PE Progression of Knowledge and Skills

	Reception (EYFS)	Year 1	Year 2	Knowledge and Skills Year 3	Year 4	Year 5	Year 6
Physical	control large and fine	demonstrate many travel, balance and object	perform hand-eye, foot-eye and	perform fundamental	know and perform	execute movement skills with	perform fundamental
Filysical	• movement skills	control skills in isolation (e.g. throw, catch, kick,	stick-eye co-ordination,	movement skills with control and	Fundamental movement skills with	precision and accuracy	movement skills with
	(across balance, travel and object	strike	travel and balance skills	accuracy	consistent control, accuracy and	perform and create complex	consistent control,
	control)	and dribble) and with developing accuracy and	with some control	link movements together to	under pressure	patterns to include twists, lifts, turns	precision and accuracy
	 demonstrate balance and control as they 	control • show a variety of	 link skills together (e.g. running, stop, catch 	create interesting and prolonged sequences of movement	demonstrate specialised skills across travel, balance and	and rotations with control and confidence	 develop a number of specialised actions across
	travel, around, under,	jumping actions in	and throw)	apply and adapt movement skills	object control (e.g. forward roll,	perform a range of specialised skills	travel, balance and object
	over and through	isolation (i.e. 2-2 feet, 1-	adapt movements to show changes	in multiple activity contexts	bowling, sprinting)	for e.g. in striking, rotation, shooting,	control skills
	objects	2 feet, hop, leap & 2-1	to levels, speed, direction and	(jumping to catch a ball, off a	apply a range of fundamental	running, throwing, throwing,	show variation in their
	move confidently in a	feet)	pathway	bench, a leap in a	movement skills and some	dribbling and bowling etc.	movements to adapt to
	variety of ways	• run with confidence	apply travel, balance	dance etc.)	specialised skills effectively across	apply skills in challenging concepts	changes in the environment
	safely negotiate self-space handle a graph of graph and leave	and co-ordination (speed & direction)	and object control skills	explore varying	activity areas	of space, relationships, with different	and task, such as: speed, levels,
	 handle a range of small and large equipment effectively. 	travel rhythmically in different ways (gallop,	in different activity contexts	dynamics of movement including changes to speed, direction,	• run, jump and throw in isolation and with power and speed	equipment and effort.Show entry and exit into water	apparatus, people, force and using different parts of the
	• get changed independently.	hop, run & skip)	balance on isolated parts of the	pathways, body shape, levels (etc.)	for distance and accuracy	demonstrate a recognisable stroke	body (e.g. kick left and right,
	ger a ger a speciety	balance on different parts of the body	body both on the floor and	 demonstrate contrasting actions 	 confidently apply skills in 	be able to keep float in	throw one handed etc.)
		Land and stop with control	apparatus.		combination (e.g. run, jump, stop	water (treading water)	
		sequence simple movements	hit targets with increasing accuracy		and catch or hop, skip,		
		perform different shapes of the body through	and distance		jump)		
		balance (wide, narrow and tucked) • perform simple	 Move in spaces and avoid obstacles safely 				
		rotations of the body	Surely				
Compete	show interest and take part in a	Set a target and be able	• score points	apply skills under increasing	play a range of modified, made	show determination and	purposefully apply principles
and	range of physical activities	to meet that target with	set targets to challenge	pressure responding to the	up and structured games that have	commitment to a task/activity	of attacking and defending as a
	regardless of their starting point	perseverance (e.g.	themselves	specific rules of the activity (e.g.	specific rules and	have knowledge of a	strategy in competitive
Perform	work to individual targets and be	catch a ball 5 times	identify and apply simple rules and	strike the ball after one bounce or	strategies	variety of competitive games: their	contexts
	motivated to meet them.	without dropping or scoring 2 points in a	suggest their own • develop simple tactics	pass within 4 seconds) • understand and apply	 show determination and commitment to challenging tasks 	structure, rules and roles within them	 understand the rules of activities and suggest their own
	challenge themselves with a range	game)	for attacking and defending	terms such as attacking	apply basic principles of attacking	apply basic principles of	rules to make tasks harder or
	of resources and equipment	• participate in 1vs.1	Defending:	and defending in a game and apply	and defending across	attacking and defending confidently.	easier
	keep going, even when	games being able to	- stay close to an opponent	simple tactics to different game	different games contexts	set personal bests and targets that	 understand what makes a
	not successful the first	keep control of the	- move towards a loose	situations.	strive to meet challenging targets	change across the activity context	performance effective and
	timeshow a desire to improve their skills	object and score points • score points in simple games	ball. Attacking:	 Show motivation to take part in a range of modified and formal 	• outwit an opponent in 1:1 situations	use specific vocabulary to evaluate performance.	successfulshow appreciation and give
	(e.g. can I do one more than before)	travel into space	- keep possession	games (invasion, net	track an opponent to close down	Perform expressively, using	feedback of others' work
	(e.g. carries one more than before)	• be able to defend Space	- move towards the goal	and wall and striking and fielding	a space	dynamic qualities and	recubiek of others work
		show concentration when preforming	- identify space	game situations).	attempt to score points	language	
		Follow simple rules and a	evaluate performances	• can compete in small	for their team		
		scoring system	saying what they can do well and	sided games and activities (i.e. 3vs3	persist in meeting a		
		• perform sequences of	what they need to improve on	or 4vs4)	goal/target/score even		
		movements, linking 3 or more actions together	show gesture and concentration in their performances	 sets targets to achieve personal bests that inspire them to improve 	if first unsuccessful		
		(i.e. travel and balance)	concentration in their performances	and achieve			
		show expression in their					
		movement					
		perform actions with increasing confidence					
Co	play co-operatively,	support and encourage others in their	follow rules	confidently work towards a goal	consolidate skills in	work with others and	lead on tasks and activities
Co-	taking turns with others	performance	• celebrate others' success.	with others with a partner or in	communication and collaboration	communicate their ideas and feelings	be an effective team player,
operate	take account of other	work with a partner to copy simple sequences	• cooperate with a partner (2vs2) to	small groups	in a positive manner and know the	positively with growing	listening to others and
	children's interests in the	follow and lead movement actions	be successful	 understand terms such 	benefits/differences of each.	confidence	contributing to the planning
	activity.	cooperate with a partner to keep a game going	compete 2v2 to outwit an	as communication, collaboration	work together in small	• support all members of the class	and evaluation of group
	 take on different roles within activities (e.g. follow and lead) 	or rally going • Follow instructions and apply a simple rule to	opponent	and competitionconfidently take on	group situations to plan, perform and evaluate their learning	and 'team' • identify their individual	tasks • communicate ideas, within all
	work with a partner to	activities	support and encourage team mates	different roles in activities, with	confidently take on different	and collective strengths and	tasks and express feelings in a
	keep an activity going	help to set up activities and equipment and take	• take turns in different roles	knowledge of the task	roles in activities including	weaknesses as part of a team	constructive and positive way.
	listen to simple rules and	responsibility for their equipment	(performer, planner, observer,	and what is expected	performance, officiating and	confidently discuss and share group	take on roles to support the
	expectations to take part in a task		audience and official).	of them	organisation	ideas	'team' or group
	safely		work in a small groups to undertake	set up equipment and	recognise their specific strengths	• show kindness, honesty, fairness,	compose and perform dances
	share their ideas listen to others		a challenge or activity	tasks for their group/team	within activities and challenges to	humility and respect at all times	and artistic sequences with a
	take responsibility for				support the 'team' • show kindness, honesty, fairness		partner, in trios and in groupsensure everyone is included
	their own equipment				and respect		and listened to in the activity
							,
Creativity	respond imaginatively to different stimuli	respond imaginatively in movement to words images sounds and	create or change games, dances, coguences and performance ideas.	describe and evaluate the work sempleted by others	use more technical vocabulary related to the activity and to	describe, analyse, interpret, and avaluate others work showing an	link their movement learning to the wider curriculum and
	to different stimuli (music, art, story and	in movement to words, images, sounds and objects	sequences and performance ideas • express an idea through movement	completed by others • suggest ideas for how	related to the activity and to extend their	evaluate others work, showing an understanding of	to the wider curriculum and explain how concepts and
í	(ITIUSIC, art, Stury allu	UNJECTS	- express an idea through movement	- anggest inegs in tiom	באנפווט נוופוו	understanding of	explain now concepts and

	pictures etc.) • ask questions about their movement learning • explore equipment in different ways (how many ways can I) • know what they like and dislike • respond to feedback • create their own examples within an activity • describe what they are doing • use language to describe how they move expressively as well as accurately (e.g. I am moving fast, I am whizzing etc.)	watch, copy and describe movements that others have done ask questions and responds positively to teacher/partner/ class feedback	develop their own ideas linked to a topic or theme create and use ideas from others	they can develop their own and others' work • talk in more detail about how improvements can be made using a rich vocabulary (adjectives, verbs, adverbs) and subject specific language • develop imaginative movement ideas related to a theme, topic or stimulus • try out new ideas and strategies with resilience and determination • experiment with movement patterns and equipment	knowledge. • make connections in their physical learning to wider curriculum areas (literacy, science, maths, history, art, music etc.) • suggest a variety of ways in which they and others can improve their work • create and perform original sequences of movement that connect to a theme, story, topic or concept	the techniques and skills being used. • adapt performances to suit the audience • suggest parts of game play that need improving and begin to suggest practices in which to do this • be able to select movements based on their aesthetic quality and creativity • choose and imaginatively explore different actions in response to a stimulus	ideas connect • show a variation of mood, gesture and expression in. movement • refine their work and others using criteria they have created
Health and Fitness	know that changes happen to their body when they move describe parts of the body that are moving when active maintain personal space when travelling recognise that activity is good for the body land and stop safely take part in activities suitable to their skill level and progression follow rules to keep safe	get changed independently take part in sustained activity identify what happens to their body when they take part in physical activity show awareness of others when working in a practical space use equipment sensibly and with correct intent make judgements about what they can and cannot do safely show enjoyment in and through movement	get changed quickly and independently (up to 5 minutes) recognise and describe what their body feels like in different types of activities know why warming up and cooling down is important for the body. lift/move/place equipment safely. hold balances for at least 5 seconds to show strength in different parts of the body take part and maintain sustained physical activity	respond to the different demands of an activity (speed, stamina, suppleness, strength and skill) know that different activities will affect the body in different ways and give examples know and describe the short term effects of different exercise activities on the body know why we warm up and cool down and respond to warm up tasks independently. can organise their own kit, equipment in a timely way work safely and with due consideration to others	know and describe what an effective warm up and cool down is, and how to do this safely. recognise what activities help to build speed, strength, stamina and why they are important recognise how specific activities can affect the body and discuss how they feel before, during and after activity know how health and fitness can affect performance show awareness and respect of others and the environment they are working in work independently and safely in a range of activity contexts	organise warm up and cool down activities to suit the demands of the activity identify different aspects of fitness required to take part in physical activity show flexibility, strength, stamina, technique, control and balance understand why physical activity is important for physical and mental health and that there are many ways in which to achieve this sustain participation in physically demanding activity demonstrate water confidence work safely and with due consideration to others (including aquatic environments)	understand why exercise is good for fitness, health and wellbeing and make informed decisions that supports their daily and long-term health how that there are different ways to ben physically active regularly take part in activities they enjoy and/or want to improve in plan, implement and lead activity, warm-ups and cool downs and know that these vary from one activity to another consider safe practice and the welfare of others in all activity contexts can organise equipment and space safely and independently