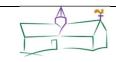


## St Gregory's PE Knowledge & Skills Progression



	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	PSED – Managing	Responding to	Respond to stimuli.	Respond to stimuli.	Responding to	Extend sequences	Perform with
	Self	rhythm.	Develop whole	Develop character	stimuli, working	with a partner	technical control
Dance	Be confident to try	Introducing and	group movement.	dance into a motif	together.	using	and rhythm in a
2455	new activities and	creating motifs.	Create sequences,	or develop	Develop sequences	compositional	group. Create
	show independence,	Creating	including	thematic dance.	with a partner in	principles linked to	rhythmic patterr
	resilience and	movement	contrasting	Extend sequences	character that	a subject area.	using the body.
	perseverance in the	sequences,	movements.	with a partner in	show relationships	Create movement	Extend
	face of a challenge.	exploring	Continue to	character.	and interlinking	using	choreography
		relationships (how	explore	Develop sequences	dance moves.	improvisation,	through control
	Explain the reasons	the body link to	relationships (how	with a partner in	Extend sequences	where movement	movements,
	for rules, know right	space and music)	the body links to	character that	with a partner in	is reactive.	character emoti
	from wrong and try	and performance.	space and music)	show relationships.	character.	Develop sequences	and expression.
	to behave	Explore expression	and performance.	Extend dance skills	Explore two	showing	Explore the
	accordingly.	Add movements	Explore sequences,	in choreography.	contrasting	interlinking dance	relationships
		together.	relationships and		relationships and	moves.	between
	Manage their own	Introduce partner	performance.		interlinking dance		characters,
	basic hygiene and	work.	Develop a motif		moves.		applying emotic
	personal needs,	Start to perform	with expression		Combine		and expression.
	including dressing.	smaller motifs.	and emotion.		sequences,		Experience dan
			Apply		relationships,		from a different
			choreography to a		choreography in		culture.
			motif.		performance.		
		Introduce 'Wide',	Explore and	Introduction to	Introduction to	Introduce counter	Introduce
	Building	'Narrow' and	develop zig-zag	symmetry and	bridges.	balance.	matching. Apply
ymnastics	Relationships	'Curled'.	pathways. Explore	asymmetry.	Application of	Apply counter	matching learni
,	Work and play	Explore differences	curved pathways,	Application of	bridge learning	balance learning	onto apparatus
	cooperatively and	between wide,	developing curved	learning onto	onto apparatus.	onto apparatus.	Introduce
	take turns with	narrow and curled.	pathways on	apparatus.	Develop	Explore counter	mirroring. Apply
	others.	Introduce 'big' and	apparatus.	Sequence	sequences with	tension.	mirroring learni
		'small' body parts.	Create, complete	formation.	bridges. Sequence	Develop and refine	onto apparatus.
	Expressive Arts and	Combine big and	and perform	Sequence	formation.	sequence	Consolidate
	Design -	small with wide,	pathway	completion			sequence

	Being Imaginative	narrow and curled.	sequences.		Sequence	formation and	development,
	and expressive	Transition between	Develop 'linking',		completion.	completion.	taking into account
	Perform songs,	wide, narrow and	including the use of				feedback from
	rhymes, poems and	curled using big	apparatus				others when
	stories with others	and small body	Introduce and				refining and
	and move in time	parts. Add (link)	develop jump, roll,				practising
	with music.	movements	balance sequences				movements.
	Physical	together.	Complete jump,				
	Development –	Create ways of	roll, balance				
	Gross Motor Skills	adding (linking)	sequences on				
	Negotiate space and	movements	apparatus.				
	obstacles safely, with	together.					
	consideration for	_					
	themselves and	'Narrow' and	Explore and	Hockey /	Hockey /	Hockey /	Hockey /
	others.	'Curled'.	develop dodging.	Basketball /	Basketball /	Basketball /	Basketball /
KS1	Demonstrate	Explore differences	Apply dodging to a	Netball / Rugby /	Netball / Rugby /	Netball / Rugby /	Netball / Rugby /
Locomotion	strength, balance	between wide,	small game,	Football	Football	Football	Football
	and coordination	narrow and curled.	exploring attacking	Introduce moving	Develop passing,	Refine passing,	Consolidate
	when playing.	Introduce 'big' and	and defending.	with the ball,	receiving, moving	dribbling and	passing, receiving,
	Move energetically,	'small' body parts.	Apply and	passing and	and creating space.	moving to create	moving and
	such as running,	Combine big and	consolidate	receiving.	Refine dribbling,	attacking	dribbling to
VC2	jumping, dancing,	small with wide,	dodging in teams.	Introduce tagging.	turning and	opportunities.	maintain
KS2	hopping, skipping	narrow and curled.	Understand the	Create space when	footwork.	Explore different	possession.
Invasion Games	and climbing.	Transition between	range of different	attacking.	Develop shooting;	passes that can be	Consolidate
		wide, narrow and	ways of jumping.	Develop passing	combine passing	used to outwit	defending and
		curled using big	Explore sequence	and moving.	and dribbling to	defenders.	defensive tactics.
		and small body	jumping (e.g. hop /	Combine passing	create shooting	Refine shooting.	Create, understand
		parts. Add (link)	skip / 2 footed	and moving to	opportunities.	Develop defending	and apply attacking
		movements	jump.) • Develop	create space/	Develop passing	- using marking,	tactics in game
		together.	jumping	attacking	and dribbling,	blocking and	situations.
		Create ways of	combinations.	opportunities.	creating space for	tackling.	Create, understand
		adding (linking)		Introduce dribbling,	attacking	Create tactics for	and apply
		movements		keeping control.	opportunities.	defending as a	defending tactics in
		together.		Develop dribbling,	Develop defending	team.	game situations.
		Explore running,		keeping control.	- marking, blocking	Apply defending	Consolidate
		using the language		Introduce shooting.	and tackling.	tactics, developing	attacking and
		of speed and		Combine passing	Develop defending	transition from	defending in
		acceleration.		and shooting.	in game situations.	defence to attack .	games.
						Develop officiating.	Develop officiating.

	Apply running into a game where changes of speed are needed. Explore running in a team. Develop jumping - one foot, two feet, skip, distance. Explore jumping combinations. Explore how jumping affects our body. Apply skipping and jumping in a game.			Apply learning to small sided games.	Apply skills to game situations.	Organise formations decide tactics, manage teams and officiate games.
KS1 Ball Skills Hands  KS2 Striking & Field Games	Develop bouncing: introduce sending with control, aiming with accuracy, power and speed. Develop sending (rolling) skills. Introduce stopping a ball and develop stopping, combining sending skills. Introduce throwing with accuracy and apply throwing with accuracy in a team (using beanbags). Consolidate sending and	Keep possession when passing and receiving or dribbling. Combine dribbling, passing and receiving, keeping possession Combine dribbling, passing and receiving to score a point. Develop application and understanding of underarm throwing. Introduce overarm throwing. Apply underarm and overarm	Cricket / Rounders Understand the concept of batting and fielding. Introduce throwing underarm. Develop throwing underarm. Introduce catching. Explore striking with intent. Apply underarm throwing. Introduce stopping the ball. Application of stopping the ball in simple game situations.	Cricket / Rounders Develop an understanding of batting and fielding Introduce bowling overarm. Develop stopping and returning the ball. Develop retrieving and returning the ball. Striking the ball at different angles and speeds - how, where and why? Introduce and apply basic fielding tactics	Cricket / Rounders Refine batting, understanding and developing tactics. Refine bowling, developing tactics. Refine fielding - stooping, catching and throwing. Develop and refine fielding tactics, considering which players to use in which positions. Combine bowling and fielding, creating and applying tactics. Introduce umpiring and scoring in order to play full games.	Cricket / Rounders Consolidate batting. Consolidate fielding. Consolidate bowling. Create, understand and apply attacking tactics in game situations. Create, understand and apply defensive tactics in game situations.

KS1 Ball Skills Feet  Games KS2 Net/Wall	win a Recap movin using Apply games Conso dribbl Exploi (passi	game. and develop g with a ball feet. dribbling into s. didate ing. re kicking ng) and apply s simple s.	throwing to game situations.  Develop dribbling, keeping possession.  Develop passing and receiving to maintain possession.  Combine dribbling, passing and receiving to score a point.  Apply dribbling, passing and receiving as a team to game situations	Tennis Introduce tennis and the concept of outwitting an opponent. Introduce use of rackets and the forehand shot. Create space to win a point. Consolidate how to win a game.	Tennis Develop forehand. Create space to win a point using a racket. Introduce the backhand. Apply the forehand and backhand in game situations. Apply the forehand and backhand to create space and win a point.	Tennis Introduce the volley. Develop the volley. Refine forehand and backhand shots. Develop tactics to control the game from the serve. Develop movement around the court to control space. Apply understanding to doubles games, showing an awareness of tactics.	Tennis Consolidate prior learning - forehand, backhand and volley shots. Apply skills to game situations (e.g. round robin games, mixed ability doubles, tag team tennis.) Review and refine skills and tactics based on game performance and feedback from others, and use this to identify areas for personal
Understanding Game Play	princi Apply princi game. Under princi defen Apply	oles of attack. attacking oles into a estand the oles of ce. defending oles into a didate lidate lidate	Attack and defend as a team. Understand the transition between defence and attack. Create and apply attacking tactics. Create and apply defensive tactics.				development.

Athletics		Running	Throwing	Jumping	Hurdles
l		Explore and	Review techniques	Jumping for	Explore running for
		develop running for	for throwing,	distance - focus on	speed.
		speed.	considering the	standing long jump,	Explore the leading
		Introduce the relay	idea of accuracy vs	using consistent	leg, the preference
		- running for speed	distance.	arm movements	of a dominant lead
		in a team.	Explore different	and knee bends to	and land stride.
		Develop relay	ways to throw	generate power.	Practice with low
		running for speed	objects for	Develop use of	hurdles, increasing
		in a team.	distance, identify	'Personal	in height.
		Explore running for	which are more	challenge' -	Competitions
		distance.	successful and look	challenging	Level 1 Running
		Understand and	for common	yourself to beat a	Level 1 Throwing
		apply tactics when	themes (e.g. angle	personal best.	Level 1 Jumping
		running for	of release, use of	Jumping for	
		distance.	legs, arm position	distance -	
			at release).	introduce standing	(Level 1
			Combine this	triple jump.	competitions are
			understanding with		those carried out in
			discipline-specific		school during PE
			skills to throw		lessons. Children
			javelin, shot put		record their
			and discus.		performance in
					each event, set a
					'personal
					challenge' for
					improvement,
					identify ways in
					which they can
					develop further
					and regularly
					review outcomes,
					so that they can
					take responsibility
					for their
					development.)