

P.E. Progression Map



ROKEBY PRIMARY SCHOOL

PART OF STOWE VALLEY MULTI ACADEMY TRUST

Level Expected at the End of EYFS

Early learning goal – moving and handling Children show good control and co-ordination in large and small movements. They move confidently in a range of ways, safely negotiating space. They handle equipment and tools effectively, including pencils for writing.

Key Stage 1 National Curriculum Expectations

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
- perform dances using simple movement patterns.

Key Stage 2 National Curriculum Expectations

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

compare their performances with previous ones and demonstrate improvement to achieve their personal best.

Intent

At Rokeby, we believe that P.E. provides a crucial element of a child's education and has the potential to ensure healthy outcomes in later life.

We want our children to become sportspeople who enjoy a range of activities

- A sportsperson is someone who learns, practises and improves their skills
- A sportsperson is someone who can apply their skills to a game or activity.
- A sportsperson is someone who understands and uses tactics
- A sportsperson is someone who self-evaluates and knows how to improve.
- A sportsperson is someone who has a fundamental understanding of sporting behaviour

Our P.E. curriculum is underpinned by both The National Curriculum 2014 and The Rainbow Continuum.

Implementation

P.E. is taught in blocks throughout the year. Where possible, activities are linked to topic areas.

All class teachers identify which children are WTS, EXS and GDS for each lesson and edit and adapt future lessons in reflection of this.

Impact

Gymnastics and Dance

Year One	Year Two	Year Three	Year Four	Year Five	Year Six
GYMNASTICS AUT1/SPR2	GYMNASTICS AUT1/SPR2	GYMNASTICS AUT1	SWIMMING AUT1	GYMNASTICS AUT1	GYMNASTICS AUT1
WALT Explore different ways of moving, including by jumping and rolling WALT Move in different ways between balances	WALT Move in different ways with control over speed and balance WALT Move onto, along and off apparatus safely and in a variety of ways	WALT Move in different ways around a room using the space appropriately		WALT Combine changes in speed, shape and level in a sequence WALT Travel and stop in a varied and controlled way	WALT Move around the room and on apparatus with clarity and control
WALT Perform simple balances	WALT Balance with control on apparatus	WALT Synchronise movements and balances with a partner		WALT Transition from movement to balance to movement	WALT Sustain movements and balances over a longer period of time
WALT Change body shape in different ways	WALT Explore, copy and repeat movements accurately	WALT Make defined and clear movements WALT Explore how to use tensing, relaxing, stretching and curling in movements and balances		WALT Link movements smoothly	
		WALT Mirror balances and movements with a partner		WALT Synchronise movements with a partner	WALT Improvise sequences individually and as a part of a group

WALT Jump from a standing start	WALT Jump from a standing start in different directions	WALT Jump from a standing and moving start WALT Start to control take-off and landing when jumping		WALT Perform a range of jumps, including from/over apparatus demonstrating control over take-off and landing	
WALT remember and repeat simple gymnastic sequences	WALT Create, remember and repeat sequences using apparatus	WALT change a sequence to include a new movement, balance or piece of apparatus		WALT Refine a sequence, adding improvisation whilst maintaining co-ordination and control	WALT Increase complexity of sequences through changes in and combinations of direction, level and speed
DANCE SPR1	DANCE SPR1	DANCE SPR1	DANCE SPR1	DANCE SPR1 NO DANCE - SWIMMING	DANCE SPR1
WALT Mimic objects and animals through movement	WALT Move around a room with an awareness of space	WALT Use movement to show ideas	WALT Use movement to communicate an idea WALT start to use expression and convey emotions through dance		WALT Use movement expressively to convey a concept mood or feeling
WALT Move in response to a rhythm	WALT Maintain a rhythm in a dance WALT Co-ordinate moves to the rhythm/music	WALT Move in a way that reflects a piece of music	WALT Move in different ways to different types of music		WALT improvise dance moves that are appropriate to the music
WALT Perform simple dance moves	WALT recreate dance moves	WALT Improvise own dance moves and sequence	WALT Use different parts of the body to create different effects		WALT refine dance moves and add complexity

WALT use control and care in dancing					WALT refine and use changes in speed and direction
WALT put movements together to create a dance	WALT Begin to sequence transitions between different dance moves	WALT Sequence dance moves and actions	WALT improvise movements and put into sequences WALT refine and increase complexity of sequences		WALT plan a sequence as part of a group
WALT remember and repeat simple a simple dance	WALT remember and perform a short dance	WALT Work in pairs or small groups to create a dance	WALT perform a dance to others		WALT perform a group dance to others

Playing Games

Year One	Year Two	Year Three	Year Four	Year Five	Year Six
MULTI-SKILLS AUT2	MULTI-SKILLS AUT2	MULTI-SKILLS AUT2	AUT2 - SWIMMING	TAG RUGBY AUT2	TAG RUGBY AUT2
WALT Move a ball using simple throwing techniques – underarm, 2-handed, 1-handed WALT Explore different ways of moving a ball – rolling, kicking	WALT Kick and throw a ball over longer distances WALT Start to kick or throw a ball to a partner	WALT Move a ball with increased accuracy and control WALT increase confidence when throwing, rolling, kicking and hitting a ball		WALT Develop skills in throwing with accuracy and precision WALT Throw backwards WALT Vary power of throw in different situations	WALT Pass with accuracy, precision and appropriate power WALT Know to throw backwards WALT pass to the best option
WALT Start to catch a ball	WALT refine skills in catching – increasing distance, involving bounces	WALT start to experiment with different catches, e.g. 2-handed, 1 handed, on the move WALT start to catch balls of different sizes and weights		WALT Develop skills in catching an irregular-shaped ball WALT Start to understand the importance of not letting a rugby ball bounce	WALT Catch a ball from height WALT transition from a catch to a throw quickly
WALT Stop a ball moving in other ways – trapping, with foot, with other body parts	WALT Understand the importance of stopping the ball in different ways in different games, e.g. no hands in football, no feet in netball	WALT bring a ball under control using body parts and bats/sticks		WALT Maintain control over the ball when running or retrieving	WALT Protect the ball when running/offloading
WALT Play simple ball games that involve	WALT Start to link skills and actions within simple games	WALT link skills and actions in simple		WALT Start to “tackle” effectively	WALT Increase speed of recovery after making a tackle

throwing, kicking or catching		games with increased confidence		WALT Start to use appropriate pace to the phase of the game	WALT position self defensively/offensively
	WALT Start to understand some concepts of games, including team-mate, opponent	WALT Understand the concept of both team and opponent WALT Understand the importance of fairness and rules in games WALT Follow rules in games		WALT Start to understand the changes in role of a player in different phases of a game	WALT Understand that a winning team has not always been the best one WALT Understand the respect elements of rugby, esp. how referees are treated WALT Work within a team, with less focus on self
	WALT start to recognise and use simple tactics in games	WALT develop and use simple tactics in team games		WALT Start to work with others to defend the line WALT Start to have an awareness of space and positioning on the field WALT Work to keep or gain possession	WALT Combine, vary and choose different tactics and strategies according to the game WALT communicate with team-mates in attacking and defending phases WALT choose strategies to disrupt opposition tactics
	MULTI-SKILLS SPR2	NETBALL SPR2	NETBALL SPR2	SPR2 - SWIMMING	NETBALL SPR2
	WALT move a ball using a bat, racquet or stick	WALT Throw a ball from a standing position with increasing accuracy	WALT Pass a netball with confidence WALT begin to choose the type of pass		WALT Pass tactically, choosing the best, not necessarily easiest option

	<p>WALT move a ball to another player using a bat, racquet or stick</p> <p>WALT Strike a ball into a goal/target</p>	<p>WALT Start to use a chest pass</p> <p>WALT Start to use a bounce pass</p> <p>WALT Start to shoot</p>	<p>appropriate to the situation</p> <p>WALT start to make choices over power used and speed of pass</p> <p>WALT increase accuracy when shooting</p>		<p>WALT Choose which pass to use with confidence</p> <p>WALT Exert control over speed and power of pass with confidence</p> <p>WALT Shoot accurately and confidently</p>
	<p>WALT Begin to return a ball</p>	<p>WALT Catch different passes with increasing confidence</p>	<p>WALT Catch whilst moving</p> <p>WALT Start to position self to make receiving a pass easier</p>		<p>WALT Consistently create space for self to receive a pass</p> <p>WALT Transition from catch to pass with increasing speed and accuracy</p>
	<p>WALT Control a struck ball</p>	<p>WALT start to use the pivot technique to create space</p>	<p>WALT Use the pivot technique with confidence</p>		<p>WALT Use dummy throws when pivoting to dupe opponents</p>
	<p>WALT Combine and use skills to play simple, small-sided games</p>	<p>WALT Know that you cannot move after receiving the ball</p> <p>WALT Know that netball is a game that anyone can play</p>	<p>WALT Know which areas players can and cannot enter</p>		<p>WALT Know the positions and roles in a netball team</p>
	<p>WALT start to think about where to position self in a game</p>	<p>WALT develop and use simple tactics in small-sided and full-team games</p>	<p>WALT Start to have an awareness of space and positioning on the field</p>		<p>WALT Combine, vary and choose different tactics and strategies according to the phase of the game</p>

			WALT Work to keep or gain possession		WALT communicate with team-mates in attacking and defending phases WALT choose strategies to disrupt opposition tactics
SUM1 – BALL GAMES	SUM1 – INVASION GAMES	SUM1 - ROUNDERS	SUM1 - ROUNDERS	SUM1 - ROUNDERS	SUM1 - SWIMMING
WALT Throw, strike or kick a ball to a partner	WALT kick a ball to a partner with increasing accuracy	WALT start to bowl a ball to be hit WALT throw overarm to a team-mate	WALT bowl a ball with increasing power WALT throw overarm with increasing power and accuracy WALT start to make tactical choices when throwing	WALT bowl a ball with the aim of preventing the batter hitting it WALT Throw overarm with confidence, power and accuracy WALT choose the best option of person to pass to	
WALT start to receive and control a ball from a team-mate	WALT control the ball with the feet when receiving a pass	WALT start to use 2-handed cricket catch	WALT Use 2-handed cricket catch with confidence WALT Start to catch with one hand	WALT use 2-handed cricket catch from height WALT develop skills in catching with non-dominant hand	
WALT throw, strike or kick a ball into a goal or target	WALT kick the ball into a goal with increasing power and accuracy	WALT start to strike a ball with a paddle	WALT strike a ball with a rounders bat	WALT strike a rounders ball with a rounders bat WALT strike the ball in a desired direction	
WALT start to use other body parts to stop the ball when appropriate	WALT begin to use other body parts to control/redirect the ball e.g. chest, head	WALT stop the ball with other body parts when necessary	WALT start to recover and field quickly after stopping the ball	WALT recover and field quickly and accurately after stopping the ball	

WALT abide by the rules of a simple game WALT explain what they have to do to win a game	WALT know the rules about tackling safely WALT know which body parts can and cannot be used	WALT know the rules of running between bases WALT know the ways to get a player out	WALT explain the rules of the game to others WALT demonstrate sporting behaviour	WALT demonstrate sporting behaviour	
WALT start to think about where they should stand or run to WALT start to think about how to position themselves to receive a ball	WALT think about positioning on the pitch	WALT start to think tactically, especially when running between bases	WALT think tactically when running between bases WALT start to communicate options between team-mates	WALT communicate with team-mates when batting and fielding WALT when fielding, adapt the field for different batters	
ATHLETICS – SUM2	ATHLETICS – SUM2	ATHLETICS – SUM2	ATHLETICS – SUM2	ATHLETICS – SUM2	SWIMMING – SUM2
WALT Start to sprint between two points	WALT Sprint between two points maintaining direction	WALT Sprint, remaining within lanes WALT Dip when crossing finishing line	WALT Start to sprint over longer distances WALT maintain lane discipline and dip when finishing at all times	WALT start to use crouch starts WALT start to sprint over low hurdles WALT think about body shape and positioning when sprinting	WALT know sprinting techniques from start to finish WALT hurdle with confidence
WALT know how to run at different speeds	WALT know how to run at different speeds WALT start to run for longer distances	WALT Run for longer distances WALT know how to pace yourself	WALT Run middle-distance events	WALT Run middle-distance events WALT start to think about tactics when running	WALT Use tactics in a middle distance race WALT Race over 1500m
WALT throw a beanbag as far as you can	WALT throw a tennis ball as far as you can	WALT throw a rounders ball as far as you can	WALT Throw a cricket ball as far as you can	WALT Throw a shot put as far as you can WALT use the push method of throwing	WALT Throw a shot put with increased power WALT Use the spin and push method of throwing

WALT jump forward from a standing start	WALT use arms to propel a forward jump from a standing start	WALT Jump from a running start	WALT use the body to propel self in a long jump	WALT Know how to take off and land legally in long jump	WALT Take off and land legally at greater speeds and distances
WALT Jump up from a standing start	WALT use arms to propel an upwards jump from a standing start	WALT jump obstacles from a running start	WALT use the scissor method to jump	WALT refine and improve high jump technique	WALT refine and improve high jump technique
		WALT run a sprint relay using quoits up and down a 100m track	WALT run a full-track relay with standing handovers	WALT run a full-track relay with moving handovers	WALT refine and improve relay technique

Evaluating and Improving

Year One	Year Two	Year Three	Year Four	Year Five	Year Six
WALT Enjoy winning	WALT Enjoy participation	WALT Understand that losing is an important part of sport	WALT Begin to encourage team-mates/opponents	WALT Begin to exhibit sporting behaviour	WALT consistently demonstrate sporting behaviour
	WALT Comment on others' actions	WALT Describe the work of others	WALT Analyse and comment on skills and techniques	WALT Choose criteria to judge performance	WALT Use a range of criteria to judge own and others' work
	WALT Suggest simple improvements to performance	WALT Suggest ways to improve my own and others' work WALT Compare and contrast my work with others'	WALT Understand how performances can be improved, through practice and reflection	WALT Modify and refine skills to improve any performance WALT Show a willingness to practise to develop and improve	WALT Modify and refine skills to improve any performance
	WALT Talk about how my body feels during activity	WALT Talk about how to exercise safely WALT Talk about how my body feels before, during and after an activity	WALT Explain about how the body reacts during different types of exercise WALT Explain and apply basic safety principles when preparing for exercise WALT Warm up and cool down appropriately	WALT Independently prepare for exercise and using cooling down techniques	WALT Independently prepare for exercise and using cooling down techniques WALT Lead group warm-ups/cool-downs
	WALT Know that physical exercise is good for me	WALT Explain which muscle groups are being used in an exercise	WALT Suggest activities to work different body parts	WALT Understand why heart rate and breathing increase during exercise	WALT Monitor their own and heart rate and breathing WALT Understand how the heart rate and breathing slows after exercise

				WALT Conserve energy over longer distances	WALT Know and use the relationship between power and stamina