

Chalton Lower School - Physical Education (PE) Progression Map



| | EYFS | YEAR 1 | YEAR 2 | YEAR 3 | YEAR 4 |
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| KEY VOCABULARY | Space, safely, stretch, muscle, partner, pairs, groups, run, gallop, skip, walk, balance, shape, throw, catch,hit, jump, hop, carry, follow, lead, copy, games, move, dance, forwards, backwards, equipment. | Co-ordination, movement, space awareness, underarm, overarm, rules, repeat, control, speed, direction, pat, bounce, pat, kick, push, roll, crawl, climb, obstacle, sequence, repeat, performance, patterns. | Sequence, agility, coordination, release, control, tactics, decide, plan, feedback, hold, rhythm, link, emotion, compare, contrast, dribble, shoot, pass, dribble, attack, defend, position, travel, pathway, pattern, competition. | Continue to reinforce all vocabulary from KS1 plus: - Opposition, control, possession, review, evaluate, combination, choreograph, improvise, devise, composition, flexibility, strength, core, flexibility, component, communicate, technique, modify, improve, unison, repetition, partner, motif, structure, team work, relay. | As year 3 plus:- Combination, transition, pace, accuracy, tactics, communication, sprint, refine technique, analyse, appraise, timing, interpretation, timing, forehand, backhand, smash, hand-eye co- ordination. |
| | EYFS | YEAR 1 | YEAR 2 | YEAR 3 | YEAR 4 |
| FUNDAMENTALS | Physical Development Revise and refine the fundamental movement skills they have already acquired: rolling, running, crawling, hopping, walking, skipping, jumping, climbing. Progress towards a more fluent style of moving, with developing control and grace. Develop overall body- strength, balance, coordination and agility needed to engage successfully with future physical education sessions and other physical disciplines, including dance, gymnastics, sport and swimming. | Motion: Develop travelling movements (skip, hop). Develop running technique (sprint- 20m). Explore different jumping techniques (jump for height). Travel in different directions and speeds (between cones). Travel over obstacles (benches etc). Build stamina. Develop travelling movements (gallop, side gallop). | Motion: Improve our running technique (revisit sprint). Run for distance. Improve our jumping technique (jumping for height). Jump for distance (hop and skip- triple jump). Gallop with control (throwing and side gallop, e.g. javelin). Run for speed in a game situation. Running for distance (stamina but in game situation). | Motion: Refine skipping, hopping and galloping techniques. Run for speed. Refine jumping for distance and height (athletics events). Run for distance (stamina). Dodge in a game situation. Use techniques in game situations. Object Control: Send a ball with accuracy (tennis and hockey). | Motion: Pass a ball (underarm throw). Throw a ball (overarm throw). Retrieve a ball (catch small ball). Control the ball (dribbling). Pass the ball (kicking). Apply the skills (mini games). Object Control: Refine sprint run. Jump for distance (long and triple jump). |

| fluency. Confidently and safely use a range of large and small apparatus indoors and outdoors, alone and in a group. Develop overall body strength, balance, coordination and agility. Develop overall body strength, balance, coordination and agility. The strength of t | Develop running technique (sprint- 50m). Jump for height over Obstacles. Travel in different directions (e.g. in game situation). Travel in different speeds. Dbject Control: Throw an object (under arm using large balls). Throw an object with control (Push and roll-hockey). Receive an object using hands (large ball, e.g. hetball). Dribble an object with control (foot). Strike an object using a piece of equipment (tennis racket- 2 handed). Throw an object (under arm using medium size balls, e.g. dodgeballs). Send an object with control (kick and throw-netball and ootball. | Object Control: Throw an object with accuracy (underarm). Throw an object with accuracy (overarm). Catch an object with control (soft balls). Strike an object (2 handedtennis and hockey). Dribble an object (football and basketball). Send and receive an object accurately (football and netball). | different techniques (hockey). Control an object whilst moving (hockey, football etc). Throw underarm with control with moving aim. Throw overarm with control with moving aim. Catch with control (small ball,e.g. tennis ball.) | Hop and skip accurately. Gallop and side gallop (over objects). Complete athletics events (combining of skills). |
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| | EYFS | Dribble an object with control (foot). Strike an object using a piece of equipment (cricket bat- 2 handed). | YEAR 2 | YEAR 3 | YEAR 4 |
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| | 2110 | TEART | 12AK2 | ILAKO | TEAN 4 |
| GYMNASTICS | Shape: Straight, Tuck and star shapes on floor. | Shape: Straight, tuck, star, straddleand pike. | Shape: Straight, tuck, star, straddle and pike - Recap and refine. | Shape: Introduce dish, arch, front and back support. | Shape: Refine dish, arch, front support and back support. |
| | Show shapes on apparatus. Flight: | Perform on floor and apparatus. | Perform on floor and on Apparatus. | Perform on floor and apparatus. | Perform on floor and Apparatus. |
| | Straight, tuck and star jumps on floor. Safe landing jump off the apparatus. | Flight: Perform straight, tuck, star jumps on floor. Static jump onto | Flight: Refining straight, tuck and star jumps. | Flight: Perform all jumps taught in KS1 with good position and presentation. | Flight: Perform all jumps taught in KS1 with good position and presentation – on |
| | Balance Patches - perform balances on back, stomach and | apparatus –2 feet-2 feet. Safe landing jumps | Be able to jump onto a pieceof apparatus from standing 2 feet-2 feet. | Introduce running (taking a few steps) up to apparatus then jumping | Introduce running (taking |
| | bottom. Use floor, then apparatus. | (straight, tuck and star) off apparatus. Balance: | Safe landing jumps (straight, tuck and star) off apparatus –refine shapes | on. | a few steps) up to apparatus then jumping on. |
| | Rolls: Log rolls – straight shape roll from back to stomach. | Patches (recap from reception and refine – more control, still shape, straight legs. | e.g star – legs go outbut then bring backtogether to land. | Perform jumps off apparatus straight, tuck and star and introducing pike and straddle. | Perform jumps off apparatus straight, tuck, star straddle and pike. |
| | Rock backwards and forwards in a tuck shape. | Introduce Points – balances on hands, feet, knees, etc. | Balance: Refining patches and points balances – holding the position, straight | Balance: Practice different one point balances. | Introduce ½ turns and full turns on the floor. |
| | Begin to teach forward rolls -down an incline/ from apparatus. | Show balances on apparatus. | arms/legs with presentation. Introduce one point | Link balances together. Perform balances in | Balance: Perform one point balances – be |
| | Routines: Use skills taught in shape, flight, balance and rolls to link 2 movements together – in the same area of gym e.g show star jump then tuck | Rolls: Rock backwards and forwards in tuck shape and stand up. Teddy bear rolls. | balances E.g. one foot. Show balances on apparatus. Rolls: Rock backwards and | partners Rolls: Forward rolls to stand up Forward rolls to end in different standing | creative -one leg out to front, side, back etc. Perform balances in partners and be creative and refining. |

| | jump. Link 2 movements in different areas e.g. show a star shape on the bench then straight jump off. | Forward rolls. Begin to perform on the floor but end in sitting positions. Routines: Use skills taught in shape, flight, balance and rolls to link at least 3 movements together – in the same area of gym e.g show star, then tuck then straight jump. Link 3 movements in different areas e.g jump onto the bench, show a shape, then a balance. | forwards in tuck shape and stand up – feet, knees together, no hands. Recap teddy bear rolls. Forward rolls on floor–be able to stand up at end. Routine: Use skills taught in shape, flight, balance and rolls to link at least 3 movements together – in different areas of gym. Focus on refining skills taught in KS1-remembering all the teaching points in the different areas e.g jump onto a bench show a shape then a balance. | positions e.g. straddle, pike Routine: Use skills taught in shape, flight, balance and rolls to link at least 3 movements together – in different areas of gym. Perform routines in partners. | Use apparatus to perform balances. Rolls: Refining Forward rolls and applying them into routines. Performing rolls on Apparatus. Routines: Use skills taught in shape, flight, balance and rolls to link at least 3 movements together – in different areas of gym. Perform routines in partners/groups. Practise and rehearse same routine to refine. |
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| | EYFS | YEAR 1 | YEAR 2 | YEAR 3 | YEAR 4 |
| DANCE | Space: Beginning to think about personal space. Look at simple pathways e.g. forwards, backwards, side to side and zig zag. Getting bigger and smaller. Relationship: Copy movements and actions from the teacher remembering some of the steps and begin to work in small groups and make up some actions with the support of an adult. | Space: Personal space, using different levels – e.g low, medium and high. Building on different pathways that could be used. Relationship: Solo, duet and unison. Acquiring skills: Creating movements based on the stimulus. | Space: Starting from different points in the space e.g. from the corner or back of the stage. Consider the formations of small groups. Do they start in a straight line, curve, V, or line? Relationship: Canon, small groups and mirroring. Acquiring skills: | Space: Children begin to perform in a range of different spaces. Contrast of space used by the dancer (one person performs the motif using big actions and the other uses small actions). Relationship: 2v2, work on opposite sides of the stage. Accumulation. Acquiring skills: | Space: Build on all the space that has been used in previous years. Personal space, using a range of levels, starting from different points of the space, different group formations, perform in a range of different spaces and begin to use contact. Relationship: 1v3, question and answer and begin to use simple contact work. |

| | Acquiring skills: Moving in time with the music. Creating own movements. | | Creating movements based on a stimulus but following music. | Creating linked transitional Movements. Developing and improving their choreography. | Acquiring skills: Creating linked transitional movements. Developing and improving their choreography by changing dynamics, levels and actions. |
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| | EYFS | YEAR 1 | YEAR 2 | YEAR 3 | YEAR 4 |
| ATHLETICS | Run at different speeds. Jump from a standing Position. Performs a variety of throws with basic control. | Use varying speeds when running. Explore footwork patterns (hop and skip in isolation). Explore arm mobility (ready for catching). 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. | Run in different directions and at different speeds, using a good technique. Improve throwing techniques. Reinforce jumping Techniques. Understand the relay and passing the baton. Choose and understand appropriate running techniques. To compete in a mini competition, recording scores. | Select and maintain a running pace for different distances. Practise throwing with power and accuracy. Throw safely and with understanding. Demonstrate good running technique in a competitive situation. Explore different footwork patterns (triple jump). Understand which technique is most effective when jumping for distance. To utilise all the skills learned in this unit in a competitive situation. |
| EYFS | YEAR 1 | YEAR 2 | YEAR 3 | YEAR 4 | EYFS |
| Football Tag Rugby Netball Basketball Dodgeball | Stop a ball with basic control (larger balls, e.g. dodgeball, netball). Send a ball in the direction of another person (football, netball). | Stop the ball with control (netball, football, basketball). Send a ball in the direction of another person (football, netball, basketball). | Stop the ball with control and accuracy (netball, football, basketball.) Catch the ball with control and accuracy (netball, basketball, rugby). | Control the ball with accuracy whilst moving. Strike the ball with accuracy whilst moving. | Control the ball keeping possession whilst moving. Strike the ball keeping possession (in teams) with accuracy. |

| Hockey | Control a ball (batting the ball, basketball, football). Move around a space with a ball (football, netball). | Collect a ball (football, netball, basketball). Send the ball (netball/basketball, football). Retrieve the ball with a Partner (netball/basketball, football). Discuss short term effects of exercise. | Strike the ball with control and accuracy (rugby and football). Pass the ball (football, rugby, netball, basketball and hockey). Receive the ball whilst moving (football, rugby, netball, basketball and hockey). Take part in conditioned games (5v5) etc. | Catch the ball with accuracy whilst moving. Accurately pass to someone with some spacial awareness. Accurately attack to gain possession. Accurately defend in a game situation. Take part in a game following the rules. Discuss warm up/cool down. | Catch the ball with accuracy whilst moving and keeping possession (in teams). Use space carefully when passing. Attack using space in game situations. Defend and intercept Accurately. Take part in a game following the rules and picking out what others do well. Discuss warm up/cool down. |
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| | | | | | Devise own warm up and cool down activities. |
| | EYFS | YEAR 1 | YEAR 2 | YEAR 3 | YEAR 4 |
| NET & WALL GAMES Tennis Badminton | Send the ball in a direction (roll with tennis ball). Control the ball by balance the ball on the racquet. Roll the ball with control and in the space. | Strike the ball with basic control. Send the ball to another person. Send the ball with basic control with opponent retrieving it. | Strike a ball using forehand. Catch the ball after being struck. Strike the ball to a partner. Take part in small rallies. | Strike a ball using forehand with control. Strike the ball to an opponent allowing it to bounce and using the space. Strike a shuttlecock with control. Take part in a rally with control (using rules). | Strike the ball using forehand and backhand with control and accuracy. Strike the ball (forehand and backhand) to an opponent allowing it to bounce and using the space. Strike a shuttlecock with control and accuracy. Take part in a rally with control and accuracy (using the court rules). |
| | EYFS | YEAR 1 | YEAR 2 | YEAR 3 | YEAR 4 |

| STRIKING & FIELDING | Stop the ball from rolling with a bat. | Stop the ball with hands/foot after being | Stop the ball by bending/cupping hands. | Strike the ball with a Rounders bat using the | Strike the ball using control and accuracy. |
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| | | struck. | bonanig/sappinig nanasi | techniques. | and decardey. |
| Kwik Cricket | Knock a ball from the stand. | | Catch the ball with | | Catch the ball accurately |
| Rounders | Retrieve the ball in a game. | Send a ball with a cricket bat from stand/or from | accuracy (tennis ball and rounders ball). | Catch the ball accurately after being struck. | and control it after. |
| | January and Samura games | rolling. | | | Pass the ball around the |
| | | | Strike the ball with a cricket | Throw the ball around the | field tactically. |
| | | Send a ball into a field | ball with control and | field accurately. | Describes assess to also invest |
| | | (game). | accuracy (moving onto rounders bat). | Develop game tactics, e.g. | Practise game techniques, passing through fielding |
| | | Receive the ball. | Touriders baty. | where to stand in the | Accurately. |
| | | | Receive a moving ball with | rounders field. | , |
| | | | control. | | Develop game tactics with |
| | | | Tales mant in a same | Move around the field with | standing in the correct |
| | | | Take part in a games situation e.g. (4 v 4). | control. | places. |
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