



Subject Progression: Physical Education

Be who God wants you to be and so set the world on fire

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Overview of Learning Topics

Subject	Autumn	Spring	Summer			
EYFS	See EYFS progression for key skills learnt throughout the year (on the following pages of this document). Please also see the EYFS long-term plans for more detail.					
Year 1	Dance (Animals) Target Games Gymnastics Movement Skills 1	Dance (Circus) Invasion Games Skills 1 Gymnastics (wide, narrow and curled rolling and balancing) Invasion Games Skills 2	Dance (Puppets) Strike/Field Games Skills 1 Net/Wall Games Skills 1 Athletics			
Year 2	Dance (Around the World) Target Games Gymnastics Movement Skills	Dance (Fire of London) Invasion Games Gymnastics Invasion Games	Dance (The Circus) Strike/Field Games Net/Wall Athletics			
Year 3	Net/Wall Strike/Field Dance (The Romans) Invasion Games	Gymnastics Strike/Field Dance (Dance around the World) Invasion Games	Swimming Athletics Swimming Athletics			
Year 4	Swimming Invasion Games Swimming Net/Wall	Swimming Invasion Games Swimming Strike/Field	Dance (The Vikings) Strike/Field Gymnastics Athletics			
Year 5	Net/Wall Strike/Field Dance Invasion Games	Gymnastics Strike/Field Dance Invasion Games	Gymnastics Athletics Net/Wall Athletics			
Year 6	Net /Wall Strike/Field Dance (World War themed) Invasion Games	Gymnastics Strike/Field Dance (Around The World) Invasion Games	Gymnastics Athletics Net/Wall Athletics			

	EYFS				
Birth to Three	Personal, Social and Emotional Development	Establish their sense of self. Thrive as they develop self-assurance.			
	Physical Development	Lift their head while lying on their front. Push their chest up with straight arms. Roll over: from front to back, then back to front. Enjoy moving when outdoors and inside. Sit without support. Begin to crawl in different ways and directions. Pull themselves upright and bouncing in preparation for walking. Reach out for objects as co-ordination develops. Pass things from one hand to the other. Let go of things and hand them to another person, or drop them. Gradually gain control of their whole body through continual practice of large movements, such as waving, kicking, rolling, crawling and walking. Enjoy starting to kick, throw and catch balls Begin to walk independently – choosing appropriate props to support at first. Walk, run, jump and climb – and start to use the stairs independently. Spin, roll and independently use ropes and swings (for example, tyre swings). Sit on a push-along wheeled toy, use a scooter or ride a tricycle.			
	Expressive Arts and Design	Respond emotionally and physically to music when it changes. Move and dance to music.			

	EYFS						
Three & Four- Year- Olds	Personal, Social and Emotional Development	Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen or one which is suggested to them. Increasingly follow rules, understanding why they are important. Remember rules without needing an adult to remind them.					
	Physical Development	Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skills. Go up steps and stairs, or climb up apparatus, using alternate feet. Skip, hop, stand on one leg and hold a pose for a game like musical statues. Use large-muscle movements to wave flags and streamers, paint and make marks. Start taking part in some group activities which they make up for themselves, or in teams. Increasingly able to use and remember sequences and patterns of music that are related to music and rhythm. Match their developing physical skills to tasks and activities in the setting. For example, they decide whether to crawl, walk or run across a plank, depending on its length and width. Choose the right resources to carry out their own plan. For example, choosing a spade to enlarge a small hole they dug with a trowel. Collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow blocks. Show a preference for a dominant hand. Be increasingly independent as they get dressed and undressed. For example, putting coats on and doing up zips.					
	Expressive Arts and Design	Respond to what they have heard, expressing their thoughts and feelings.					

	EYFS				
Children in Reception	Personal, Social and Emotional Development	Manage their own needspersonal hygiene Know and talk about the different factors that support overall health and wellbeing: -regular physical activity			
	Physical Development	Revise and refine the fundamental movement skills they have already acquired: rolling - running crawling - hopping walking - skipping jumping - climbing Progress towards a more fluent style of moving, with developing control and grace. Develop overall body-strength, balance, coordination and agility needed to engage successfully with future physical education sessions and other physical disciplines, including dance, gymnastics, sport and swimming. Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. Combine different movements with ease and fluency. Confidently and safely use a range of large and small apparatus indoors and outdoors, alone and in a group. Develop overall body strength, balance, coordination and agility.			
	Expressive Arts and Design	Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills. Listen attentively, move to and talk about music, expressing their feelings and responses. Watch and talk about dance and performance art, expressing their feelings and responses. Explore and engage in music making and dance, performing solo or in groups.			

	EYFS					
Early Learning Goals	Personal, Social and Emotional Development	Managing Self	Be confident to try new activities and show independence, resilience and perseverance in the face of a challenge. Explain the reasons for rules, know right from wrong and try to behave accordingly. Manage their own basic hygiene and personal needs, including dressing.			
		Building Relationships	Work and play cooperatively and take turns with others.			
	Physical Development	Gross Motor Skills	Negotiate space and obstacles safely, with consideration for themselves and others. Demonstrate strength, balance and coordination when playing. Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.			
	Expressive Arts and Design	Being Imaginative and Expressive	Perform songs, rhymes, poems and stories with others, and (when appropriate) try to move in time with music.			

Subject	Area	Year 1	Year 2	
Dance (Fundamental Movement Skills through Physical Development sessions in EYFS)	Choreography	Can create a short series actions/movements from a range of stimuli including pictures, poems, props or pieces of music Knowledge ACTION: Travel, Stillness, Gesture SPACE: Show changes in Level, Direction RELATIONSHIP: Individually and with others: Unison and Mirror • DYNAMICS: Show changes in speed and weight		
	Performance	Can perform individually and with others, enjoys dance and is engaged and motivated whilst dancing. Knowledge- how to improve dance through timing and control		
	Analysis and evaluation	Knowledge- knows how to give constructive feedback to a partner		
Gymnastics (Fundamental Movement Skills through Physical Development sessions in EYFS)	Conditioning and warming up	Can warm up a partner Knowledge-Knows a variety of exercises which target different area	as of the body.	
	Floor work	Can use a range of gymnastic techniques with control and good technique Knowledge – can articulate the technical process involved in executing movements		
	Apparatus	Can change direction, work at different levels and use the floor space imaginatively. Knowledge – how to work safely alongside others whilst travelling in different directions		
Movement Skills				
Target Games				
Invasion Games (Fundamental Movement Skills through	Sending	Pass and move; one-twos Knowledge- to move into space to receive from a teammate		
Physical Development sessions in EYFS)	Receiving	Cushioning. Knowledge -Moving in line with the ball and absorbing the impact		
	Attacking	Dribbling. Change direction on command. Shooting for accuracy Knowledge – how to turn in different ways		
	Defending	How to jockey and slow an attack down Knowledge –how to jockey and not over committing		

Subject	Area	Year 1	Year 2
Net/Wall	Moving around court	Ready position with rackets Moving forward, backwards, sideways Knowledge- knows the importance quickly of getting into the right pos	sition to hit the ball back
	Racket control	Can keep ball balanced on racket and keep the ball under control. Knowledge- knows what height to strike the ball at.	
	Range of shots	Strike forehand and backhand from self- feed Knowledge- can strike from own feed on forehand.	
	Game play	One on one hand tennis passive rallies. Knowledge – to move forwards or backwards depending on the depth	of the ball
Strike/Field	Batting	Pull shot off a tee perched on a stump. Straight drive off tee then from bounce. Calling and running between wickets touching bat over and sliding on fi Knowledge – batting stance and how to call for a run.	nal run.
	Ground fielding	Catching on the move Knowledge -getting in line with the ball and taking in line with the nos One handed swoop, pick up and underarm throw Knowledge- Walking in and being in a position of readiness.	se.
	Bowling	Bound and coil Knowledge – which foot to take off from and with foot on or behind the	ne crease line.
	Wicket keeping	Rising as ball hits the ground Knowledge- when to rise and how to cushion the impact	

Subject	Area	Year 1	Year 2
Athletics	SAQ	Simple foot drills in ladders. Knowledge – knows how to cushion impact on knees	
	Jumps	Standing Long Jump (Broad Jump) Run and jump low hurdles Knowledge - Knows to use arms to drive forward	
	Running	Longer sprints- 60m, how to start and dipping at finish. Relay – transfer baton over short distances and dip at finish Knowledge- knows how to start and how to dip at the finish	
	Throwing	Standing overarm throw for distance Knowledge – knows importance of non-throwing arm in achieving e	elevation in trajectory
OAA	Physical Activity	Simple map reading and finding clues Knowledge- how to read a simple map and work as a team to find c	lues
	Team Challenges	Solving problems by working together. Know how to listen to others and to communicate clearly	
	Creative Problem Solving	Solve simple problems by planning, performing and evaluating Knowledge- how to look internally for ideas and then to other group	os if none are forthcoming

Subject	Area	Year 3	Year 4	Year 5	Year 6
Dance	Choreography	including detailed pictures, poems, props or pieces of music Knowledge ACTION: Travel, Stillness, Gesture, Jump, turn SPACE: Show changes in Level, Direction, Pathway RELATIONSHIP: Individually and with others: Unison, Mirror and Canon • DYNAMICS: Show changes in speed, weight and expression of movement Have the stamina, suppleness and strength to participate in dance, understanding and applying aspects of safe dance practice. Knowledge – How to improve dance through timing, control, posture and		Can create a sustained series actions/movements from a range of stimuli including detailed pictures, poems, props or pieces of music Knowledge ACTION: Travel, Stillness, Gesture, Jump, turn SPACE: Show changes in Level, Direction, Pathway and Area RELATIONSHIP: Individually and with others: Unison, Mirror and Canon • DYNAMICS: Show changes in speed, weight and expression of movement	
	Performance			Shows a desire to improve in dance by constantly looking to improve elements of the work. Knowledge – How to improve dance through timing, control, posture, extension and alignment	
	Analysis and evaluation	Knowledge – knows how to comme suggest areas for development	nt constructively on group work and	Knowledge- knows how to think cr effectively about their own and otl	itically about dance and communicate ners' work
Gymnastics	Conditioning and warming up	d warming Knowledge- knows suitable body preparation activities and how to lead a Knowledge- How to prepare the body for a distinct			
	Floor work	Can perform more complex sequence Knowledge- how work at different leads to the complex of the complex sequence Knowledge- how work at different leads to the complex sequence Knowledge- how work at different leads to the complex sequence Knowledge- how work at different leads to the complex sequence Knowledge- how work at different leads to the complex sequence Market sequence Knowledge- how work at different leads to the complex sequence Market sequence Market Market sequence Market		Can perform more complex sequent working with and alongside others. Knowledge – understands different unison, matching, mirroring etc.	
	Apparatus	Can perform sequences that flow, did dynamics Knowledge –knows how to use vari aesthetically pleasing movement	isplaying multiple skills and a range of ous dynamic effects to create	Can show a wide range of well exectly dynamics and with and alongside of Knowledge – knows how to execut skills.	

Subject	Area	Year 3	Year 4	Year 5	Year 6
Invasion Games	Sending	Pass over medium distances and mo Knowledge- how to lose an oppone		Pass first time and for receiver to run onto a pass. Knowledge- when to take a touch before sending and when to send first time	
	Receiving	Move to space Knowledge – how to signal when w	vant to receive	Move away from opposition and re Knowledge – how to receive a bala possession	
	Knowledge – how to position body between and opponent and the ball to retain possession Defending Tracking an opponent. Defending as a team Co			Using extra player e.g. 4 v 3 Using deception to trick opponents Knowledge – how to use width and support	
				Coping with fewer players e.g. 4 v 3 Knowledge – positioning of other teammates	
Net/Wall	Moving around court	Ready position singles. Moves into t Knowledge- knows to move back in		Ready position singles and doubles Knowledge- knows how to work a	
	Racket control	Bounce ball continuously on forehand and backhand Knowledge- to cushion the impact and to develop a soft feel for the ball		Different grips forehand and backh Knowledge that forehand and bac can be two handed	and khand grips alter and that backhand
	Range of shots	Can strike from own feed on forehand and backhand and sometimes from a partner's feed. Knowledge- How to get into the best position to return a ball successfully.		Volley forehand and backhand.	
	Game play	Singles rallies. Knowledge- knows when to attack and when to defend		Doubles. Moving into net. Calling name when ball between 2. Knowledge- knows when to execute certain shots.	

Subject	Area	Year 3	Year 4	Year 5	Year 6
Strike/Field	Batting	Cutting to the off side. Different calls when running. Who co Knowledge – Who calls when running.	alls when running between the wickets ng between the wickets	Using feet to get to pitch of the ball and drive. Turning when running between the wickets. Knowledge – how to transfer hands so as not to turn blind to the fielder.	
	Ground fielding	Catching high ball. Knowledge - Calling name-taking relations barrier and overarm return with Knowledge - where to position self	h backing up	Catching balls over head and in front involving different type of footwork. Chase and retrieve with backing up. Knowledge – when to return on the bounce and when to return on the full.	
	Bowling	Bowling Knowledge – bowl from close in to	the stumps and follow through	Different ways of gripping a ball to Knowledge – bowl using different	
	Wicket keeping	Knowledge – how to bring hands to stumps to execute a stumping.		Taking ball on off or leg side with be Knowledge-how to step across to l backwards top take the ball	

Subject	Area	Year 3	Year 4	Year 5	Year 6
Athletics	SAQ	More complex foot drills in ladders. Knowledge that SAQ can bring improve	ments in coordination	Plyometric jumping. Knowledge- that plyometric training	g develops power
	Jumps	High Jump. Take off foot, scissor leap Hurdle keeping same lead leg each time hurdles. <i>Knowledge - Knows which is to</i>		Triple Jump- same, different, both F arm forward to balance lead leg Knowledge – knows various jumpir	Hurdle with same leg bringing opposite
	Running	Middle distance pacing and sprinting – s race and dip at finish. Relay- transfer baton on move. Knowledge – to transfer relay batons w		Longer distances, pacing, running be hands, receiving facing forwards. Ru Knowledge – different takeover ted	
	Throwing	Bound and coil. Throw from short run up Knows why a run up can add momentum to a throw		Throw with run up and follow throu Knows how to throw leaving suffici	_
OAA	OAA Physical Basic orienteering and running activities matching symbols Knowledge- Know ordnance survey symbols and to exert self to act		— ·	Different types of orienteering and Knowledge-know how to read a m to bring about the best outcome	more complex symbols to match ap and use the strengths of the group
	Team Challenges	Activities when blindfolded and using ap Knowledge- know how to give very clea		Solving problems involving non-verb Knowledge- know how to use a var	
	Creative Problem Solving	Solve problems through discussion, doin Knowledge – how to listen to all ideas of it		Solve complex problems through dis Knowledge – how to solve difficult then evaluate at end.	scussion, doing and evaluating challenges, how to discuss first and