P.E Progression Grid



Key skills and Knowledge - Sticky Knowledge

	F1	F2	Y1	Y2
Knowledge	F1To make up group activities that they make up for themselves or within a team.Move body in relation to music and rhythm.Match their developing physical skills to tasks and activities in the setting.Collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow blocks.	F2 Progress towards a more fluent style of moving, with developing control and grace. Beginning to perform a range of throws. Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball. Choose the right resources to carry out their own plan.	Y1 Can link 2-3 simple movements Develops control with different rolls- pencil roll, egg roll, circle roll. Can use equipment safely. Remembers simple movements and dance steps. Further develop and refine a range of ball skills including, throwing, catching, kicking, passing, batting and aiming. Participates in simple games.	Y2 Sequence and remember a short dance. Can describe a short dance using appropriate vocabulary. Beginning to apply and combine a variety of skills (to a game situation) e.g. throwing and catching Develop strong spatial awareness. Beginning to develop own games with peers. Understand the importance of rules in games and works co-operatively in teams. Beginning to develop an understanding of attacking/ defending.
Skills	Develop their movement balancing, riding (scooters, trikes and bikes) and ball skills. Go up steps and stairs, or climb up apparatus, using alternate feet.	Revise and refine the fundamental movement skills they have already acquired. *rolling, crawling, walking, jumping, running, hopping, skipping and climbing.	Dance Copies and explores basic movements and body patterns. Links movements to sounds and music. Responds to a range of stimuli. Gymnastics	Dance Copies and explores basic movements with clear control. Varies levels of speed and direction in sequence. Can vary the size of their body shapes.

	Develop overall body strength,	Copies and explores basic movements	Uses space well and negotiates
Skip, hop, stand on one leg and	co-ordination, balance and	with some control and coordination- on	space clearly.
hold a pose for a game like	agility needed to engage	hands and feet.	Responds imaginatively to stimuli.
musical statues.	successfully with future	Can perform different body shapes	
	physical education sessions	Can perform 2 footed jump.	Gymnastics
<mark>Use large muscle movements</mark>	and other physical disciplines	Balances with some control on front	
to wave flags and streamers,	including dance, gymnastics,	and back.	Explores and creates different
paint and make marks.	sport and swimming.		pathways and patterns- on feet and
		Games	hands and feet.
Use one handed tools and	Develop their small motor		
equipment.	skills so that they can use a	Can travel in a variety of ways	Uses equipment in a variety of ways
	range of tools competently,	including running and jumping.	to create a sequence.
Use a comfortable grip with	safely and confidently.	Receives a ball with basic control.	
good control.		Beginning to develop hand-eye	Link movements together to create
	Use core muscle strength to	coordination.	a sequence including balance, travel,
Show a preference for a	achieve a good posture when		jump and roll.
dominant hand.	sitting at a table or sitting on	Athletics	<u>Jan Pana Pana</u>
	the floor.		Can balance showing good tension
		Can run at different speeds and	and control on front and back.
	Confidently and safely, use a	recognise differences.	Explore shape in the air when
	range of large and small	recognise differences.	jumping and landing with control.
	apparatus indoors and outside,	Can jump from a standing position and	Jumping and landing with control.
	alone and in a group.	begin to explore basic jumps (2-2, 2-1,	Develop control in different rolls
	aione and in a group.	1-2, 1-1).	(as year 1). Begin to develop a
	Develop evenell body strength		forward roll.
	Develop overall body-strength,	Performs a variety of throws with basic control.	Torward roll.
	balance, co-ordination and	Dasic control.	
	<mark>agility.</mark>		Games
	Develop the Groundsting of a		Confident to send the ball to others
	Develop the foundations of a		
	handwriting style which is		in a range of ways.
	fast, accurate and efficient.		
			Develop simple tactics (attacking
			and defending) and use them
			appropriately.
			Athletics

				Can change speed and direction whilst running and describe different ways of running. Can jump from a standing position with accuracy and master basic jumps (2-2, 2-1, 1- 2, 1-1) showing control for take-off and landing. Performs a variety of throws with control and co-ordination- rolling, under arm, over arm.
Vocabulary	Skip Hop Climb Balance	Rolling Crawling Walking Jumping Running Hopping Skipping Climbing Batting Aiming Passing Balance Agility Co-ordination	Travel Agility Co-ordination Balance Pass Aim Throw Team work Pencil roll Egg roll Circle roll Perform Hand eye co-ordination	Travel Agility Co-ordination Balance Pass Aim Throw Team work Pencil roll Egg roll Circle roll Forward roll Perform Hand eye co-ordination Defend Attack Spatial awareness Sequence
Books				
Resources	Different sized balls	Real PE	Real PE	Real PE

Hoops	Hoops	Hoops	Hoops
Climbing equipment	Climbing equipment	Climbing equipment	Climbing equipment
Monkey bars	Monkey bars	Hoops	Hoops
Scissors	Scissors	A range of bats	A range of bats
Hoops	Hoops	A range of different sized balls	A range of different sized balls
A range of bats	A range of bats	Benches	Benches
Skipping ropes	Skipping ropes	Apparatus	Apparatus
	Bean bags	Mats	Mats
		Spots	Spots