

mood, feeling or idea.

imaginative ways.

Trimley St Mary – Physical Education – Progression of Knowledge and Skills

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ELG - EYFS	Milestone 1 - Year 1 & 2	Milestone 2 - Year 3 & 4	Milestone 3 - Year 5 & 6
Physical Development - Moving and Handling	By the end of Year I pupils should have a basic grasp of all of this content. By the end of Year 2 pupils should have an advancing understanding of this content, whilst some will have a deep understanding.	By the end of Year 3, pupils should have a basic grasp of all of this content. By the end of Year 4 pupils should have an advancing understanding of this content, whilst some will have a deep understanding.	By the end of Year 5, pupils should have a basic grasp of all of this content. By the end of Year 6 pupils should have an advancing understanding of this content, whilst some will have a deep understanding.
Show good control and	Games	Games	Games
co-ardination in large and	Use the terms 'opponent' and 'team-mate'.	Throw and catch with control and	Choose and combine techniques in
small movements.	 Use rolling, hitting, running, jumping, 	accuracy.	game situations (running, throwing,
• Move confidently in a	catching and kicking skills in combination.	Strike a ball and field with control.	catching, passing, jumping and kicking,
range of ways, safely	Develop tactics.	Choose appropriate tactics to cause	etc.).
negatiating space.	Lead others when appropriate.	problems for the opposition.	Work alone, or with team mates in
Experiment with different		Follow the rules of the game and play	order to gain points or possession.
ways of moving.		fairly.	Strike a bowled or volleyed ball with
Jump off an object and		 Maintain possession of a ball (with, e.g. 	accuracy.
land appropriately.		feet, a hockey stick or hands).	Use forehand and backhand when
Negotiate space		Pass to team mates at appropriate times.	playing racket games.
successfully when playing		Lead others and act as a respectful team	Field, defend and attack tactically by
racing and chasing games		member.	anticipating the direction of play.
with other children,		Throw and catch with control and	Choose the most appropriate tactics for
adjusting speed or		accuracy.	a game.
changing direction to		Strike a ball and field with control.	Uphold the spirit of fair play and
avoid obstacles.		Choose appropriate tactics to cause	respect in all competitive situations.
Travel with confidence		problems for the opposition.	Lead others when called upon and act
and skill around, under,		Follow the rules of the game and play	as a good role model within a team.
over and through		fairly.	
balancing and climbing		 Maintain possession of a ball (with, e.g. 	
equipment.		feet, a hockey stick or hands).	
Show increasing control		Pass to team mates at appropriate times.	
over an object in pushing,		Lead others and act as a respectful team	
patting, throwing, catching		member.	
or kicking it.	Dance	Dance	Dance
	Copy and remember moves and	 Plan, perform and repeat sequences. 	Compose creative and imaginative
	positions.	Move in a clear, fluent and expressive	dance sequences.
	Move with careful control and	manner.	Perform expressively and hold a precise
	coordination. • Link two or more actions	Refine movements into sequences.	and strong body posture.
	to perform a sequence.		Perform and create complex sequences.
	Chaose movements to communicate a		Express an idea in original and

· Plan to perform with high energy, slow grace or other themes and maintain this throughout a piece. • Perform complex moves that combine strength and stamina gained through gymnastics activities (such as cartwheels or handstands). **Gymnastics Gymnastics** Gumnastics · Show changes of direction, speed and level Copy and remember actions. • Create complex and well-executed · Move with some control and awareness during a performance. sequences that include a full range of • Travel in a variety of ways, including movements including:- travelling, of space. • Link two or more actions to make a flight, by transferring weight to generate balances, swinging, springing, flight, power in movements. vaults, inversions, rotations, bending, sequence. stretching and twisting, gestures, • Show a kingesthetic sense in order to Show contrasts (such as small/tall, straight/curved and wide/narrow). improve the placement and alignment of body linking skills. • Travel by rolling forwards, backwards parts (e.g. in balances experiment to find out • Hold shapes that are strong, fluent how to get the centre of gravity successfully and sideways. and expressive. over base and organise body parts to create • Include in a sequence set pieces, Hold a position whilst balancing on an interesting body shape). different points of the body. choosing the most appropriate linking · Climb safely on equipment. · Swing and hang from equipment safely elements. · Stretch and curl to develop flexibility. · Vary speed, direction, level and body (using hands). · Jump in a variety of ways and land rotation during floor performances. • Practise and refine the gymnastic with increasing control and balance. techniques used in performances (listed above). • Demonstrate good kinaesthetic awareness (placement and alignment of body parts is usually good in wellrehearsed actions). · Use equipment to vault and to swing (remaining upright). Athletics. Athletics. Athletics (Athletic activities are combined with • Sprint over a short distance up to 60 Combine sprinting with low hurdles aver 60 metres. games in Years 1 and 2.) metres... · Choose the best place for running over • Run over a longer distance, conserving energy in order to sustain performance. a variety of distances. • Use a range of throwing techniques (such Throw accurately and refine performance by analysing technique and as under arm, over arm). • Throw with accuracy to hit a target or body shape. cover a distance. · Show control in take-off and landings

• Jump in a number of ways, using a run

up where appropriate.

when jumping.

• Compete with others and aim to improve • Compete with others and keep track of
personal best performances. personal best performances, setting
targets for improvement.
Outdoor and adventurous activities Outdoor and adventurous activities
• Arrive properly equipped for outdoor and • Select appropriate equipment for
adventurous activity. outdoor and adventurous activity.
Understand the need to show Identify possible risks and ways to
accomplishment in managing risks. manage them, asking for and listening
Show an ability to both lead and form part carefully to expert advice.
of a team. • Embrace both leadership and team
Support others and seek support if required roles and gain the commitment and
when the situation dictates. respect of a team.
 Show resilience when plans do not work Empathise with others and offer
and initiative to try new ways of working. support without being asked. Seek
• Use maps, compasses and digital devices support from the team and the experts if
to orientate themselves. In any doubt.
 Remain aware of changing conditions and Remain positive even in the most
change plans if necessary. challenging circumstances, rallying
others if need be.
• Use a range of devices in order to
orientate themselves.
Quickly assess changing conditions
and adapt plans to ensure safety comes
first.
Swimming
 Swim unaided up to 25 metres,
 Use one basic stroke, breathing correctly.
• Control leg movements.

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