

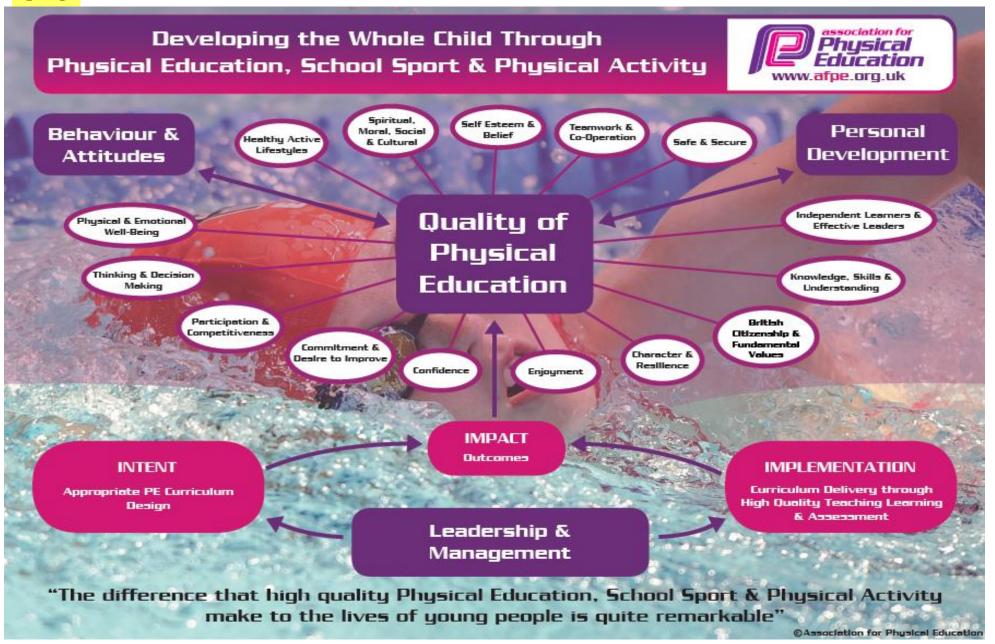
PE Skills Progression March 2022

## St Mark's CE Primary School - PE Progression Map EYFS to Year 6

#### PE intent statement -

It is our intent at St Mark's to teach children life skills that will positively impact on their future. We aim to deliver high-quality teaching and learning opportunities that inspire all children to succeed in physical activities. We want to teach children how to cooperate and collaborate with others, as part of a team, understanding fairness and equity of play to embed life-long values.

	Invasion Games	Net & Wall Games	Striking & Fielding	Gymnastics	Dance	Swimming	
Invasion Go	team'	Teams score when they move an implement into the opposing team's zone and successfully attack that team's goal or target area. Tactical problems related to invasion games include maintaining possession, attacking and/or defending a goal, winning the ball, etc. Examples of invasion games include soccer, basketball, football, rugby and hockey					
Net & Wall 6	can	Players/teams score by hitting an object into a court space in such a way that the opposing player/team cannot hit it back within the allowed amount of bounces. Tactical problems related to net and wall games include setting up an attack, creating space on offence, reducing space on defence, etc.  Examples of net and wall games include tennis, volleyball, squash and badminton					
Striking & Fi	team certa fieldi	Players on the batting team strike an object and attempt to run between two points before the fielding team can recuperate the object. The teams exchange roles after a certain amount of hits or after a certain amount of players have been retired from the game. Tactical problems related to striking and fielding games include striking the object to an open space, reducing space on defence, scoring points and retiring players from the game. Examples of striking and fielding games include cricket, rounders and baseball					
Gymnasti	CS	Exercis	ses developing or dis	splaying physical agili	ity and coordination	l	
Dance		Move rhythmically to music, typically following a set sequence of steps				ps	
Swimmir	ng Propel	Propel through water using limbs using a variety of strokes. Game based and skill development based on ability and exposure to deep water				relopment based on	
OAA	•	Pupils develop problem solving skills through a range of challenges. Pupils work as a pair and small group to plan, solve, reflect and improve on strategies. They learn to be inclusive of others and work collaboratively to overcome challenges (See final page for all year group OAA objectives)					





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EYFS	Dance	Gymnastics	Invasion Games	Net and Wall	Striking & Fielding	Athletics		
DEVELOP	DEVELOPMENT MATTERS							
PHYSICA	PHYSICAL DEVELOPMENT: EARLY LEARNING GOALS (ELG)							
Moving an	d Handling							
Children s	show good control and co-o	rdination in large and	small movements. The	ey move confidently	in a range of ways, safely	negotiating space. They handle		
	t and tools effectively, incl	uding pencils for wri	ting.					
	d Self Care							
Children s	show good control and co-o	rdination in large and	small movements. The	ey move confidently	in a range of ways, safely	negotiating space.		
		_	_					
	Copy basic body actions	Create shapes	Dro	p and catch with tw	o hands.	Run and stop with some control.		
	and rhythms.	showing a basic						
	an I	level of stillness		Move a ball with fe	zet.	Explore skipping as a travelling		
	Choose and use	using different	- I II			action.		
	travelling actions,	parts of their bodies.	Inrow and roll a va	riety of beanbags a	nd larger balls to space.	Times and has with hant losses		
	shapes and balances.	bodies.	l .	Kick larger balls to s	lhaca	Jump and hop with bent knees.		
	Travel in different	Begin to take	<b>'</b>	cick larger balls to s	pace.	Throwing larger balls and beanbags		
	pathways using the	weight on	Stop a bearbac	or large hall sent t	o them using hands	into space.		
	space around them.	different body	O TOP a Dealibag	g or large ball selli i	o mem using nanas	тто зрасс.		
	space around mem.	parts.	Attempt to st	op a large ball sent <sup>.</sup>	to them using feet	Balance whilst stationary and on the		
	Begin to use dynamics	pa. 15.	7.1110111111111111111111111111111111111	op a iai go baii soiii	ro main damy room	move.		
	and expression with	Show shapes and		Hit a ball with han	ids.			
	guidance.	actions that				Change direction at a slow pace.		
		stretch their	Rui	n and stop when inst	ructed.			
	Begin to count to music.	bodies.		·		Explore moving different body		
			Move around	showing limited awa	reness of others.	parts together.		
		Copy and link						
		simple actions	Make simple	decisions in respon	se to a situation.			
		together.						
	1		l .			1		



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Year 1	Dance	Gymnastics	Invasion Games	Net and Wall	Striking & Fielding	Athletics
National C	urriculum: Key stage 1					
Pupils shou	ld develop fundamental mo	vement skills, becom	e increasingly compet	ent and confident a	nd access a broad range of	f opportunities to extend their
		•	•			and against others) and co-operative
• •			•			ling running, jumping, throwing and
_		<u> </u>		• •	e of activities participate i	in team games, developing simple
tactics for	attacking and defending p	erform dances using	simple movement pat	terns.		
1					.1	
1	Copy, remember and	Perform balances	Drop and cate	ch a ball after one b	ounce on the move.	Attempt to run at different speeds
1	repeat actions.	making their body				showing an awareness of technique.
İ	Characa antima (ana an	tense, stretched	Move a bal	I using different pa	rts of the foot.	Dario to link moning and immains
	Choose actions for an idea.	and curled.	The and soll tow		anna vamina taabaiavaa	Begin to link running and jumping movements with some control.
	iaea.	Take body weight	Throw and roll low	aras a larget with s	some varying techniques.	movements with some control.
	Use changes of	on hands for short	Kick	towards a stational	ry taraet	Jump, leap and hop and choosing
	direction, speed and	periods of time.	Rick	Towar as a stational	ry rurger.	which allows them to jump the
	levels with guidance.	periods of fillio.	Catch a	beanbag and a medi	um-sized ball	furthest.
	gardanes.	Demonstrate		zoamzag ama a moar	um 0.200 pum	,
	Show some sense of	poses and	Attempt to trac	k balls and other ea	uipment sent to them.	Throw towards a target.
	dynamic and expressive	movements that		'	•	
	qualities.	challenge their	Strike	a stationary ball us	ing a racket.	Show some control and balance
	·	flexibility.		·	•	when travelling at different speeds
	Begin to use counts.		Run, stop and chan	ge direction with so	ome balance and control.	
		Remember, repeat				Begin to show balance and co-
		and link simple	Recogi	nise space in relatio	n to others.	ordination when changing direction.
		actions together.				
			Begin to	use simple tactics v	vith guidance.	Use co-ordination with and without
						equipment.

Year 2	Dance	Gymnastics	Invasion Games	Net and Wall	Striking & Fielding	Athletics	
	_	Gymnustics	Invasion Games	nei ana wan	STriking a Fleiding	Affiletics	
Pupils shou agility, balo physical ac	National Curriculum: Key stage 1 Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations. Pupils should be taught to: master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities participate in team games, developing simple						
tactics for	attacking and defending p	erform dances using	simple movement patt	terns.			
	Copy, remember and repeat a series of actions.	Perform balances on different body parts with some control and		ball with two hands	s on the move. oping it when required.	Show balance and coordination when running at different speeds.  Link running and jumping movements	
	Select from a wider range of actions in	balance.	Throw and roll tow	ards a target using some success.	varying techniques with	with some control and balance.	
	relation to a stimulus.  Use pathways, levels,	Take body weight on different body parts, with and	Show bala	nce when kicking to	wards a target	Show hopping and jumping movements with some balance and control.	
	shapes, directions,	without apparatus.	Catch an object passed to them, with and without a bounce.			33,	
	speeds and timing with guidance.	Show increased awareness of			eet with limited success.	Change technique to throw for distance.	
	Use mirroring and unison when completing	extension and flexibility in	S <sup>.</sup>	trike a ball using a r	acket.	Show control and balance when travelling at different speeds.	
	actions with a partner.	actions.	Run, stop and ch	ange direction with	balance and control.		
	Show a character through actions,	Copy, remember, repeat and plan	Move to space to	help score goals or	limit others scoring.	Demonstrates balance and co- ordination when changing direction.	
	dynamics and expression	linking simple actions with some control and		Use simple tactio	es.	Perform actions with increased control when co-ordinating their body with and without equipment.	
	Use counts with help to stay in time with the music.	technique.					



DEATI MENT							
Year 3	Dance	Gymnastics	Invasion Games	Net and Wall	Striking & Fielding	Athletics	
National C	urriculum - Key stage 2:						
Pupils shou	Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of						
movement.	movement. They should enjoy communicating, collaborating and competing with each other. They should develop an understanding of how to improve in different						
physical ac	physical activities and sports and learn how to evaluate and recognise their own success. Pupils should be taught to: use running, jumping, throwing and catching in						
	isolation and in combination play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders						
_	and tennis], and apply basic principles suitable for attacking and defending develop flexibility, strength, technique, control and balance [for example, through						
		•	•	•	•	challenges both individually and within	
a team com	pare their performances v	vith previous ones and	d demonstrate improv	ement to achieve th	eir personal best		
	Copy remember and	Complete balances	Dribble the ball		some control in game	Show balance, coordination and	
	perform a dance	with increasing		situations.		technique when running at different	
	phrase.	stability, control				speeds, stopping with control.	
		and technique.	Dribble a ball with feet with some control in game situations.				
	Create short dance					Link running, hopping and jumping	
	phrases that	Demonstrate some	Use a variety of	throwing technique	s in game situations.	actions using different take offs	
	communicate an idea.	strength and control when	Kick towards a partner in game situations.			and landing.	
	lla		KICK TOW	aras a parther in gai	ne situations.	Town Condistance and bailby with	
	Use canon, unison and	taking weight on		4. 4b	مسمو والخنيين والمسمول مسلح المس	Jump for distance and height with	
	formation to represent an idea.	different body	Catch a ball passed		nd two hands with some	an awareness of technique.	
	an idea.	parts for longer periods of time.		success.		Throw a variety of objects,	
	Match dynamic and and	perious of time.	Deceive a hall sent	to them using diffe	rent parts of the foot.	changing action for accuracy and	
	expressive qualities to	Demonstrate	Receive a ball selli	To Them using diffe	i em par 13 of the 1001.	distance.	
	a range of ideas	increased	Strike	a ball with varying	techniques	disturice.	
	a range of radas	flexibility and		a ban wiin van ying	reominques	Demonstrate balance when	
	Use counts to keep in	extension in their	Change direction	with increasing spe	ed in game situations.	performing other fundamental skills.	
	time with a partner and	actions.	3	5 1	<b>3</b>		
	group.		Use space w	ith some success in	game situations.	Show balance when changing	
		Choose actions	•			direction in combination with other	
		that flow well into	Use simple tactics individually and within a team.  Skills.				
		one another both	·	•			
		on and off				Can co-ordinate their bodies with	
		apparatus.				increased consistency in a variety of	

activities.

Year 4	Dance	Gymnastics	Invasion Games	Net and Wall	Striking & Fielding	Athletics	
National C	National Curriculum - Key stage 2:						
Pupils shou	Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of						
movement.	movement. They should enjoy communicating, collaborating and competing with each other. They should develop an understanding of how to improve in different						
physical ac	physical activities and sports and learn how to evaluate and recognise their own success. Pupils should be taught to: use running, jumping, throwing and catching in						
isolation an	d in combination play comp	etitive games, modifi	ied where appropriate	[for example, badn	ninton, basketball, cricket	, football, hockey, netball, rounders	
and tennis]	, and apply basic principles	suitable for attackir	ng and defending deve	lop flexibility, strer	ngth, technique, control ar	nd balance [for example, through	
athletics a	nd gymnastics] perform do	nces using a range of	movement patterns t	ake part in outdoor	and adventurous activity	challenges both individually and within	
a team com	pare their performances w	vith previous ones and	d demonstrate improv	ement to achieve th	eir personal best		
	Copy, remember and	Use body tension	Link dribbling th	ie ball with other ac	tions with increasing	Demonstrate how and when to speed	
	adapt set	to perform		control.		up and slow down when running.	
	choreography.	balances both					
		individually and	Change direction wl	nen dribbling with fo	eet with some control in	Link hopping and jumping actions	
	Choreograph	with a partner.		game situations		with some control.	
	considering structure						
	individually, with a	Demonstrate	Use a variety of thi	•	th increasing success in	Jump for distance and height	
	partner and in a group.	increasing		game situations	showing balance and control.		
		strength, control					
	Use action and reaction	and technique	Kick with in	creasing success in	game situations.	Throw with some accuracy and	
	to represent an idea.	when taking own				power towards a target area.	
		and others weight.	Catch a ball pass	_	e and two hands with		
	Change dynamics to			increasing succes	S.	Demonstrate good balance when	
	express changes in	Demonstrate				performing other fundamental skills.	
	character or narrative.	increased	Receive a ball using	different parts of t	he foot under pressure.		
		flexibility and				Show balance when changing	
	Use counts when	extension in more	Strike a ball using	varying techniques w	vith increasing accuracy	direction at speed in combination	
	choreographing short	challenging	at 1			with other skills.	
	phrases.	actions.	Change direction	n to lose an opponen	t with some success.		
						Begin to co-ordinate their body at	
		Plan and perform	Create and use sp	ace with some succe	ess in game situations.	speed in response to a task.	
		sequences showing	11. 2 1 1 12 .				
		control and	Use simple factics	to neip their team s	core or gain possession		
		technique with and					
		without a partner.					

Year 5	Dance	Gymnastics	Invasion Games	Net and Wall	Striking & Fielding	Athletics
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### National Curriculum - Key stage 2:

Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement. They should enjoy communicating, collaborating and competing with each other. They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success. Pupils should be taught to: use running, jumping, throwing and catching in isolation and in combination play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics] perform dances using a range of movement patterns take part in outdoor and adventurous activity challenges both individually and within a team compare their performances with previous ones and demonstrate improvement to achieve their personal best

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Accurately copy and	Show increasing	Use dribbling to change the direction of play with some control	Run at the appropriate speed over
repeat set	control and	under pressure.	longer distances or for longer
choreography in	balance when		periods of time.
different styles of	moving from one	Dribble with feet with some control under increasing pressure	
dance showing a good	balance to		Show control at takeoff and landing
sense of timing.	another.	Use a variety of throwing techniques with some control under increasing pressure.	in more complex jumping activities.
Choreograph phrases	Use strength to		Perform a range of more complex
individually and with others considering	improve the quality of an	Use a variety of kicking techniques with some control under increasing pressure.	jumps showing some technique.
actions, dynamics,	action and the		Show accuracy and power when
space and relationships in response to a	range of actions available.	Catch and intercept a ball using one and two hands with some success in game situations.	throwing for distance.
stimulus.			Demonstrate good balance and
	Use flexibility to	Receive a ball using different parts of the foot under pressure	control when performing other
Confidently perform choosing appropriate	improve the quality of the	with increasing control.	fundamental skills.
dynamics to represent	actions they	Strike a ball using a wider range of skills. Apply these with some	Demonstrate improved body posture
an idea	perform as well as the actions they	success under pressure.	and speed when changing direction.
Use counts accurately	choose to link	Use techniques to change direction to lose opponents.	Can co-ordinate a range of body
when choreographing to	them.		parts at increased speed.
perform in time with		Create and use space for self and others with some success.	
others and the music.	Create and		
	perform more	Understand the need for tactics and can identify when to use	
	complex sequences	them in different situations.	

Year 6    Dance    Gymnastics    Invasion Games    Net and Wall    Striking & Fielding    Athletics	Year 6	Dance	Gymnastics	Invasion Games	Net and Wall	Striking & Fielding	Athletics
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#### National Curriculum - Key stage 2:

Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement. They should enjoy communicating, collaborating and competing with each other. They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success. Pupils should be taught to: use running, jumping, throwing and catching in isolation and in combination play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics] perform dances using a range of movement patterns take part in outdoor and adventurous activity challenges both individually and within a team compare their performances with previous ones and demonstrate improvement to achieve their personal best

Perform dances	Combine and	Use dribbling to change the direction of play with control under	Demonstrate a controlled running
confidently and	perform more	pressure.	technique using the appropriate
fluently with accuracy	complex balances		speed over longer distances or for
and good timing.	with control,	Use a variety of dribbling techniques to maintain possession	longer periods of time.
	technique and	under pressure.	
Work creatively	fluency.		Link running, jumping and hopping
individually, with a		Use a variety of throwing techniques including fake passes to	actions with greater control and co-
partner and in a group	Demonstrate more	outwit an opponent.	ordination.
to choreograph longer	complex actions		
phrases and structure	with a good level	Select and apply the appropriate kicking technique with control.	Perform jumps for height and
dance considering	of strength and		distance using good technique.
actions, space,	technique.	Catch and intercept a ball using one and two hands with	
relationship and		increasing success in game situations	Show accuracy and good technique
dynamics	Confidently		when throwing for distance.
	transition from	Receive a ball with consideration to the next move	
Improvise and combine	one action to		Show fluency and control when
dynamics	another showing	Strike a ball using a wider range of skills to outwit an opponent.	travelling, landing, stopping and
demonstrating an	appropriate	Apply these with increasing control under pressure.	changing direction.
awareness of the	control		
impact on performance		Change direction to successfully outwit an opponent	Change direction with a fluent
	Plan and perform		action and can transition smoothly
Use counts when	with precision,	Create and use space for self & others to outwit an opponent.	between varying speeds.
choreographing and	control and		
performing	fluency, a	Work collaboratively to create tactics within their team and	Can co-ordinate a range of body
	sequence of	evaluate the effectiveness of these.	parts with a fluent action at a speed
	actions		appropriate to the challenge.



instructions.  Share their ideas	Year 1 Follow instructions.  Begin to work with a partner and a small group.	Year 2 Follow instructions accurately.  Work co-operatively	Year 3 Follow instructions from a peer and give simple instructions	Year 4 Accurately follow instructions given by	Year 5 Use clear communication when	Year 6 Communicate with
instructions.  Share their ideas	Begin to work with a partner and a small	accurately.  Work co-operatively	from a peer and give	instructions given by		
with others.  Explore activities making own decisions in response to a task.  Make decisions about where to move in space.  Follow a path.  Begin to identify personal success.	Understand the rules of the game and suggest ideas to solve simple tasks.  Copy a simple diagram/map.  Identify own and others' success	with a partner and a small group, taking turns and listening to each other.  Try different ideas to solve a task.  Follow and create a simple diagram/map.  Understand when a challenge is solved successfully and begin to suggest simple ways to	Work collaboratively with a partner and a small group, listening to and accepting others' ideas.  Plan and attempt to apply strategies to solve problems  Orientate and follow a diagram/map.  Reflect on when and why challenges are solved successfully	a peer and give clear and usable instructions to a peer.  Confidently communicate ideas and listen to others before deciding on the best approach.  Plan and apply strategies to solve problems.  Identify key symbols on a map and use a key to help payingter.	working in a group and taking on different roles.  Begin to lead others, providing clear instructions.  Plan and apply strategies with others to more complex challenges.  Orientate a map confidently using it to navigate around a course.	others clearly and effectively when under pressure.  Confident to lead others and show consideration of including all within a group.  Use critical thinking skills to form ideas and strategies selecting and applying the best method to solve a problem.
		simple ways to improve.	solved successfully and use others' success to help them	key to help navigate around a grid.	Explain why a particular strategy	Confidently and efficiently orientate a map, identifying
			to improve.	Watch, describe and evaluate the effectiveness of their team strategy,	worked and alter methods to improve.	key features to navigate around a course.
				giving ideas for improvements.		Accurately reflect on when challenges are solved successfully and suggest well thought out improvements.



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# Swimming - At St Mark's the children swim in Year 4, Year 5 and Year 6 They are assessed during their first swimming session and then placed into appropriate groups to further develop

Beginners	Developers	Intermediate
Submerge and regain feet in the water.	Confidently and consistently retrieve an object from the floor with the same breath.	Confidently combine skills to retrieve an object from greater depth.
Breathe in sync with an isolated kicking action		
from poolside.	Begin to co-ordinate breath in time with basic strokes showing some consistency in timing.	Confidently co-ordinate a smooth and consistent breathing technique with a range of
Use arms and legs together to move effectively		strokes.
across a short distance in the water.	Demonstrate a fair level of technique, consistently co-ordinating the correct body	Confidently demonstrate good technique in a
Glide on front and back over short distances.	parts in a range of strokes.	wider range of strokes over increased distances.
Float on front and back for short periods of	Combine gliding and floating on front and back	
time.	over an increased distance.	Combine gliding and transitioning into an appropriate stroke with good control.
Confidently roll from front to back and then	Float on front and back using different shapes	
regain a standing position.	with increased control.	Confidently link a variety of floating actions together demonstrating good technique and
	Comfortably demonstrate sculling head first, feet first and treading water.	control.
		Select and apply the appropriate survival technique to the situation.

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	EYFS	Year 1 & Year 2	Year 3 & Year 4	Year 5 & Year 6
	Take turns.	Encourage others to keep trying.	Encourage and motivate others to work to their personal best.	Share ideas with others and work together to decide on the best
	Learn to share equipment with	Talk to a partner about their ideas	·	approach to a task.
	others.	and take turns to listen to each	Work with others to achieve a	
Social		other.	shared goal.	Lead others and show consideration
	Share their ideas with others.			of including all within a group.
		Work with a partner and small group	Work with others to self manage	
		to play games and solve challenges.	games.	Communicate with others clearly and effectively.
	Try again if they do not	Show determination to continue	Persevere when finding a challenge	Understand what maximum effort
	succeed.	working over a longer period of time.	difficult.	looks and feels like and show
				determination to achieve it
	Practise skills independently	Determined to complete the	Understand what their best looks	
		challenges and tasks set.	like and they work hard to achieve it.	Use different strategies to
	Confident to try new tasks and			persevere to achieve personal best.
Emotional	challenges.	Explore skills independently before	Begin to use rules showing awareness	
		asking for help.	of fairness and honesty.	Compete within the rules showing
				fair play and honesty when playing
		Confident to share ideas, contribute	Show an awareness of how other	independently.
		to class discussion and perform in front of others.	people feel.	Confident to attende to also and
		front of others.		Confident to attempt tasks and challenges outside of their comfort
				zone.
	Begin to identify personal	Make decisions when presented with	Pupils make quicker decisions when	Reflect and evaluate their
	success.	a simple challenge. E.g. move to an	selecting and applying skills to a	performances both as a group and
		open space towards goal.	situation. E.g. who to pass to and	as an individual and suggest areas
	Choose own movements and	open opace remarate geam	where to move.	for improvement.
	actions in response to simple	Begin to select and apply skills to use		,
	tasks e.g. choosing to travel by	in a variety of differing situations.	Select and apply from a wider range	Recognise and explain their thought
	skipping.	E.g. choose to use a balance on their	of skills and actions in response to a	process when playing games or
	3	bottom on a wider piece of apparatus.	task	completing tasks. E.g I moved here



Begin to provide simple		Provide feedback using key	because my teammate was over
feedback saying what they liked or thought was good	Provide feedback beginning to use key words from the lesson.	terminology.	there.
about someone else's performance	key words from the lesson.		Identify their own and others' strengths and areas for development providing sensitive feedback and can suggest ways to improve.
			Select and apply appropriate skills for the situation when under
			pressure.