

# Queens Road Academy Physical Education Progression

	EYFS	Year 1	Year 2
	Send & receive a ball by rolling from hand & striking with	Throw underarm, bounce & catch ball by self & with partner	Perform some dribbling skills with hands and feet using
	foot		space
		Kick/stop a ball using a confident foot while static	
	Aim & throw object underarm		Pass a ball accurately (hands & feet) over longer distances to
Invasion		Run straight and on a curve and sidestep with correct	a team mate
games KS1	Catch balloon/bean bag/scarf & sometimes a bouncing ball	technique	
8000 1.02			Combine stopping, pick up/collect & send a ball accurately to
	Move and stop safely in a specific area	Begin to follow some simple rules	other players
	Play a passing & target game alone and with a partner		Make simple decisions about when /where to move in game to receive a ball

	Year 3 Year 4		Year 5	Year 6
	Make a series of passes to team mates	Use a chest pass and shoulder pass to	Use all three passes (chest, shoulder &	Know which pass is best to use and when in a
	moving towards a scoring area.	support team in scoring.	bounce) correctly.	game.
	Show some signs of using a chest pass and shoulder pass.	Make decisions regarding which is the best type of pass to use.	Use a range of speeds within a game to support a team in scoring.	Use a range of square & straight passes to change direction of the ball.
Invasion Games-	Show a target to indicate where I'd like to pass to.	Begin to use a bounce pass, which only bounces once.	Begin to use square (across the court) & straight (up & down the court) passes to achieve pace.	Use landing foot to change direction to lose a defender.
Netball	Know where space is and try to move into it.	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.
	Mark another player and 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.		

	Year 3	Year 4	Year 5	Year 6
	Begin to dribble a ball making small touches	Dribble with small touches into space.	Dribble making small touches into space with	Dribble making small touches into space with
			speed.	speed, to beat defenders.
	Begin to send a football to someone on	Send a football to someone on the team,		
	team.	using different parts of foot.	Send a football to someone on the team,	Make decisions regarding how and when to
			using different parts of foot accurately.	send a football to someone in team.
	Keep a ball under control.	Keep a ball under control when receiving a		
		range of passes from team.	Use a range of ways to keep a ball under	Use a range of ways to keep a ball under
	Know where space is and try to move into it.		control (foot, knee, head, and knowing which	control (foot, knee, head, and knowing which
Invasion		Understand where the space is and can	one due to where ball is coming from).	one due to where ball is coming from) when
Games-	Mark another player and defend when	move into it.	Consequence and was the file about	under pressure from a defender.
Football	needed.	Mank another playing and basis to attend	See space, and use it effectively.	Kanana kananana akamana mitakin a nama and
		Mark another player and begin to attempt	Loss a defender to receive a ness	Know how space changes within a game and
		interceptions.	Lose a defender to receive a pass.	when and how to move into changing
			Defend a player and make some successful	spaces.
			interceptions for team.	Draw defender away to create space.
			interceptions for team.	Braw defender away to create space.
				Position body to defend effectively, making successful interceptions.

	Year 3	Year 4	Year 5	Year 6
	Begin to show how to hold a hockey stick and which side to use.	Sometimes change direction of travel by rotating and turning stick to support this.	Change direction and use the correct side of stick, sometimes using Indian dribbling (alternating sides of stick while dribbling) to	Use speed, changing of direction and Indian dribbling to advance towards team's goal.
	Use a simple push pass to another team mate.	Use a push pass to make a direct pass.	avoid defenders.	Use a range of passes knowing which one depending on the distance of the pass.
		Begin to use a slap pass (bringing stick back	Choose between the two passes (push/slap)	
Invasion Games-	Dribble the ball keeping it close to me using the correct side of stick.	and causing more power).	and explain simply why.	Dribble and change direction by making a square pass (across the pitch) or straight
Hockey	Show some signs of an	Use speed to dribble the ball into space.	Make a direct pass while dribbling.	pass (up/down the pitch).
	approaching a player to tackle and cause pressure.	Maintain defence and keep the pressure until possession is gained.	Begin to use stick to mark a player from the side line causing them difficulty.	Know when to defend and what defence skills could be used.
	Begin to attempt to score a goal from anywhere.	Attempt to score inside a designated scoring area.	Successfully score while in the scoring area.	Seize an opportunity to score, sometimes quite quickly.

	Year 3	Year 4	Year 5	Year 6
	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.
	Know where to score a try and how to		Be able to pass and receive a pass at speed.	Running at speed, changing direction at
	position the ball to score a try	Use speed and space to avoid defenders		speed.
			Be able to pass and receive a pass at speed in	
Invasion Games- Tag	Move into spaces to avoid defenders	Pass backwards and in both directions and sometimes on the move	a game situation.	Play effectively in attack and defence
Rugby	Make a backward pass to team mates, using the direction most comfortable	Tag the person who has the ball, but can	Refine attacking and defending skills.	Score points against opposition
	Know to tag team mates when to defend	mark a player who doesn't have the ball	Develop tactics as a team.	Support player with the ball
		Begin to make a high pop pass to avoid a defender	Apply learned skills in a game of tag rugby.	

### STRIKING AND FIELDING GAMES

	EYFS	Year 1	Year 2
	Aim & throw object underarm	Show some different ways of hitting, throwing and striking a	Send a ball off a tee using a bat or a racket
	Catch balloon/bean bag/scarf & sometimes a bouncing ball	ball	Play two types of games to score: running around a series of
		Hit a ball or bean bag and move quickly to score a range of	hula hoops or forwards and backwards between hula hoops
Striking &	Use hand to strike a bean bag or ball and move towards a	points (further distance scores more points)	
Fielding	scoring area	Play as a fielder and get the ball back to a STOP ZONE	Stop moving when the 'bowler' has the ball
Games-KS1	Begin to use a bat to hit a ball or bean bag	Thay as a fiction and get the sail sack to a store zone	Play as a fielder and pass the ball back to the bowler to make
		Begin to follow some simple rules (carrying the bat, not over taking someone)	the runner stop
			Follow rules for a game (carry the bat, don't overtake, run around the outside of the hula hoops)

	Year 3	Year 4	Year 5	Year 6
	Throw and catch under pressure.	Develop the range of Cricket skills they can	Link together a range of skills and use in	Apply with consistency standard cricket rules
		apply in a competitive context	combination	in a variety of different styles of games
	Use fielding skills to stop the ball effectively.			
		Choose and use a range of simple tactics in	Collaborate as a team to choose, use and	Attempt a small range of recognised shots in
	Learn batting control.	isolation and in a game context	adapt rules in games	isolation and in competitive scenarios
Striking and				
Fielding	Learn the role of backstop.	Consolidate existing skills and apply with	Recognise how some aspects of fitness apply	Use a range of tactics for attacking and
Games-		consistency	to cricket e.g. power, flexibility and	defending in role of bowler, batter and
Cricket	Play in a tournament and work as team,		cardiovascular endurance	fielder
	using			
	tactics in order to beat another team.			
	Play in a tournament and work as team,			
	using tactics in order to beat another team			

	Year 3	Year 4	Year 5	Year 6
	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	Link together a range of skills and use in combination. Collaborate as a team to choose, use and adapt rules in games.	Apply consistently rounders rules in conditioned games Play small sided games using standard rounders pitch layout
Striking and Fielding Games- Rounders		Identify different positions in rounders and the roles of those positions	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.	Use a range of tactics for attacking and defending in role of bowler, batter and fielder
			Learn batting control.  Learn the role of backstop.  Use Skills/Tactics in game	

	Year 3	Year 4	Year 5	Year 6
	Tap the ball off racquet (tapping it to the	Tap the ball back and forth to a partner over	Tap the ball using either a fore hand or back	Turn and run to the ball getting into a
	ground, tapping it up off the racket, tapping it up with one bounce etc)	a small space	hand motion	forehand or backhand position en route
		Begin to tap a ball over a net allowing for a	Move towards the ball from 'ready' position	Use 'move-hit-recover' approach within a
	Tap the ball back and forth to partner	bounce, hit technique	choosing either forehand or backhand depending on where the ball is	game showing facing forward on recovery
	Stand in a ready position holding racquet	Move from a ready position into a forehand		Show a range of grips when demonstrating a
Striking and	correctly	position/backhand position quickly	Set racquet back in its ready position quickly upon recovery	backhand (continental, chopper, hammer grip).
Fielding	Change from a ready position before tapping	Bring racquet to meet the ball for a forehand		
Games- Tennis	the ball to a partner	and backhand hit	Demonstrate the correct swing technique when hitting the ball over a net sometimes	Use the correct swing technique and control with smooth swings keeping the path of the
	Begin to know what it means by a forehand and backhand position	Know to use two hands for an effective backhand	showing control over the hit	racquet the same
	·		Serve the ball correctly beginning to	Serve the ball accurately making team mates
	Begin to attempt to serve the tennis ball straight from hands, sometimes using one bounce if needed	Move racquet in a low to high swing for an effective tap	purposely aim for space to score	have to move to send it back
		Serve the ball straight from hands to racquet		
		making sure it lands 'in' on the other side		

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Move to music.	Copy dance moves.	Change rhythm, speed, level and direction with	Perform pair/group dance involving canon &	Respond imaginatively to stimuli related to	Show/fluency/control in chosen dances in	Create & perform dances in a variety of styles
	Copy dance moves.	Make up a short dance, after	consistency.	unison, meet & part	character/music/story	response to stimuli	consistently
	Perform some dance moves.	watching one.  Dance	Dance with control and co-ordination.	Respond to music in time & rhythm to show like/unlike actions	Perform clear & fluent dances that show sensitivity to idea/stimuli	Perform fluent dances with characteristics of different styles/eras	Be aware of & use musical structure, rhythm & mood & can
Dance	Move around the space safely.	imaginatively.  Change rhythm, speed, level and direction.  Say something I like about a dance	Make a sequence by linking sections together.  Link some movement to show a mood or feeling.  Say something I like and something that could be improved about a dance	Respond to music to express a variety of moods & feelings  Give and respond to peer feedback to improve	Make up dance within a small group  Give peer feedback to improve with suitable dance terminology	Adapt & refine (in pair/group), dances that vary direction, space & rhythm  Give peer feedback to improve with suitable dance terminology	dance accordingly  Use appropriate criteria & terminology to evaluate performances
Vocabulary	action, movement	travel, space, gesture, routine, rhythm, speed, levels, choreograph		formation, upstage, downstage, wings, cannon, matching, unison, mirroring, isolation, parallel, jete, plier, legato, pirouette		alignment, accumulation, counterpoint, improvisation, motif	

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Gymnastic	Make body tense, relaxed, curled and stretched.  Balance on small/large body parts & understand stillness  Make large and small body shapes	Year 1  Make body tense, relaxed, curled and stretched, showing some tension.  Begin to work alone/with someone to make a sequence of shapes/travels  Climb safely, showing some shapes and balances when climbing.  Keep balance travelling in a range of ways along bench, spots, mat etc  Roll in stretched/curled	Year 2  Make body tense, relaxed, curled and stretched, in a range of movements.  Perform a sequence with changes in speed & direction including 3 different actions (sometimes giving advice to others)  Be still on single/two + points of contact on floor/apparatus showing tension & control Link known shape/travel/roll/jump to a balance using floor & on apparatus  Jump/land with control	Year 3  Use a greater number of own ideas for movement in response to a task.  Combine arm actions with skips/leaps/steps/jumps & spins in travel  Travel while using various hand apparatus, (ribbon/hoop/ rope/ball)  Know principles of balance and apply them on floor & apparatus	Year 4  Share ideas and give positive criticism/advice to self & others.  Create & perform matching/mirroring sequences explaining how it could be improved  Perform at least 3 different rolls (shoulder, forward, back) with some control  Link a roll with travel and balance using floor and apparatus with good body control	Year 5 Combine own work with that of others, identifying strengths & weaknesses. Include change of speed, direction and shape in movements. Follow a set of 'rules' to produce a sequence, possibly made by peers. Create mirror/matching/cannon (pair) sequence varying dynamics/levels/direction etc.	Year 6  Select a suitable routine to perform to different audiences, bearing in mind who the audience is.  Transfer sequence above onto suitably arranged apparatus & floor  Perform 6-8 part floor sequence as individual, pair & small group to a piece of music  Demonstrate 3 paired balances in sequence using various skills/actions
Vocabular	tense, relaxed, curled, stretched, balance, still, travel, climb, hang	positions e.g. 'log' and 'egg rolls' tension, sequence, point	using different body shapes in flight ts, flight	mirror, matching, cannon, dy	rnamics, levels		

## **ATHLETICS**

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Explore different ways of	Use varying speeds when	Run with agility and	Run in different	Select and maintain a	Use correct technique	Investigate running
	moving.	running.	confidence.	directions and at	running pace for	to run	styles and changes of
				different speeds,	different distances.	at speed.	speed.
	Practise running.	Practise short distance	Run for distance.	using a good			
		running.		technique.	Demonstrate good	Develop the ability to	
			Learn the best		running	run for	
		Explore footwork patterns.	jumping techniques	Choose and	technique in a	distance.	
			for distance.	understand	competitive		
		Explore arm mobility.		appropriate running	situation.	Throw with accuracy	Practise throwing with
			Throw different	techniques.		and power.	power and accuracy.
		Explore different methods of	objects in a variety of		Practise throwing with		
		throwing.	ways.	Improve throwing	power and accuracy.	Identify and apply	
				technique.		techniques of relay	
Athletics			Hurdle an obstacle		Throw safely and with	running.	
			and maintain effective	Reinforce jumping	understanding.		
			running style.	techniques.		Explore different	Explore different
					Explore different	footwork	footwork
			Complete an obstacle	Understand the relay	footwork patterns	patterns.	patterns.
			course with control	and passing the			
			and agility.	baton.	Understand which	Understand which	Understand which
					technique is most	technique is most	technique is most
					effective when	effective when	effective when
					jumping for distance.	jumping for distance.	jumping for distance.
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						Learn how to use skills	
						to improve the	
						distance of a pull	
						throw.	

## **OUTDOOR ACTIVITIES**

	Year 3	Year 4	Year 5	Year 6
Outdoor Activities	Orientate simple maps and plans		Draw maps and plans and set trails for others to follow	
	Mark control points in correct position on map or plan		Use the eight points of the compass to orientate	
	Find way back to a base point		Plan an orienteering challenge	
	Co-operate and share roles within a group		Plan and share roles within the group based on each other's strengths	
	Listen to each other's ideas when planning a task and adapt		Understand individuals' roles and responsibilities.	
	Take responsibility for a role within the group		Adapt roles or ideas if they are not working	
	Recognise that some outdoor adventurous activities can be dangerous		Recognise and talk about the dangers of tasks	
	Follow rules to keep self and others safe		Recognise how to keep themselves and others safe	
	Select appropriate equipment/route/people to solve a problem successfully		Plan strategies to solve problems/plan routes/follow trails/build shelters etc.	
	Choose effective strategies and change ideas if not working		Implement and refine strategies	

## **SWIMMING**

Swimming	Understands basic pool safety
	Confident in water
	Show breath control
	Confidently and safely enter and exit water
	Swim competently, confidently and proficiently over a distance of at least 25 m
	Use a range of strokes effectively (e.g. front crawl, breaststroke and backstroke)
	Float (e.g. on back, mushroom) and submerge
	Tread water
	Perform safe self-rescue in different water-based situations