

Antrobus St Mark's CE Primary School - Physical Education Skills and Knowledge Progression

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	(KS1 skills)	(KS1 skills)	(Lower KS2 skills)	(Lower KS2 skills)	(Upper KS2 skills)	(Upper KS2 skills)
DANCE	Copy and explore	Copy and explore	Beginning to	Confidently	Beginning to	Exaggerate dance
	basic movements and	basic movements	improvise	improvises with a	exaggerate dance	movements and
	body patterns	with clear	independently to	partner or on their	movements and	motifs (using
		control.	create a simple	own.	motifs (using	expression when
	Move body into		dance.		expression when	moving)
	simple movements	Move body into a		Beginning to create	moving)	
	and dance steps	variety of levels and	Beginning to	longer dance		Performs with
		speed in sequence	improvise with a	sequences in a larger	Demonstrates strong	confidence, using a
	Link movements to		partner to create a	group.	movements	range of movement
	sounds and music.	Can vary the size of	simple dance.		throughout a dance	patterns.
		their body shapes		Demonstrating	sequence.	
	Respond to range of		Translates ideas	precision and some		Demonstrates a
	stimuli.	Add change of	from stimuli into	control in response	Combines flexibility,	strong imagination
		direction to a	movement with	to stimuli.	techniques and	when creating own
		sequence	support.		movements to create	dance sequences and
				Beginning to vary	a fluent sequence.	motifs.
		Use space well and	Beginning to compare	dynamics and develop		
		negotiates space clearly.	and adapt movements and motifs to create	actions and motifs.	Moves appropriately and with the	Demonstrates strong movements
		ciculity.	a larger sequence.	Demonstrates	required style in	throughout a dance
			a la gor soquence.	rhythm and spatial	relation to the	sequence.
		Can describe a short	Uses simple dance	awareness.	stimulus. e.g using	
		dance using	vocabulary to		various levels, ways	Combines flexibility,
		appropriate	compare and improve	Modifies parts of a	of travelling and	techniques and
		vocabulary.	work.	sequence as a result	motifs.	movements to create
				of self-evaluation.		a fluent sequence.
		Responds			Beginning to show a	
		imaginatively		Uses simple dance	change of pace and	Moves appropriately
		to stimuli.		vocabulary to	timing in their	and with the

		compare and improve	movements.	required style in
		work.		relation to the
			Uses the space	stimulus. e.g using
		To evaluate own and	provided to his	various levels, ways
		others' work.	maximum potential.	of travelling and
				motifs.
			Improvises with	
			confidence, still	Beginning to show a
			demonstrating	change of pace and
			fluency across their	timing in their
			sequence.	movements.
			Modifies parts of a	Is able to move to
			sequence as a result	the beat accurately
			of self and peer	indance sequences.
			evaluation.	
				Improvises with
			Uses more complex	confidence, still
			dance vocabulary to	demonstrating
			compare and improve	fluency across their
			work.	sequence.
			To perform and	Dances with fluency,
			evaluate own and	linking all movements
			others' work,	and ensuring they
			highlighting areas to	flow.
			improve.	
			•	Demonstrates
				consistent precision
				when performing
				dance sequences.
				Modifies parts of a
				sequence as a result
				of self and peer

						evaluation. Uses more complex dance vocabulary to compare and improve work. To perform and analyse own and others' performance, changing areas needing to improve.
бум	Copies and explores basic movements with some control and coordination. Can perform different body shapes Performs at different levels Can perform 2 footed jump	Explores and creates different pathways and patterns. Uses equipment in a variety of ways to create a sequence Link movements together to create a sequence	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 vocabulary.	Links skills with control, technique, coordination and fluency. Perform more complex sequences. Beginning to use gym vocabulary to describe how to improve and refine performances. Develops strength,	Select and combine their skills, techniques and ideas. Apply combined skills accurately and appropriately, consistently showing precision, control and fluency. Draw on what they know about strategy, tactics and composition when	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.
	Can use equipment safely Balances with some control Can link 2-3 simple movements		Beginning to notice similarities and differences between sequences. Uses turns whilst travelling in a variety of ways.	technique and flexibility throughout performances. Creates sequences using various body shapes and equipment.	performing and evaluating. Analyse and comment on skills and techniques and how these are applied in their own and others' work.	Adapts sequences to include a partner or a small group. Gradually increases the length of sequence work with a partner to make up a

			Beginning to show flexibility in movements Beginning to develop good technique when travelling, balancing, using equipment etc	Combines equipment with movement to create sequences. Be able to bunny hop side to side in order to achieve the cart wheel	Uses more complex gym vocabulary to describe how to improve and refine performances. Develops strength, technique and flexibility throughout performances. Links skills with control, technique, coordination and fluency. Understands composition by performing more complex sequences.	 short sequence using the floor, mats and apparatus, showing consistency, fluency and clarity of movement. Draw on what they know about strategy, tactics and composition when performing and evaluating. 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 performances. Develops strength, technique and flexibility throughout
GAMES	Can travel in a variety of ways	Confident to send the ball to others in	Use tactics and composition by	Vary skills, actions and ideas and link	Vary skills, actions and ideas and link	performances. Vary skills, actions and ideas and link
	including running and	a range of ways.	starting to vary how	these in ways that	these in ways that	these in ways that

jump	bing.	Beginning to apply and combine a	they respond.	suit the games activity.	suit the games activity.	suit the games activity.
Beau	nning to perform	variety of skills (to a	Vary skills, actions	denviry.	denviry.	denviry.
	nge of throws.	game situation)	and ideas and link	Shows confidence in	Shows confidence in	Shows confidence in
		game struation)	these in ways that	using ball skills in	using ball skills in	using ball skills in
Rece	eives a ball with	Develop strong	suit the games	various ways, and can	various ways, and can	various ways, and can
	c control	spatial awareness.	activity.	link these together.	link these together.	link these together
		- F		e.g. dribbling,		effectively. e.g.
Beair	nning to develop	Beginning to develop	Beginning to	bouncing, kicking	Uses skills with	dribbling, bouncing,
5	l-eye	own games with	communicate with		coordination, control	kicking
	dination	peers.	others during game	Uses skills with	and fluency.	5
			situations.	coordination, control	,	Keeps possession of
Parti	icipates in simple	Understand the		and fluency.	Takes part in	balls during games
game		importance of rules	Uses skills with	•	competitive games	situations.
		in games.	coordination and	Takes part in	with a strong	
		-	control.	competitive games	understanding of	Consistently uses
		Develop simple		with a strong	tactics and	skills with co-
		tactics and use them	Develops own rules	understanding of	composition.	ordination, control
		appropriately.	for new games.	tactics and		and fluency.
				composition.	Can create their own	
		Beginning to develop	Makes imaginative		games using	Takes part in
		an understanding of	pathways using	Can create their own	knowledge and skills.	competitive games
		attacking/ defending	equipment.	games using		with a strong
				knowledge and skills.	Can make suggestions	understanding of
			Works well in a group		as to what resources	tactics and
			to develop various	Works well in a group	can be used to	composition.
			games.	to develop various	differentiate a game.	
				games.		Can create their own
			Compete with each		Apply basic skills for	games using
			other in a controlled	Compares and	attacking and	knowledge and skills.
			manner.	comments on skills to	defending.	
				support creation of		Modifies competitive
			Beginning to select	new games.	Uses running,	games.
			resources		jumping, throwing	
			independently to	Can make suggestions	and catching in	Compares and

			carry out different skills.	as to what resources can be used to differentiate a game.	isolation and in combination.	comments on skills to support creation of new games.
				Apply basic skills for attacking and defending.		Can make suggestions as to what resources can be used to differentiate a game.
				Uses running, jumping, throwing and catching in isolation and		Apply knowledge of skills for attacking and defending.
				combination.		Uses running, jumping, throwing and catching in isolation and in
ATHLETICS	Can run at different speeds. Can jump from a standing position	Can change speed and direction whilst running. Can jump from a	Beginning to run at speeds appropriate for the distance. e.g. sprinting and cross country	Beginning to build a variety of running techniques and use with confidence.	Beginning to build a variety of running techniques and use with confidence.	combination. Beginning to build a variety of running techniques and use with confidence.
	Performs a variety of throws with basic control	standing position with accuracy. Performs a variety of throws with	Can perform a running jump with some accuracy	Can perform a running jump with more than one component. e.g. hop skip jump (triple	Can perform a running jump with more than one component. e.g. hop skip jump (triple	Can perform a running jump with more than one component. e.g. hop skip jump (triple
		control and co- ordination. preparation for shot put and javelin Can use equipment	Performs a variety of throws using a selection of equipment. Can use equipment	jump) Demonstrates accuracy in throwing and catching activities.	jump) Beginning to record peers performances, and evaluate these.	jump) Beginning to record peers performances, and evaluate these.
		safely	safely and with good		Demonstrates	Demonstrates

	control.	Describes good	accuracy and	accuracy and
		athletic performance	confidence in	confidence in
	To compete in a mini	using correct	throwing and	throwing and
	competition,	vocabulary.	catching activities.	catching activities.
	recording scores.			
		Can use equipment	Describes good	Describes good
		safely and with good	athletic performance	athletic performance
		control.	using correct	using correct
			vocabulary.	vocabulary.
			Can use equipment	Can use equipment
			safely and with good	safely and with good
			control.	control.
OUTDOOR	Listens to others.	Show why listening	Develops strong	Uses strong listening
ADVENTUROUS		skills are important.	listening skills.	skills to inform
ACTIVITIES	Listens to			activity.
	instructions from a	Beginning to think	Think activities	
	partner/ adult.	activities through	through and problem	Logically thinks
		and problem solve.	solve using general	activities through
	Beginning to think		knowledge.	and problem solve
	activities through	Choose and apply		using general
	and problem solve.	strategies to solve problems with	Choose and apply appropriate	knowledge, relating the problem to
	Discuss and work	support.	strategies to solve	similar situations
	with others in a		problems with	
	group.	Discuss and work	support.	Choose and apply the
		with others in a		correct strategies to
	Demonstrates an	group.	Discuss and work	solve problems with
	understanding of how		with others in a	support.
	to stay safe.	Demonstrates an	group.	
		understanding of how		Discuss and work
		to stay safe.		with others in a
			Demonstrates an	group to successfully
			understanding of how	complete a problem.
			to stay safe.	

						Demonstrates an understanding of how to stay safe.
SWIMMING	Stage 1-2		Stage 3 - 4		Stage 5-6	
	Enter & Exit water safe Push & Glide on front a Move on front and back Move from floating pos position Blow bubbles a minimum water With support, swim on t any kick style for 10m Perform a tuck jump Push and glide on front Be showered with water	nd back for 5m for 5m ition to standing of 3 times into the Front and back with with arms extended	Jump into the pool Pick up an object fully Push and glide for 10m Identify 4 water safet Push away from the wa position Perform a sequence of 10m in breaststroke, fr and backstroke Perform a head first so Tread water for 30 sec Exit the pool without s	on front and back ry rules Il in a streamlined changing shapes Kick ront crawl, butterfly culling action conds	Perform a sculling seq seconds Perform a forward son Tread water for 1 min Swim 10m in breaststh butterfly and backstr Perform 3 different s deep end Demonstrate an action Push and glide, then su desired stroke Perform a surface div clothes.	mersault ute roke, front crawl, oke shaped jumps into the n for getting help wim for 25m in any
EVALUATION	Can comment on own and Can give comments on h performance. Use appropriate vocabu feedback.	ow to improve	Watches and describes accurately. Beginning to think abou improve their own work Work with a partner or improve their skills. Make suggestions on ho work, commenting on si differences	t how they can c. r small group to bw to improve their	Watches and describe accurately. Learn from others how their skills. Comment on tactics ar improve performances Make suggestions on h work, commenting on s differences.	w they can improve nd techniques to help s. now to improve their
HEALTHY LIFESTYLES	Can describe the effect body Can explain the importa healthy lifestyle. Can identify ways to sta	nce of exercise and a	Can describe and expla has on the body. Can explain the importe healthy lifestyle. Show how to warm up c explain why they are de Can identify different	ance of exercise and a and cool down and oing this.	has on the body and w Can explain the import healthy lifestyle, inclu	tance of exercise and a uding diet and cool down and can tretches.

Physical Education Knowledge Progression

Knowledge	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
2	(KS1 skills)	(KS1 skills)	(Lower KS2 skills)	(Lower KS2 skills)	(Upper KS2 skills)	(Upper KS2 skills)
DANCE	* To know how to	* To command	* To know dance	* To identify the	* To identify and	* To identify and
	change direction	different levels and	movements and	patterns and actions	practise the patterns	practise the patterns
	during travelling	speeds of movement.	create patterns of	of chosen dance	and actions of the	and actions in a
	moves and link moves	* To understand	movement.	style.	chosen dance style.	street dance style.
	together	what a simple dance	* To demonstrate a	* To demonstrate an	* To demonstrate an	* To demonstrate a
	* To demonstrate	phrase is.	dance with rhythm	awareness of the	awareness of the	controlled awareness
	basic body patterns	* To know how to	and expression.	music's rhythm when	music's rhythm and	of the music's
	and movements to	show contrasts in	* To use knowledge	improvising.	phrasing when	rhythm and phrasing
	music.	simple dances with	of dance to create a	* To have an	improvising.	when improvising.
	* To demonstrate a	good body shape and	story in small groups.	awareness of how to	* To have an	* To have an
	variety of moves	position.	* To develop	create an individual	awareness of how to	awareness of how to
	that change speed	* To develop a range	precision of	dance that reflects	create partnered	create a dance that
	and direction.	of dance movements	movement.	the chosen dancing	dances that reflect	represents a street
	* To have an	and improve timing.	* To work	style.	the chosen dancing	dance style.
	appreciation of how	* To have an	cooperatively with a	* To have an	style and apply the	* To have an
	to link together	awareness of how to	group to create a	awareness of how to	key components of	awareness of how to
	dance moves with	work to music,	dance piece.	create partnered	dance.	create a dance as a
	gestures and change	creating movements	* To perform in	dances that reflect	* To have an	group, using any
	direction in time to	that show rhythm	front of others with	the dancing style and	awareness of how to	street dance moves.
	music.	and control.	confidence.	apply the key	create group dances	* To have an
	* To know different	* To have an		components of dance.	that reflect the	awareness of how to
	positions.	awareness of how to		* To know how to	dance style.	create a dance as a
		work to music,		perform known	* To know how to	group, using any
		creating movements		dances using a range	perform a known	street dance moves.
		that show rhythm		of movement	dance using a range	
		and control		patterns.	of movement	
					patterns.	

бум	*know how to hold a *know	how to hold a	*understand	*be able to explain	*know how to	*know how to enter
	gymnastics gymnas	stics	vocabulary such as	the steps to perform	transition from one	and exit a vault
	posture/stance with posture	e/stance with	combination, control,	a forwards and	balance to another,	effectively
	pointy toes. pointy	toes.	sequence, unison,	backwards roll.	for example front	*know how to
	*to know the steps *be ab	le to identify	fluency	*know how to	support, to side	improve a body
	to perform a log roll how to	land from a	*know the steps to	perform a cart wheel	support, to back	management
		n a controlled	perform a teddy	and hand stand	support	sequence.
	understanding of how way.		bear roll, over the	*know how to refine	*know how to enter	*know how to
		what a balance	shoulder roll, egg roll	transitional	and exit a vault.	perform a floor
	ways such as running, point is	s *know how to	*to explain what	movements - rolls,	*know how to	sequence.
	jogging, skipping, land so	ifely from	counter balance is	jumps, travel	successfully use a	*know how to
	jumping equipm	lent	*to explain which	*know how to use	starting and ending	evaluate
		in the muscles	muscles are working	higher level	position	performance and say
		re being used	in order to hold	equipment safely	*know and apply	how to improve.
	level and high level in a ba	lance	balances *be able to	*be able to explain	technical vocabulary	*explain how to use
	movement *know	the name of	describe what the	how to link balances	such as vault, body	equipment
	*know how to use some e	quipment -	holds dish and arc	and movements onto	management.	effectively
	simple language such beam,	mat, horse,	are	the equipment	*explain how to use	
	as balance, roll and bench		*recall 2 and 3 point	*know vocabulary	small and big	
	sequence *under	rstand	balance *know how to	such as body tension,	equipment safely to	
	*know how to create vocabu	llary such as	move at different	flexibility, core body	enhance sequences	
	a sequence using tensing	g, relaxing,	with different	*know how to link		
	different levels. balance	e, extension,	speeds	balance points		
	*be able to explain movem	ent	*be able to verbalise	*know what		
	how they can use *know	how to hold	what went well and	arabesque, dish, bowl		
	their body to make balance	es such as	what could be better	and shoulder stand		
	different shapes. front s	support, back	about their	look like		
	*be able to explain suppor	†	performance			
	how to use low level		*know the names of			
	equipment safely		further equipment -			
	*know how to hold a		volt, spring board,			
	4 point balance		frame			
GAMES	* participate in small sided tea	m games that	Benchball	Netball Hi 5	Dodgeball	Volleyball
	focus on attacking and defendi	ng.	Rules	rules	Rules	Rules
			Balance	Positions	Scoring system	Scoring system

			Defend well	Footwork 5 second	Tactics	Rotation
			Play strategies	rule	Handball	Serving
			Hockey	Shooting	Rules	Team and pairs
			Rules	Defending	Kwik Cricket	Basketball Rules
			Using the stick	Tag Rugby	Rules	Tactics
			correctly	Rules	Bowling	Double dribble
			Diamond cricket	Scoring System	Scoring system	Travelling
			Rules	Tactics	Tennis	Rounders
			Tennis	Rounders		Rules
			Rules	Teamwork		Bowling
				Rules		Hand eye
				Badminton		coordination
ATHLETICS	* To demonstrate	* To demonstrate	*To demonstrate	*To know difference	* To know the	* To know a range of
	varying speeds when	how to run with	how to run in	running paces for	correct technique to	running styles and
	running.	agility and	different directions	different events	run at speed.	changes of speed.
	* To demonstrate	confidence.	and at different	* To explain how to	* To demonstrate	* To explain how to
	footwork patterns.	*To recall the best	speeds, using a good	throw safely and	how to run for	throw with power and
	* To demonstrate	jumping techniques	technique.	with understanding.	distance.	accuracy.
	arm mobility.	for distance.	* To demonstrate an	* To demonstrate	* To demonstrate	* To explain how to
	* To demonstrate	* To demonstrate	improved throwing	some awareness of	how to throw with	throw safely.
	different methods	how to throw	technique.	knowledge of good	accuracy and power.	* To demonstrate
	of throwing.	different objects in	* To demonstrate an	running technique in	* To identify and	strong knowledge of
	*To demonstrate	a variety of ways.	improved jumping	a competitive	apply techniques of	a good running
	short distance	* To demonstrate	technique.	situation.	relay running.	technique in a
	running	how to hurdle an	* To understand the	* To understand	* To know some	competitive
		obstacle and maintain	relay and passing the	which technique is	different footwork	situation.
		effective running	baton.	most effective when	patterns.	* To know different
		style.	* To understand	jumping for distance.	* To understand	footwork patterns.
		*To demonstrate	appropriate running	*To recall some of	which technique is	* To understand
		how to run for	techniques.	the skills learned in	most effective when	which technique is
		distance.		this unit in a	jumping for distance.	most effective when
		* To demonstrate		competitive	* explain how to use	jumping for distance.
		how to complete an		situation.	skills to improve the	* To recall all the
		obstacle course with			distance of a pull	skills learned in this
		control and agility			throw.	unit in a competitive

			* To demonstrate a situation. knowledge of good techniques in a competitive situation.
OUTDOOR ADVENTUROUS ACTIVITIES		 *demonstrate how to work cooperatively to solve group / paired challenges * know that listening to and evaluate all ideas and suggestions is part of strong team work *demonstrate how to contribute to the group discussion by speaking clearly and offer constructive suggestions *explain how different methods of communication (verbal / non-verbal) can be used and decide which is most effective for you *Demonstrate a willingness to trust others and accept support 3 *know how to give clear and concise instructions *know how to follow instructions and accept support from a partner (verbal / physical) *know how to recognise when your partner needs support 	*demonstrate how to plan the task carefully with each group member contributing their ideas *demonstrate how to work as a team to solve the problem *Explain how you solved the task 5 *Demonstrate understanding of the concept of a basic map * demonstrate how to navigate your way around a simple orienteering course * Understand the term 'orientate or 'setting' a map 6 *demonstrate how to design and create a route for others to follow *demonstrate how to follow a route using a simple map * Describe safety considerations when orienteering
SWIMMING	Stage 1-2 Enter & Exit water safely Push & Glide on front and back for 5m Move on front and back for 5m Move from floating position to standing position Blow bubbles a minimum of 3 times into the water With support, swim on front and back with any kick style for 10m Perform a tuck jump	Stage 3 - 4 Jump into the pool Pick up an object fully submerged Push and glide for 10m on front and back Identify 4 water safety rules Push away from the wall in a streamlined position Perform a sequence of changing shapes Kick 10m in breaststroke, front crawl, butterfly and backstroke Perform a head first sculling action	Stage 5-6 Perform a sculling sequence for 35-40 seconds Perform a forward somersault Tread water for 1 minute Swim 10m in breaststroke, front crawl, butterfly and backstroke Perform 3 different shaped jumps into the deep end Demonstrate an action for getting help Push and glide, then swim for 25m in any

Push and glide on front with arms extended	Tread water for 30 seconds	desired stroke
Be showered with water from above	Exit the pool without steps	Perform a surface dive
		Swim 10m wearing clothes.