with a team and deciding upon tactics to use Begin to identify strengths and weaknesses in own team/opposition Adapt rules to suit the conditions 	<ul style="list-style-type: none"> with others, decide and try out different ideas/tactics to outwit an opponent in defence and attack understand own and others' strengths and weaknesses and have the confidence to practise to improve understand how to take responsibility for their own and others' safety when playing games adapt and make up rules to suit the equipment/space/target s used 	<ul style="list-style-type: none"> decide and try out tactics to outwit opponents alter tactics when needed make quick decisions in games 	<ul style="list-style-type: none"> understand own and others' strengths and weaknesses and how to choose the most competent person for a specific role within the team make decisions quickly in a game change tactics/roles as necessary for the success of the whole team understand the transference of skills from one type of game to another and apply appropriately reflect on own and others' performance to help improve personal

Team Skills	<ul style="list-style-type: none"> • Join in games with others • Take turns • Stay within boundaries of games • Understand that if they don't play fairly others won't enjoy the activity • Understand that joining in activities gives them a good feeling 	<ul style="list-style-type: none"> • Stay within boundaries of the game • Follow simple rules • Work collaboratively with team mates • Share ideas • Begin to play collaboratively and competitively with a partner or a small team by following simple rules. 	<ul style="list-style-type: none"> • Include others in their games Begin to recognise what they and others can do well • Keep to rules so that they and others enjoy an activity Begin to recognise how they and others feel when they find activities easy/difficult, when they win/lose 	<ul style="list-style-type: none"> • Decide and follow rules in games for everyone's enjoyment • Encourage team mates • Show good sportsmanship. 	<ul style="list-style-type: none"> • Keep possession of the ball • Select different positions in the team based on strengths of players • Agree on their own rules to suit the equipment • Keep to the rules so that they and others enjoy and are challenged • Encourage team mates to do well • accept winning and losing as part of games 	<ul style="list-style-type: none"> • Understand and keep to the rules of the games described above to enable the game to flow and keep player's safe select different positions in the team • Based on strengths of players, challenge and encourage each other to perform to the best of their ability • Control the feelings experienced e.g. nervousness/excitement / disappointment to help themselves and others enjoy the games 	<ul style="list-style-type: none"> • Understand and keep to the rules of the games described above to enable the game to flow and keep player's safe select different positions in the team • Based on strengths of players, challenge and encourage each other to perform to the best of their ability • Control the feelings experienced e.g. nervousness/excitement / disappointment to help themselves and others enjoy the games
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PROGRESSION OF SKILLS/KNOWLEDGE – Physical Education (Swimming)

Skills	EYFS	Y1	Y2	Y3	Y4	Y5	Y6
	•	•	•	•	•	By the end of KS2: <ul style="list-style-type: none"> Swim competently, confidently and proficiently over a distance of at least 25 metres in two strokes. Use a range of strokes effectively (e.g. front crawl, backstroke and breaststroke) Perform safe self-rescue in different water-based situations 	By the end of KS2: <ul style="list-style-type: none"> Swim competently, confidently and proficiently over a distance of at least 25 metres in two strokes. Use a range of strokes effectively (e.g. front crawl, backstroke and breaststroke) Perform safe self-rescue in different water-based situations

PROGRESSION OF SKILLS – Physical Education (Gymnastics)

Skills	EYFS	Y1	Y2	Y3	Y4	Y5	Y6
Sequencing	<i>Together we are going to make a gymnastic story using our gymnastic friends. Try out some of the actions first.</i>	<p>Key Steps Gym Routine</p> <ul style="list-style-type: none"> - start and finish position - forward roll - teddy roll - back support - rocking - step turn - jump 	<p>Key Steps Gym Routine</p> <ul style="list-style-type: none"> - start and finish position - forward roll - teddy roll - back support - rocking - step turn - jump 	<p>Key Steps Gym Routine</p> <ul style="list-style-type: none"> - start/finish position - forward roll - arabesque - half turn - backward roll, front support - press up - shoulder stand - cartwheel 	<p>Key Steps Gym Routine</p> <ul style="list-style-type: none"> - start/finish position - forward roll - arabesque - half turn - backward roll, front support - press up - shoulder stand - cartwheel 	<p>Key Steps Gym Routine</p> <ul style="list-style-type: none"> - start and finish position - round off - y balance - backward roll to straddle - full or half turn - two cartwheels or handstand forward roll 	<p>Key Steps Gym Routine</p> <ul style="list-style-type: none"> - start and finish position - round off - y balance - backward roll to straddle - full or half turn - two cartwheels or handstand forward roll
Balance	<ul style="list-style-type: none"> • Stand "like a gymnast": extend core, legs, hold extended arms above shoulder height in front, up high, out to side, stress the extension of hands and fingers. • Sit like a gymnast in "long sit": long body - extend core, head up, long legs - show extension and tension in legs, stretch ankles, feet and toes. Rest hands on knees. • Explore the 5 basic shapes: straight/tucked/star/straddle/pike. • Try balancing in these shapes on large body parts: back, front, side, bottom. • Explore balance on front and back so that extended arms and legs are held off the floor (arch and dish shapes respectively). • Develop balance by showing good tension in the core and tension and extension in the arms and legs, hands and feet. 	<p>Continue to develop the balances described in EYFS with greater strength control. Encourage the children to hold their balance for a count of 5.</p> <p>Develop balance on front and back so that extended arms and legs are held off the floor (arch and dish shapes respectively).</p> <p>Challenge balance and use of core strength by exploring and developing use of upper body strength taking weight on hands and feet – front support (press up position) and back support (opposite). NB: ensure hands are always FLAT on floor and fingers point the same way as toes).</p>	<p>Continue to develop the balances described in EYFS with greater strength control. Encourage the children to hold their balance for a count of 5.</p> <p>Develop balance on front and back so that extended arms and legs are held off the floor (arch and dish shapes respectively).</p> <p>Challenge balance and use of core strength by exploring and developing use of upper body strength taking weight on hands and feet – front support (press up position) and back support (opposite). NB: ensure hands are always FLAT on floor and fingers point the same way as toes).</p>	<p>Challenge balance and use of core strength by exploring and developing use of upper body strength taking weight on hands and feet – front support (press up position) and back support (opposite). NB: ensure hands are always FLAT on floor and fingers point the same way as toes).</p> <p>Explore balancing on combinations of 1/2/3/4 "points" e.g. 2 hands and 1 foot, head and 2 hands in a tucked head stand.</p> <p>Balance on floor and apparatus exploring which body parts are the safest to use.</p> <p>Explore balancing with a partner: facing, beside, behind and on different levels.</p> <p>Move in and out of balance fluently.</p>	<p>Challenge balance and use of core strength by exploring and developing use of upper body strength taking weight on hands and feet – front support (press up position) and back support (opposite). NB: ensure hands are always FLAT on floor and fingers point the same way as toes).</p> <p>Explore balancing on combinations of 1/2/3/4 "points" e.g. 2 hands and 1 foot, head and 2 hands in a tucked head stand.</p> <p>Balance on floor and apparatus exploring which body parts are the safest to use.</p> <p>Explore balancing with a partner: facing, beside, behind and on different levels.</p> <p>Move in and out of balance fluently.</p>	<p>Perform balances with control, showing good body tension. Mirror and match partner's balance i.e. making same shape on a different level or in a different place.</p> <p>Explore symmetrical and asymmetrical balances on own and with a partner.</p> <p>Explore and develop control in taking some/all of a partner's weight using counter balance (pushing against) and counter tension (pulling away from).</p> <p>Perform a range of acrobatic balances with a partner on the floor and on different levels on apparatus.</p> <p>Perform group balances at the beginning, middle or end of a sequence. Consider how to move in and out of these balances with fluency and control.</p> <p>Begin to take more weight on hands when progressing bunny hop into hand stand</p>	<p>Perform balances with control, showing good body tension. Mirror and match partner's balance i.e. making same shape on a different level or in a different place.</p> <p>Explore symmetrical and asymmetrical balances on own and with a partner.</p> <p>Explore and develop control in taking some/all of a partner's weight using counter balance (pushing against) and counter tension (pulling away from).</p> <p>Perform a range of acrobatic balances with a partner on the floor and on different levels on apparatus.</p> <p>Perform group balances at the beginning, middle or end of a sequence. Consider how to move in and out of these balances with fluency and control.</p> <p>Begin to take more weight on hands when progressing bunny hop into hand stand</p>
Travel	<p>Explore walking "like a gymnast": extend core, legs, hold extended arms above shoulder height in front, up high, out to side, stress the extension of hands and fingers.</p> <p>Explore skipping (step forward and hop on that foot, repeat with other foot).</p> <p>Explore side stepping, bringing feet together after each side step. See jumping below.</p> <p>Explore sliding along a bench pulling body forward with both hands. Explore crawling along a bench.</p>	<p>Begin to travel on hands and feet. In all travelling actions place hands FLAT on floor and fully extend arms.</p> <p>Monkey walk - take some weight on hands as you travel with bent legs and extended arms.</p> <p>Caterpillar walk – hips raised so legs as well as arms can be fully extended. Keep hands still while walking feet towards hands, keep feet still while walking hands away from feet until in front support position (see above).</p>	<p>Begin to travel on hands and feet. In all travelling actions place hands FLAT on floor and fully extend arms.</p> <p>Monkey walk - take some weight on hands as you travel with bent legs and extended arms.</p> <p>Caterpillar walk – hips raised so legs as well as arms can be fully extended. Keep hands still while walking feet towards hands, keep feet still while walking hands away from feet until in front support position (see above).</p>	<p>Bunny hop – transfer weight to hands and jump feet off floor keeping knees tucked into chest. Next, reach extended arms forward followed by knees tucked into chest then land on feet. Explore bunny hop along and over a bench.</p> <p>Use a variety of rolling actions to travel on the floor and along apparatus.</p> <p>Travel with a partner; move away from and together on the floor and on apparatus.</p>	<p>Bunny hop – transfer weight to hands and jump feet off floor keeping knees tucked into chest. Next, reach extended arms forward followed by knees tucked into chest then land on feet. Explore bunny hop along and over a bench.</p> <p>Use a variety of rolling actions to travel on the floor and along apparatus.</p> <p>Travel with a partner; move away from and together on the floor and on apparatus.</p>	<p>Travel sideways in a bunny hop and develop into cartwheeling action keeping knees tucked in and by placing one hand then the other on the floor. Next extend legs further into cartwheeling action i.e. right hand followed by left hand, followed by left foot, followed by right foot. Always keep arms and legs fully extended and tense to support weight.</p> <p>Increase the variety of pathways, levels and speeds at which you travel.</p>	<p>Travel sideways in a bunny hop and develop into cartwheeling action keeping knees tucked in and by placing one hand then the other on the floor. Next extend legs further into cartwheeling action i.e. right hand followed by left hand, followed by left foot, followed by right foot. Always keep arms and legs fully extended and tense to support weight.</p> <p>Increase the variety of pathways, levels and speeds at which you travel.</p>

		Bunny hop – begin by exploring transferring weight to hands, crouch down so bottom touches heels, with fully extended arms drop forwards until some weight transfers to hands and push back to transfer all weight back to feet. Next, transfer weight to hands and jump feet off floor keeping knees tucked into chest. Next, reach extended arms forward followed by knees tucked into chest then land on feet.. Explore bunny hop along a bench.	Bunny hop – begin by exploring transferring weight to hands, crouch down so bottom touches heels, with fully extended arms drop forwards until some weight transfers to hands and push back to transfer all weight back to feet. Next, transfer weight to hands and jump feet off floor keeping knees tucked into chest. Next, reach extended arms forward followed by knees tucked into chest then land on feet.. Explore bunny hop along a bench.	Travel at different speeds e.g. move slowly into a balance, travel quickly before jumping. Travel in different pathways on the floor and using apparatus, explore different entry and exit points other than travelling in a straight line on apparatus.	Travel at different speeds e.g. move slowly into a balance, travel quickly before jumping. Travel in different pathways on the floor and using apparatus, explore different entry and exit points other than travelling in a straight line on apparatus.	Travel in time with a partner, move away from and back to a partner.	Travel in time with a partner, move away from and back to a partner.
Jump	Introduce correct landing position: land on balls of foot, lower heels to floor, soft knees. Feet should be together on landing. Explore staying balanced with good core strength to hold body upright when jumping from: 2 to 2 feet, 1 to 2 feet, 2 to 1 foot, 1 to other foot, 1 to same foot. Perform a straight jump in the air with a controlled landing – core strength should keep body upright throughout the take off and landing.	Explore shape in the air when jumping and landing with control e.g. star shape (without arms to begin with) and tuck shape (knees to upright chest, not chest down to knees). When children demonstrate control of straight, star and tucked shapes, perform from a bench – stress keeping body upright, strong core, tension and extension in limbs.	Explore shape in the air when jumping and landing with control e.g. star shape (without arms to begin with) and tuck shape (knees to upright chest, not chest down to knees). When children demonstrate control of straight, star and tucked shapes, perform from a bench – stress keeping body upright, strong core, tension and extension in limbs.		When children demonstrate control of straight, star and tucked shapes, perform from a bench – stress keeping body upright, strong core, tension and extension in limbs. Explore leaping forward in stag jump , taking off from one foot and landing on the other. Try on floor and along bench controlling take-off and landing. Add a quarter or half turn into a jump before landing. Do this first on the floor and when sufficiently controlled, perform off apparatus. Make a twisted shape in the air and control landing by keeping body upright throughout the twisting action.		Make symmetrical and asymmetrical shapes in the air. Jump along, over and off apparatus of varying height with control in the air and on landing.
Roll	Pencil roll – from back to front keeping body and limbs in straight shape. Egg roll – lie on side in tucked shape, holding knees tucked into chest roll onto back and onto other side. Repeat to build up core strength. Dish roll – with extended arms and legs off the floor, roll from dish to arch shape slowly and with control.	Continue to develop control in the Pencil and Dish rolls. Begin to extend the Egg roll into the Teddy Bear roll by performing the roll with legs apart (straddle position). Further extend the Teddy Bear roll by starting sitting in straddle, holding extended legs below knees to keep them in straddle as you roll onto side, then back, then other side then sit up – you should be facing the opposite direction still in straddle position. Perform 2 rolls to perform the full Circle roll Rock and Roll (the final phase of the forward roll) – sit in tucked shape holding onto knees, chin to chest; rock back roll forward to sitting position again. If lacking core strength and body tension, place a bean bag under chin, between knees and between feet. Explore different finishing positions e.g. opening out when nearing sitting position in straddle. Tipper Truck (the first phase of the forward roll) crouch in tucked shape, feet on floor, hands flat on floor in front. Keep	Continue to develop control in the Pencil and Dish rolls. Begin to extend the Egg roll into the Teddy Bear roll by performing the roll with legs apart (straddle position). Further extend the Teddy Bear roll by starting sitting in straddle, holding extended legs below knees to keep them in straddle as you roll onto side, then back, then other side then sit up – you should be facing the opposite direction still in straddle position. Perform 2 rolls to perform the full Circle roll Rock and Roll (the final phase of the forward roll) – sit in tucked shape holding onto knees, chin to chest; rock back roll forward to sitting position again. If lacking core strength and body tension, place a bean bag under chin, between knees and between feet. Explore different finishing positions e.g. opening out when nearing sitting position in straddle. Tipper Truck (the first phase of the forward roll) crouch in tucked shape, feet on floor, hands flat on floor in front. Keep hands and feet still, raise hips in the air to inverted	Continue to develop control in the Pencil, Dish, Teddy Bear & Rock and Roll rolling actions on the floor, off and along apparatus or in time with a partner. Combine the phases of earlier rolling actions to perform the full forward roll. Backward rolls – Rock and Roll (the first phase of the roll) begin by sitting in tucked shape on mat holding hands beside ears to make 'bunny ears'. Rock back keeping knees and chin tucked in and place palms flat on floor beside head, roll forwards into tucked position. Explore taking one knee over head to one side, pushing away from the floor with hands to roll backwards to finish in a stag shape on floor. Increase momentum of backwards rocking action and push harder with hands to raise hips above head and create space for head to tuck under.	Continue to develop control in the Pencil, Dish, Teddy Bear & Rock and Roll rolling actions on the floor, off and along apparatus or in time with a partner. Combine the phases of earlier rolling actions to perform the full forward roll. Backward rolls – Rock and Roll (the first phase of the roll) begin by sitting in tucked shape on mat holding hands beside ears to make 'bunny ears'. Rock back keeping knees and chin tucked in and place palms flat on floor beside head, roll forwards into tucked position. Explore taking one knee over head to one side, pushing away from the floor with hands to roll backwards to finish in a stag shape on floor. Increase momentum of backwards rocking action and push harder with hands to raise hips above head and create space for head to tuck under.	Explore different starting and finishing positions when rolling e.g. forward roll from a straddle position on feet and end in a straddle position on floor or feet/ begin a backward roll from standing in a straight position, ending in a straddle position on feet. Explore symmetry and asymmetry throughout the rolling actions.	Explore different starting and finishing positions when rolling e.g. forward roll from a straddle position on feet and end in a straddle position on floor or feet/ begin a backward roll from standing in a straight position, ending in a straddle position on feet. Explore symmetry and asymmetry throughout the rolling actions.

		hands and feet still, raise hips in the air to inverted 'V' position. This will encourage children to raise hips out of the way so head can roll under when ready to perform the full forward roll (see rolling in Lower Key Stage 2)	'V' position. This will encourage children to raise hips out of the way so head can roll under when ready to perform the full forward roll (see rolling in Lower Key Stage 2)				
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PROGRESSION OF SKILLS – Physical Education (Outdoor and Adventure Activities)

Skills	EYFS	Y1	Y2	Y3	Y4	Y5	Y6
Orientation	<ul style="list-style-type: none"> Identify where they are on simple maps and diagrams of familiar environments e.g. in relation to position of desk in plan of classroom Use simple maps and diagrams to follow a trail 	<ul style="list-style-type: none"> Identify some key features on a map Begin to orientate the map Locate control points from looking at a map Follow a map to complete a course use simple compass directions (North, South, East and West) Use locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map 	<ul style="list-style-type: none"> Orientate simple maps and plans Mark control points in correct position on their map or plan (e.g. where they find an object when following a photo trail) Find their way back to a base point use simple compass directions (North, South, East and West) Use locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map 	<ul style="list-style-type: none"> Orientate a map Find controls from looking at a map Follow compass 	<ul style="list-style-type: none"> Orientate simple maps and plans Mark control points in correct position on their map or plan (e.g. where they find an object when following a photo trail) Find their way back to a base point 	<ul style="list-style-type: none"> Draw their own maps and plans and set trails for others to follow Use the eight points of the compass to orientate themselves Plan before starting an orienteering challenge use symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom and the wider world 	<ul style="list-style-type: none"> Draw their own maps and plans and set trails for others to follow Use the eight points of the compass to orientate themselves Plan before starting an orienteering challenge Use symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom and the wider world
Communication	<ul style="list-style-type: none"> Begin to work and behave safely when working co-operatively with others Work with friends to plan and share ideas Comment on how they went about tackling a problem 	<ul style="list-style-type: none"> Follow rules to be safe and to keep the group safe Share ideas with friends and listen to their own ideas 	<ul style="list-style-type: none"> Co-operate to share roles within a group Listen to each other's ideas when planning a task Change your ideas if they are not working Take responsibility for a role within the group Recognise that some outdoor adventurous activities can be dangerous Follow rules to keep self and others safe 	<ul style="list-style-type: none"> Co-operate to share roles within a group Listen to each other's ideas when planning a task Change your ideas if they are not working Take responsibility for a role within the group Recognise that some outdoor adventurous activities can be dangerous Follow rules to keep self and others safe 	<ul style="list-style-type: none"> Co-operate to share roles within a group Listen to each other's ideas when planning a task Change your ideas if they are not working Take responsibility for a role within the group Recognise that some outdoor adventurous activities can be dangerous Follow rules to keep self and others safe 	<ul style="list-style-type: none"> Together, plan and share roles within the group based on each other's strengths Work increasingly well in groups where roles and responsibilities are understood Change roles or ideas if they are not working Recognise own and others' feelings Recognise and talk about the dangers of tasks Recognise how to keep themselves and others safe 	<ul style="list-style-type: none"> Together, plan and share roles within the group based on each other's strengths Work increasingly well in groups where roles and responsibilities are understood Change roles or ideas if they are not working Recognise own and others' feelings Recognise and talk about the dangers of tasks Recognise how to keep themselves and others safe
Problem Solving	<ul style="list-style-type: none"> Discuss how to follow trails and solve problems Work with friends to select appropriate equipment for the task 	<ul style="list-style-type: none"> Select appropriate equipment/route/people to solve a problem successfully Choose effective strategies and change ideas if not working 	<ul style="list-style-type: none"> Select appropriate equipment/route/people to solve a problem successfully Choose effective strategies and change ideas if not working 	<ul style="list-style-type: none"> Select appropriate equipment/route/people to solve a problem successfully Choose effective strategies and change ideas if not working 	<ul style="list-style-type: none"> Select appropriate equipment/route/people to solve a problem successfully Choose effective strategies and change ideas if not working 	<ul style="list-style-type: none"> Plan strategies to solve problems/plan routes/follow trails/build shelters etc. Implement and refine strategies Recognise what went well and why, what you would do differently next time 	<ul style="list-style-type: none"> Plan strategies to solve problems/plan routes/follow trails/build shelters etc. Implement and refine strategies Recognise what went well and why, what you would do differently next time