

St Mary's Catholic Academy PE Knowledge and Skills Progression



Athletics	Dance	Gymnastics	Games
F1	 Three to Four Years - Knowledge: Children explore movements of different creatures. Children will be given opportunities to work independently and with a partner Skills: Observe the effects of activity on their bodies. Vocabulary: move, slow, fast, still. 		 Three to Four Years - Knowledge: Children learn how to roll and stop a ball. They explore bouncing and catching a ball. Children practise kicking/dribbling a ball. Children will be given opportunities to work independently and with a partner Skills: Begin rolling a ball to a target Begin to stop a rolling ball Develop accuracy when throwing to a target Develop bouncing, catching and kicking a ball, Understand that equipment and tools have to be used safely. Vocabulary: rolling, bouncing, throwing catching, dribbling, kicking, target
F2	 Reception/ELG - Knowledge: Children explore basic movements, creating she jumps and begin to develop rocking and rolling. They show an awareness of space and how aperform basic skills on both floor and apparatu. They copy, create, remember and repeat short. They begin to understand using levels and traveling and balancing. Skills: Safely negotiate space. Move confidently in a range of ways. Show some control and coordination in movements. Develop landing and jumping safely. Begin to copy and create simple sequences. Link actions together. Begin to develop rocking and rolling. Vocabulary: shapes, balances, jumps, rocking, rolling apparatus, sequences, travelling, balancing. 	to use it safely and us. t sequences. nd directions when	Reception/ELG - Knowledge: Children will develop their understanding of playing games through the topic of 'Transport'. Children play a variety of games in order to practise and further develop fundamental movements They learn how to dribble ball with their feet They learn how to score and play by the rules Children work with a partner and begin to understand what a team is, as well as learning how to behave when winning and losing. (F1 Ball skills — rolling a ball to a target, using feet to move the ball and stop it, bouncing a ball) Skills Shows some control of the basic actions of rolling, throwing, kicking, dribbling and bouncing Begin to understand the concept of tracking a ball. Begin to develop accuracy when throwing or kicking a ball to a target Work independently and with a partner Develop decision making and begin to use simple tactics. Work cooperatively and learn to take turns Begin to show an understanding of different roles within a game Move confidently in a range of ways, safely negotiating space Talk about ways to keep healthy and safe Show good control and coordination in small and big movements Vocabulary: tracking, balancing, striking

Pupils learn how to run at different speeds. They are taught how to throw in different ways. They begin to learn how to measure their performances and make improvements on their scores.	 Knowledge Learn and describe basic dance actions Learn how to use simple dance vocabulary to describe movement Learn how to link various movements to moods, ideas and feelings 	 Knowledge Pupils learn to use space safely and effectively. Pupils learn how to jump, roll, balance and travel individually and 	 Knowledge Pupils have the opportunity to work independently, in pairs and small groups. Pupils explore their own ideas in response to a tack.
speeds. They are taught how to throw in different ways. They begin to learn how to measure their performances and make	 Learn how to use simple dance vocabulary to describe movement Learn how to link various movements to 	effectively. • Pupils learn how to jump, roll,	independently, in pairs and small groups.Pupils explore their own ideas in response to a
They are given opportunities to work collaboratively as well as independently. ills Can run at different speeds. Can jump from a standing position Performs a variety of throws with basic control. cabulary: run, hop, jump, land, eed, balance, throw	 Understand that being active helps keeps our bodies happy and healthy Know where their heart is and understand why it beats faster when exercising Know why it's important to be safe when being active- wearing correct clothing, working with a partner, staying safe in a space and when traveling Skills Copy and explore and perform basic dance actions and patterns demonstrated by the teacher and themselves Explore, perform actions relating to the theme Choose appropriate actions, space, dynamics and relationships relating to the theme Practise and repeat their movement phrases and perform them with control, coordination and expression Describe and interpret what they see, do and feel in dance Working safely on their own, with a partner and in a space showing an awareness of others Talk about how their bodies change from being still to be active Dance Actions Vocabulary: gallop, skip, balance, freestyle, direction, levels, slowly, quickly, explode, lightly, jerkily, smoothly, freeze 	in combination to create movement phrases. Pupils are given opportunities to select their own actions to build short sequences and develop their confidence in performing. Pupils begin to understand the use of levels, directions and shapes when travelling and balancing. Skills Copies and explores basic movements with some control and coordination. Can perform different body shapes Performs at different levels Can perform 2 footed jump Can use equipment safely Balances with some control Can link 2-3 simple movements Vocabulary: barrel roll, straight roll	 task Children practise throwing and catching with a partner using underarm throws They learn how to dribble a ball whilst moving Learn to roll a ball to a moving target Children learn the importance of communication in a game (F2 Ball Skills – Football, Throwing and catching and rolling to a target for cricket) Skills Move fluently, changing direction and speed easily and avoiding collisions Show control and accuracy with the basic actions for rolling, underarm throwing, striking a ball and kicking Understand the concept of tracking, and get in line with the ball to receive it Understand the concepts of aiming, hitting into space, and taking the ball to a good position for aiming Use skills in different ways in different games, and try to win by changing the way they use skills in response to their opponent's actions Recognise space in their games and use it to their advantage, planning where to stand to make it difficult for opponents Describe what it feels like when they breathe faster during exercise Explain why running and playing games is good for them Watch others' movements carefully Describe what they have done or seen others doing Copy what they see and say why it is good Vocabulary: avoiding, overarm throwing, free space, own space, opposite team
)	Can run at different speeds. Can jump from a standing position Performs a variety of throws with basic control. cabulary: run, hop, jump, land,	being active- wearing correct clothing, working with a partner, staying safe in a space and when traveling Skills Can jump from a standing position Performs a variety of throws with basic control. Cabulary: run, hop, jump, land, eed, balance, throw Skills Copy and explore and perform basic dance actions and patterns demonstrated by the teacher and themselves Explore, perform actions relating to the theme Choose appropriate actions, space, dynamics and relationships relating to the theme Practise and repeat their movement phrases and perform them with control, coordination and expression Describe and interpret what they see, do and feel in dance Working safely on their own, with a partner and in a space showing an awareness of others Talk about how their bodies change from being still to be active Dance Actions Vocabulary: gallop, skip, balance, freestyle, direction, levels, slowly, quickly, explode, lightly,	being active—wearing correct clothing, working with a partner, staying safe in a space and when traveling Skills Copy and explore and perform basic dance actions and patterns demonstrated by the teacher and themselves Explore, perform actions relating to the theme Choose appropriate actions, space, dynamics and relationships relating to the theme Practise and repeat their movement phrases and perform them with control, coordination and expression Describe and interpret what they see, do and feel in dance Working safely on their own, with a partner and in a space showing an awareness of others Talk about how their bodies change from being still to be active Dance Actions Describe, performations, space, do and feel in dance Wocabulary: gallop, skip, balance, freestyle, direction, levels, slowly, quickly, explode, lightly,

	Athletics	Dance	Gymnastics	Games – Hockey, Tag Rugby, Basketball Cricket, Rounders, Tennis
Y3	 Knowledge: Pupils are set challenges for distance and time that involve using different styles and combinations of running, jumping and throwing. Begin to learn how to put basic jumps together to form a triple jump Pupils learn how to improve their running technique to improve speed and distance. Pupils are given opportunities to measure, time and record scores. Children learn how to hold a and throw a javelin correctly. Skills: Begin to demonstrate the five basic jumps on their own, eg a series of hops, and in combination, eg hop, one-two, two-two, showing control at take-off and landing Beginning to run at speeds appropriate for the distance. e.g. sprinting and cross country Throw with some accuracy and coordination into targets set at different distances Use different techniques, speeds and effort to meet challenges set for running, jumping and throwing Describe what happens to their heart, breathing and temperature during different types of athletic activity Begin to identify and describe different running, jumping and throwing actions Explain what is successful and what they have to do to perform better 	 more interesting or to fit the stimulus Understand why we use different qualities and dynamics in dance Understand how we can use different dynamics, rhythms, space and relationships to create interesting dance pieces Learn and understand the style of Tutting Learn how to use cannon and unison in their dances to create interest Know that they need to warm up and cool down and why it's important Know that the more active we are our fitness and well-being improves so does our stamina Skills: Confidently and imaginatively explore and develop different actions in response to the dance idea working with a partner or small group Incorporate different qualities and dynamics into their movement Select and link appropriate actions to make a dance phrase relating to the theme working with a partner or a small group Perform short dances with expression and dynamic qualities showing an awareness of others when moving Recognise unison/canon, pause/repeat Describe what makes a good dance phrase and evaluate their work In simple language, explain why they need to warm up and cool down Sustain their effort in their dances 	 Knowledge: Pupils focus on improving the quality of their gymnastic movements. They are introduced to the terms 'extension' and 'body tension.' They develop the basics of rolling, jumping and balancing and use them individually and in combination. Pupils develop their sequence work, collaborating with others to use matching and contrasting actions and shapes and develop linking sequences smoothly with actions that flow. Pupils develop their confidence to perform, considering the quality and control of their actions. Skills: Applies compositional ideas independently and with others to create a sequence. Copies, explores and remembers a variety of movements and uses these to create their own sequence. Describes their own work using simple gym vocab. Beginning to notice similarities and differences between sequences. Uses turns whilst travelling in a variety of ways Beginning to show flexibility in movements Beginning to develop good technique when travelling, balancing, using equipment etc Vocabulary: straight jump, tuck jump, 	Knowledge: Children learn how to outwit their opponents and score when playing invasion games. They learn the importance of finding and using space to keep the ball. They play with the same basic court set-up and rules, but use a range of equipment and skills, including throwing, catching, kicking and striking skills. Y2 Ball skills for Football and Basketball, throwing and catching a small ball for cricket/rounders development) Skills: Use a range of skills to help them keep possession and control of the ball Pass, receive and dribble the ball, keeping control and possession consistently Use a range of skills to keep possession and make progress towards a goal, on their own and with others Weigh up the options and often make good decisions about what to do Know how to use space in games Recognise and describe what happens to their breathing and heart when they play games, and begin to link this to how warm they feel Identify which games and activities have the biggest impact when trying to improve stamina Describe how some games use short bursts of speed Explain how to keep possession & describe how they & others have achieved it Identify what they do best and what they find most difficult Recognise players who play well in games and give some reasons why
	coordination, personal best	Vocabulary: duet, dynamics, relationship, unison, canon, stamina	star jump, extension, body tension, patch balances	score, making space, pass, send and receive, travel with the ball, back up, support.

	Athletics	Dance	Gymnastics	Games - Hockey, Tag Rugby, Netball, Cricket, Rounders, Tennis
	Knowledge:	Knowledge:	Knowledge:	Knowledge:
	Pupils are set individual/team challenges for	Learn and recognise various styles of Brazilian	Pupils create longer sequences individually,	Learn to use a range of different passes to
	distance/time that involve using different styles	dance and music	with a partner and a small group.	keep possession and attack towards a goal.
	& combinations of running, jumping & throwing.	Learn how to communicate to be successful	They learn a wider range of actions such as	Start to show control and fluency when
	Pupils think about how to achieve their greatest	when working with other people	inverted movements to include cartwheels	passing, receiving and shooting the ball.
	possible speed, height, distance or accuracy and	Learn how to develop movements related to	and handstands.	Learn the positions in the games played
	learn how to persevere to achieve their personal	each style to create a motif	They explore partner relationships such as	Children learn key rules of the games such as
	best.	Understand why we use various compositional	canon and synchronisation and matching	footwork, held ball, contact and obstruction
	They learn how to improve by identifying areas	ideas and apply these to their dances	and mirroring.	Pupils will play even-sided games to improve
	of strength as well as areas to develop.	Know why we need flexibility and how we	Pupils are given opportunities to receive	their knowledge of defending and attacking
	Pupils are given opportunities to lead when	improve it	and provide feedback in order to make	Have the opportunity to think about their
	officiating as well as observe and provide	Know that dance can improve muscle strength	improvements on their performances.	own and other's performances and suggest
	feedback to others.	and endurance.	Pupils develop performance skills	ways to improve.
	Pupils develop greater technique for running		considering the quality and control of their	Learn the importance of fair play and
	over longer distances, sprinting, relay, long	Skills:	actions.	honesty while self-managing games. (Y4
	jump, triple jump and javelin.	Explore, improvise and choose appropriate	el III	Football, Basketball, Cricket, Tennis)
	Chille	material to create new motifs in a chosen	Skills:	Skills:
	Skills:	dance style	 Select and combine their skills, techniques and ideas. 	Perform skills with accuracy, confidence and
	Run consistently & smoothly at different speeds Demonstrate different combinations of jumps,	Perform specific skills and movement patterns for different dance styles with accuracy	Apply combined skills accurately and	control • Know the difference between attacking skills
	showing control, coordination and consistency	Compose, develop and adapt motifs to make	appropriately, consistently showing	and defending skills
	Throw a range of implements into a target area	dance phrases and use these in longer dances	precision, control and fluency.	Respond consistently in the games they play,
VE	with consistency and accuracy	Demonstrate confidence, energy and attitude	 Draw on what they know about strategy, 	choosing and using skills which meet the
Y5	Recognise that there are different styles of	in each dance style	tactics and composition when performing	needs of the situation
	running, jumping and throwing, and that they	Warm up and cool down independently	and evaluating.	Choose positions in their teams and know
	need to choose the best for a particular	Use appropriate dance terminology to identify	Analyse and comment on skills and	how to help when attacking
	challenge & type of equipment	and describe different styles in their own and	techniques and how these are applied in	Find and use space to help their team
	Pace their effort well in different types of event	others' dances	their own and others' work.	Use a variety of tactics to keep the ball, eg
	so that they can keep going steadily and	Talk about the relationship between the dance	Uses more complex gym vocabulary to	changing speed and direction
	maintain the quality of their action	and its accompaniment, costume, props,	describe how to improve and refine	Know and find ways to get the ball towards
	Identify and record when their body is cool,	setting	performances.	their opponents' goal
	warm and hot	Analyse key elements of a successful dance	 Develops strength, technique and 	Know how to mark and defend their goal(s)
	Recognise and record that their body works		flexibility throughout performances.	 Suggest ideas for warming up, explaining
	differently in different types of challenge and	Vocabulary: transition, variation, flexibility,	 Links skills with control, technique, 	their choice
	event	contrast, stamina, choreograph,	coordination and fluency.	 Recognise exercises and activities that help
	Carry out stretching/warm-up activities safely	accompaniment	 Understands composition by performing 	strength, speed and stamina
	Watch and describe specific aspects of running,		more complex sequences	 Look for specific things in a game and
	jumping and throwing styles			explain how well they are being done
	Suggest, with guidance, a target for improving		Vocabulary: cartwheel, handstand,	Explain why a performance is good
	distance or height		symmetrical/ asymmetrical balances, canon,	Recognise parts of a performance that could
	Vocabulary: accuracy, hurdles, suppleness		synchronisation, mirroring	be improved, and identify practices that will
				help
				Vocabulary: shielding the ball, width, depth,
				marking, covering

	Athletics	Dance	Gymnastics	Games - Football, Basketball, Netball, Rughy
Υ6			•	
Y6	Knowledge: Pupils are set challenges for distance and time that involve using different styles and combinations of running, jumping and throwing. Pupils work to achieve their greatest possible speed, height, distance or accuracy and learn how to persevere to achieve their personal best. They identify ways of improving their performance, by identifying areas of strength, as well as areas to develop. Pupils are given opportunities to lead when officiating as well as observe and provide feedback to others. Pupils will work with on their long distance running, sprinting, hurdles, triple jump and javelin to achieve a greater level of success Understand how stamina and power help people to perform well in different athletic activities Skills: Sustain their pace over longer distances, e.g. sprint for seven secs, run for 1/2 minutes Throw with greater control, accuracy and efficiency Perform a range of jumps showing power, control & consistency at both take-off and landing Organise themselves in small groups safely, and take turns and different roles Know and understand the basic principles of relay take-overs Take part well in a relay event Perform a range of warm-up activities Explain how warming up can affect their performance	 share ideas Know how to create and structure motifs Understand how dance is formed and performed Know how to evaluate and refine their dances and apply improvements Skills: Respond to a range of stimuli, improvising freely using a range of controlled movements and patterns Explore dance and movement ideas imaginatively, including actions, dynamics, space and relationship Select and use a range of compositional ideas to create motifs that demonstrate their dance idea Perform with clarity and sensitivity to an accompaniment, communicating a dance idea on their own, with a partner and in a group Describe how dance contributes to fitness and wellbeing Identify what types of exercise they need to do to help their dancing Use appropriate language and terminology to describe, interpret and evaluate their own and others' work Comment on what works well and explain why 	compositional principles e.g. how to use variations in level, direction and pathway, how to combine and link actions, how to relate to a partner and apparatus, when developing sequences. They build trust when working collaboratively in larger groups, using formations to improve the aesthetics of their performances. Pupils are given opportunities to receive and provide feedback in order to make improvements on performances. Pupils develop performance skills considering the quality and control of their actions. Skills: Plan and perform with precision, control and fluency, a movement sequence showing a wide range of actions including variations in speed, levels and directions. Performs difficult actions, with an emphasis on extension, clear body shape and changes in direction. Adapts sequences to include a partner or a small group. Gradually increases the length of sequence work with a partner to make up a short sequence using the floor, mats and apparatus, showing consistency, fluency and clarity of movement. Draw on what they know about strategy, tactics & composition when performing & evaluating.	Knowledge: Children will know and choose the different positions within a game Pupils will improve their defending and attacking skills playing even-sided games. They learn how to tag, track and slow down an opponent, working as a defensive unit. Learn how to play in a small game situation and under some pressure. Pupils will be encouraged to think about how to use tactics and collaborate with others to outwit their opposition. Opportunity to comment on their own and other's performances and suggest ways to improve. Understand the importance of fair play and honesty while self-managing games. (Y5 Hockey, Tag Rugby, Netball, Basketball, Cricket, Rounders, Tennis) Skills: Combine and perform skills with control, adapting them to meet the needs of the situation Perform skills with greater speed Choose when to pass or dribble, so that they keep possession and make progress towards the goal Use attacking and defending skills appropriately in games Choose and use different formations to suit the needs of the game Know the importance of being fit, and what types of fitness are most important for games Understand how playing games can contribute to a healthy lifestyle Recognies and describe the best points in an
	 Know and understand the basic principles of relay take-overs Take part well in a relay event Perform a range of warm-up activities 	 Use appropriate language and terminology to describe, interpret and evaluate their own and others' work Comment on what works well and explain why 	sequence using the floor, mats and apparatus, showing consistency, fluency and clarity of movement. • Draw on what they know about strategy, tactics & composition when performing &	needs of the game • Know the importance of being fit, and what types of fitness are most important for games •Understand how playing games can contribute to a healthy lifestyle
	 performance Say why some athletics activities can improve strength, power or stamina, and explain how these can help their performance in other types of activity Watch a partner's athletic performance and 	Vocabulary: refine, motif, interpret, improvise,	 Analyse and comment on skills and techniques and how these are applied in their own and others' work. uses more complex gym vocabulary to describe how to improve and refine 	 individual's and a team's performance Identify aspects of their own and others' performances that need improvement, and suggest how to improve them
	identify the main strengths Identify parts of the performance that need to be practised and refined, and suggest improvements		performances. • Develops strength, technique and flexibility throughout performances. Vocabulary: vault	Vocabulary: repossession, attackers, defenders, team play, team positions

Vocabulary: power, cross country