Dance

Reception	Year 1	Year 2	End of KS expectations
Move to music.	Copy dance moves.	Change rhythm, speed, level and direction	Children should be taught to perform dances
Copy dance moves.	Make up a short dance, after watching	with consistency.	using simple movement patterns. Use
Perform some dance moves.	one.	Dance with control and co-ordination.	movement imaginatively, responding to stimuli,
Move around the space safely.	Dance imaginatively.	Make a sequence by linking sections	including music and performing basic skills
	Change rhythm, speed, level and	together.	Change rhythm, speed, level and direction of
	direction.	Link some movement to show a mood or	their movements
		feeling.	Create and perform dances using simple
			movement patterns, including those from
			different times and cultures
			Express and communicate ideas and feelings

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Perform pair/group	Respond imaginatively	Show/fluency/control in	Create & perform dances in a variety	Children should be taught to create dances
dance involving canon	to stimuli related to	chosen dances in response	of styles consistently	using a range of movement patterns, including
& unison, meet & part	character/music/story	to stimuli	Be aware of & use musical structure,	those from different times, place and cultures
Respond to music in	Perform clear & fluent	Perform fluent dances	rhythm & mood & can dance	Respond to a range of stimuli and
time & rhythm to	dances that show	with characteristics of	accordingly	accompaniment
show like/unlike	sensitivity to	different styles/eras	Use appropriate criteria &	Through dance, develop flexibility, strength,
actions	idea/stimuli	Adapt & refine(in	terminology to evaluate	technique, control and balance
Respond to music to	Make up dance within a	pair/group), dances that	performances	Perform dances using a range of movement
express a variety of	small group	vary direction, space &		patterns
moods & feelings		rhythm		

Gymnastics

Reception	Year 1	Year 2	End of KS expectations
Make body tense, relaxed, curled and stretched. Balance on small/large body parts & understand stillness Make large and small body shapes Climb & hang from apparatus Perform basic travelling actions on various body parts	Make body tense, relaxed, curled and stretched, showing some tension. Begin to work on alone/with someone to make a sequence of shapes/travels Climb safely, showing some shapes and balances when climbing. Keep balance travelling in a range of ways along bench, spots, mat etc Roll in stretched/curled positions e.g. 'log' and 'egg rolls'	Make body tense, relaxed, curled and stretched, in a range of movements. Perform a sequence with changes in speed & direction including 3 different actions (sometimes giving advice to others) Be still on single/two + points of contact on floor/apparatus showing tension & control Link known shape/travel/roll/jump to a balance using floor & on apparatus Jump/land with control using different body shapes in flight	Children should develop core movement, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and co-ordination, individually and with others.

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Use a greater number of own	Share ideas and give positive	Combine own work with that of	Select a suitable routine to	Pupils should be taught to
ideas for movement in	criticism/advice to self & others.	others, identifying strengths &	perform to different audiences,	develop flexibility,
response to a task.	Create & perform	weaknesses.	bearing in mind who the	strength, technique,
Combine arm actions with	matching/mirroring sequences	Include change of speed, direction	audience is.	control and balance, for
skips/leaps/steps/jumps &	explaining how it could be	and shape in movements.	Transfer sequence above onto	example through
spins in travel	improved	Follow a set of 'rules' to produce a	suitably arranged apparatus &	gymnastics and athletics
Travel while using various	Perform at least 3 different rolls	sequence, possibly made by peers.	floor	
hand pparatus,(ribbon/hoop/	(shoulder, forward, back) with	Create mirror/matching/cannon(Perform 6-8 part floor	
rope/ball)	some control	pair) sequence varying	sequence as individual, pair &	
Know principles of balance	Link a roll with travel and balance	dynamics/levels/direction etc.	small group to a piece of music	
and apply them on floor &	using floor and apparatus with		Demonstrate 3 paired balances	
apparatus	good body control		in sequence using various	
			skills/actions	

Invasion Games (netball, football, rugby, basketball, hockey)

Reception	Year 1	Year 2	End of KS expectations
Send & receive a ball by rolling from hand & striking with foot	Throw underarm, bounce & catch ball by self & with partner	Perform some dribbling skills with hands and feet using space	Pupils should participate in team games, developing
Aim & throw object underarm	Kick/stop a ball using a confident foot while static	Pass a ball accurately (hands & feet) over longer distances to a team mate	simple tactics for attacking and
Catch balloon/bean bag/scarf &			defending.
sometimes a bouncing ball	Run straight and on a curve and sidestep with correct technique	Combine stopping, pick up/collect & send a ball accurately to other players	
Move and stop safely in a specific			
area	Begin to follow some simple rules	Make simple decisions about when /where to move in game to receive a ball	
Play a passing & target game alone and with a partner			

LCPS P.E. PROGRESSION DOCUMENT

<u>Netball</u>

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Use of first steps netball (4 a s a netball court)	side C GA GS GK) over 1/3 of	Use of High Five netball (5 a si a whole netball court	de C GA GA GS GK) over	
Make a series of passes to team mates moving towards a scoring area.	Use a chest pass and shoulder pass to support team in scoring.	Use all three passes (chest, shoulder & bounce) correctly. Use a range of speeds within	Know which pass is best to use and when in a game.	Pupils should be taught to play competitive games, modified where
Show some signs of using a chest pass and shoulder pass.	Make decisions regarding which is the best type of pass to use.	a game to support a team in scoring.	Use a range of square & straight passes to change direction of the ball.	appropriate, such as football, netball, rounders, cricket,
Show a target to indicate where I'd like to pass to.	Begin to use a bounce pass, which only bounces once.	Begin to use square (across the court) & straight (up & down the court) passes to achieve pace.	Use landing foot to change direction to lose a defender.	hockey, basketball, badminton and tennis, and apply basic principles
Know where space is and try to move into it. Mark another player and	Identify space to move into and show a clear target to receive a pass.	Lose a defender to receive a pass.	Draw defender away to create space for self or team.	suitable for attacking and defending
defend when needed.	Mark another player and begin to attempt interceptions.	Defend a player and make some successful interceptions (snatch & catch) when playing as a team.	Position body to defend effectively, making successful interceptions.	
	Know where positions are allowed on a court.			

Football

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Begin to dribble a ball making small touches	Dribble with small touches into space.	Dribble making small touches into space with speed.	Dribble making small touches into space with speed, to beat defenders.	Pupils should be taught to play competitive games, modified where
Begin to send a football to someone on team.	Send a football to someone on the team, using different parts of foot.	Send a football to someone on the team, using different parts of foot accurately.	Make decisions regarding how and when to send a	appropriate, such as football, netball, rounders, cricket,
Keep a ball under control.	Keep a ball under control when	Use a range of ways to keep a	football to someone in team.	hockey, basketball, badminton and tennis,
Know where space is and try to move into it.	receiving a range of passes from team.	ball under control (foot, knee, head, and knowing which one due to where ball is coming	Use a range of ways to keep a ball under control (foot, knee, head, and knowing	and apply basic principles suitable for attacking and defending
Mark another player and defend when needed.	Understand where the space is and can move into it.	from).	which one due to where ball is coming from) when under	and only and deconoming
	Mark another player and begin	See space, and use it effectively.	pressure from a defender.	
	to attempt interceptions.	Lose a defender to receive a pass.	Know how space changes within a game and when and how to move into changing	
		Defend a player and make some	spaces.	
		successful interceptions for team.	Draw defender away to create space.	
			Position body to defend effectively, making successful interceptions.	

Tag Rugby

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Move holding a rugby	Move with speed (and	Be able to evade and tag	Be able to evade and tag	Pupils should be
ball	change of) with the ball and without	opponents.	opponents.	taught to play competitive games,
Know where to score a	Without	Be able to pass and receive a	Running at speed,	modified where
try and how to position	Use speed and space to	pass at speed.	changing direction at	appropriate, such as
the ball to score a try	avoid defenders	B. H. t	speed.	football, netball,
Move into spaces to	Pass backwards and in both	Be able to pass and receive a pass at speed in a game		rounders, cricket, hockey, basketball,
avoid defenders	directions and sometimes on	situation.	Play effectively in attack and defence	badminton and tennis,
Make a backward pass to	the move	Refine attacking and	Score points against	and apply basic principles suitable for
team mates, using the	Tag the person who has the	defending skills.	opposition	attacking and
direction most	ball, but can mark a player		Support player with the ball	defending
comfortable	who doesn't have the ball	Develop tactics as a team.	Support player with the ball	
Know to tag team mates when to defend	Begin to make a high pop pass to avoid a defender	Apply learned skills in a game of tag rugby.		
	•			

Hockey

Year 3	Year 4	Year 5	Year 6	End of KS
				expectations
Begin to show how to	Sometimes change direction	Change direction and use the	Use speed, changing of	Pupils should be
hold a hockey stick and	of travel by rotating and	correct side of stick,	direction and indian	taught to play
which side to use.	turning stick to support this.	sometimes using indian	dribbling to advance	competitive games,
		dribbling (alternating sides of	towards team's goal.	modified where
Use a simple push pass	Use a push pass to make a	stick while dribbling) to avoid		appropriate, such as
to another team mate.	direct pass.	defenders.	Use a range of passes	football, netball,
			knowing which one	rounders, cricket,
Dribble the ball keeping it	Begin to use a slap pass	Choose between the two	depending on the distance	hockey, basketball,
close to me using the	(bringing stick back and	passes (push/slap) and	of the pass.	badminton and tennis,
correct side of stick.	causing more power).	explain simply why.		and apply basic
			Dribble and change	principles suitable
Show some signs of an	Use speed to dribble the ball	Make a direct pass while	direction by making a	for attacking and
approaching a player to	into space.	dribbling.	square pass (across the	defending
tackle and cause	Maintain dafanaa and laan	Design to the extension of the seconds of	pitch) or straight pass	
pressure.	Maintain defence and keep	Begin to use stick to mark a	(up/down the pitch).	
De sie te etterent te econe	the pressure until possession	player from the side line	Kasarahan ta datan dan d	
Begin to attempt to score	is gained.	causing them difficulty.	Know when to defend and	
a goal from anywhere.	Attempt to seem incide o	Suggestedly agers while in	what defence skills could	
	Attempt to score inside a	Successfully score while in	be used.	
	designated scoring area.	the scoring area.	Soizo an apportunity to	
			Seize an opportunity to	
			score, sometimes quite	
			quickly.	

Striking & Fielding Games

Reception	Year 1	Year 2	End of KS expectations
Aim & throw object underarm	Show some different ways of hitting,	Send a ball off a tee using a bat or a	Pupils should
	throwing and striking a ball	racket	participate in team
Catch balloon/bean bag/scarf &			games, developing
sometimes a bouncing ball	Hit a ball or bean bag and move	Play two types of games to score: running	simple tactics for
	quickly to score a range of points	around a series of hula hoops or forwards	attacking and
Use hand to strike a bean bag or	(further distance scores more	and backwards between hula hoops	defending.
ball and move towards a scoring	points)		
area		Stop moving when the 'bowler' has the	
	Play as a fielder and get the ball	ball	
Begin to use a bat to hit a ball or	back to a STOP ZONE		
bean bag		Play as a fielder and pass the ball back to	
	Begin to follow some simple rules	the bowler to make the runner stop	
	(carrying the bat, not over taking		
	someone)	Follow rules for a game (carry the bat,	
		don't overtake, run around the outside of	
		the hula hoops)	

Cricket

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Throw and catch under pressure. Use fielding skills to stop the ball effectively. Learn batting control. Learn the role of backstop. Play in a tournament and work as team, using tactics in order to beat another team. Play in a tournament and work as team, using tactics in order to beat another team.	To develop the range of Cricket skills they can apply in a competitive context To choose and use a range of simple tactics in isolation and in a game context To consolidate existing skills and apply with consistency	To link together a range of skills and use in combination To collaborate as a team to choose, use and adapt rules in games To recognise how some aspects of fitness apply to cricket e.g. power, flexibility and cardiovascular endurance	To apply with consistency standard cricket rules in a variety of different styles of games To attempt a small range of recognised shots in isolation and in competitive scenarios To use a range of tactics for attacking and defending in role of bowler, batter and fielder	Pupils should be taught to play competitive games, modified where appropriate, such as football, netball, rounders, cricket, hockey, basketball, badminton and tennis, and apply basic principles suitable for attacking and defending

Rounders

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Be able to play simple rounders games Apply some rules to games Develop and use simple rounders skills	Develop the range of rounders skills that can apply in a competitive context Choose and use a range of simple tactics in isolation and in a game context Identify different positions in rounders and the roles of those positions	Link together a range of skills and use in combination. Collaborate as a team to choose, use and adapt rules in games. Recognise how some aspects of fitness apply to rounders e.g. power, flexibility and cardiovascular endurance Throw and catch under pressure. Use fielding skills to stop the ball effectively. Learn batting control. Learn the role of backstop. Play in a tournament and work as team, using tactics in order to beat another team. Play in a tournament and work as team, using tactics in order to beat another team	Apply consistently rounders rules in conditioned games Play small sided games using standard rounders pitch layout Use a range of tactics for attacking and defending in role of bowler, batter and fielder	Pupils should be taught to play competitive games, modified where appropriate, such as football, netball, rounders, cricket, hockey, basketball, badminton and tennis, and apply basic principles suitable for attacking and defending

Net & Wall Games

Tennis

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Tap the ball off racquet (tapping it to the ground,	Tap the ball back and forth to a partner over a small space	Tap the ball using either a fore hand or back hand motion	Turn and run to the ball getting into a forehand or	Pupils should be taught to play competitive
tapping it up off the racket,	partirei over a siriali space	Tiand of back fiand filotion	backhand position en route	games, modified where
tapping it up with one	Begin to tap a ball over a net	Move towards the ball from		appropriate, such as
bounce etc)	allowing for a bounce, hit technique	'ready' position choosing either forehand or backhand	Use 'move-hit-recover' approach within a game	football, netball, rounders, cricket,
Tap the ball back and forth	teorinque	depending on where the ball is	showing facing forward on	hockey, basketball,
to partner	Move from a ready position into	Cot many at head, in its mands.	recovery	badminton and tennis,
Stand in a ready position	a forehand position/backhand position quickly	Set racquet back in its ready position quickly upon recovery	Show a range of grips when	and apply basic principles suitable for
holding racquet correctly	position quiotity	position quietty apon receivery	demonstrating a backhand	attacking and defending
Observations and the	Bring racquet to meet the ball	Demonstrate the correct swing	(continental, chopper,	
Change from a ready position before tapping the	for a forehand and backhand hit	technique when hitting the ball over a net sometimes showing	hammer grip).	
ball to a partner	Know to use two hands for an	control over the hit	Use the correct swing	
Begin to know what it	effective backhand	Serve the ball correctly	technique and control with smooth swings keeping the	
means by a forehand and	Move racquet in a low to high	beginning to purposely aim for	path of the racquet the same	
backhand position	swing for an effective tap	space to score		
Begin to attempt to serve	Serve the ball straight from		Serve the ball accurately making team mates have to	
the tennis ball straight from	hands to racquet making sure it		move to send it back	
hands, sometimes using one bounce if needed	lands 'in' on the other side			

LCPS P.E. PROGRESSION DOCUMENT

Athletics

Reception Ye	'ear 1	Year 2	End of KS expectations
E. E. E. th	Use varying speeds when running. Explore footwork patterns. Explore arm mobility. Explore different methods of hrowing. Practise short distance running.	Run with agility and confidence. Learn the best jumping techniques for distance. Throw different objects in a variety of ways. Hurdle an obstacle and maintain effective running style. Run for distance. Complete an obstacle course with control and agility.	Pupils should continue to apply and develop a 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 their own success. Pupils should be taught to use running, jumping, throwing and catching in isolation and in combination.

Year 3	Year 4	Year 5	Year 6	End of KS expectations
Run in different directions and at different speeds, using a good technique. Improve throwing technique. Reinforce jumping techniques. Understand the relay and passing the baton. Choose and understand appropriate running techniques. Compete in a mini competition, recording scores.	Select and maintain a running pace for different distances. Practise throwing with power and accuracy. Throw safely and with understanding. Demonstrate good running technique in a competitive situation. Explore different footwork patterns Understand which technique is most effective when jumping for distance. Utilise all the skills learned in this unit in a competitive situation.	Use correct technique to run at speed. Develop the ability to run for distance. Throw with accuracy and power. Identify and apply techniques of relay running. Explore different footwork patterns. Understand which technique is most effective when jumping for distance. Learn how to use skills to improve the distance of a pull throw. Demonstrate good techniques in a competitive situation.	Investigate running styles and changes of speed. Practise throwing with power and accuracy. Throw safely and with understanding. Demonstrate good running technique in a competitive situation. Explore different footwork patterns. Understand which technique is most effective when jumping for distance. Utilise all the skills learned in this unit in a competitive situation.	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 and evaluate their own success. Pupils should be taught to use running, jumping, throwing and catching in isolation and in combination.

LCPS P.E. PROGRESSION DOCUMENT