Leys Farm Junior School					
P.E Progression of Knowledge and Skills					
P.E	Dance	Gymnastics	Invasion	Net/Wall and	Athletics
				Striking/Fielding	
Year 3	Translate stimuli to dance	Perform ½ turns and full	Execute a variety of passes.	Return a bouncing ball with	Hop with balance and control.
	moves.	turns on a floor with	Send and control a ball on	some accuracy.	Jump with balance and control.
	Move appropriately with	control.	the move.	Rally with a partner (10	Perform athletic sequence with
	expression.	Show variety in balances.	Recognise and move into	shots)	control.
	Move at different speeds,	Consistently show tension	space.	Show awareness of hitting	Jump and land safely.
	directions and levels.	in all balances.	Show understanding of	into space.	Describe and evaluate jumping
	Show control and originality.	Balance using apparatus	marking.	Hit a bouncing ball	action.
	Create a sequence using	Roll with control in at	Use evasion strategies.	consistently with control.	Run effectively at different
	different speeds, levels and	least 2 different ways.	Know difference between	Show awareness of space in	speeds.
	directions.	Roll forward into sitting	attack and defence.	a game situation.	Use good sprinting technique.
	Work with a partner or group	position.	Anticipate opportunities to	Catch consistently.	Show good acceleration from a
	to create sequence.	Use linking movements	intercept.	Hit a volley with control.	static start.
	Copy basic moves with	with control	Know difference between a	Hit a stationary ball.	Know basic principles of
	precision.	Create and perform a	pass and a shot	Hit a moving ball using	throwing for distance.
	Perform moves to a beat with	sequence with control	Apply skills and knowledge	correct technique.	Demonstrate basic principles of
	control.	and fluency.	effectively in a game	Choose direction of strike.	throwing for distance
	Copy an extended sequence.	Perform sequence in	situation.	Show basic fielding	Use a variety of techniques to
	Create original moves.	unison.		principles.	throw.
	React to different tempo.	Can adapt sequence using	Select appropriate	React quickly to events in a	Use correct technique to
	Describe, evaluate and alter	complex movements and	technique in a given	game situation.	achieve maximum power.
	sequence accordingly.	balances.	situation.		Recognise and describe what
		Can act on feedback.			the body feels like after
		Alter shape in the air.			exercise.
Year 4	Perform as a character.	Perform 3 mirrored	Execute a variety of passes.	Perform forehand using	Perform jumping technique
	Use and perform with distinct	balances within given	Consistently select	correct technique.	with precision.
	and expressive movements.	parameters.	appropriate skill for	Know difference between	Show fluency in running and
	Create original movements to	Consistently show tension	different situations.	forehand and backhand.	jumping.
	support narrative.	and control.	Know difference between a	Use backhand to hit moving	Select appropriate speed for a
	Be an active group member.		shot and a pass.	ball.	race.

	Perform a routine with	Perform a range of	Quickly identify space and	Consistently hit a moving	Maintain a constant pace.
	control, energy and flair.	supported balances.	react accordingly,	ball with control.	Adapt pace to race conditions.
	Copy a sequence with control.	Change speed, level and	Understand marking and	Hit a volley with precision	Show acceleration and speed
	Suggest appropriate changes	direction in a sequence.	react to an attack.	and control	over a distance.
	to a group's formation.	Perform all rolls with	Evaluate own performance	React quickly to play the best	Demonstrate quick reactions
	Evaluate a performance and	control.	Consistently show	shot possible.	and evaluate different starting
	refine accordingly.	Roll from different	awareness of game	Show competitive edge.	positions.
	Adapt own performance to	starting positions.	principles.	Throw accurately using 2	Pass baton without change of
	different stimuli.	Attempt backward roll	Pass accurately using	techniques.	pace.
	Work collaboratively to adapt	(with support)	correct technique.	Catch a small ball.	Accelerate and maintain pace
	a sequence.	Perform a variety of,	Work as part of a team.	Hit a ball in an intended	through a curve.
	a sequence.	complex sequences with	Give and act on effective	direction with power.	Select appropriate throwing
		a partner (mirror, canon,	feedback	Explain the rules of a game.	technique for an event.
		support)	Select appropriate	Demonstrate effective	Use correct technique to
		Demonstrate safe landing	technique in a given	fielding skills consistently.	achieve maximum power.
		consistently.	situation.	neiding skins consistently.	Describe effects of exercise.
		Demonstrate effective			Explain rates of recovery.
		turns with control.			Explain rates of recovery.
		Connect complex jumps			
		and turns.			
		Perform leaps as part of a			
		sequence.			
		Create own sequence Respond to and give			
		appropriate feedback.			
Year 5	Perform with elements of	Perform mirrored	Send and receive	Hit a moving ball consistently	Know good technique when
Tear 5	originality and expression.	balances within given	effectively on the move.	and accurately.	jumping.
	Work cooperatively with a	parameters.	Execute a variety of passes	Continue a rally.	Select preferred take-off foot
	partner.	Perform balances using	confidently.	Consistently show accuracy	when jumping.
	Perform consistently with	support (apparatus and	Move into space	using a backhand.	Combine explosion with control.
	precision.	partner)	appropriately.	Consistently hit a volley with	Run and jump with height.
	Convey a message or	Show creativity in paired	Use evasive strategies.	precision.	Combine elements of jump to
	expression through dance.	work			maximise distance.
		WOIR			maximise distance.

	Perform narrative with	Communicate effectively	Apply attacking/ defensive	Coordinate throwing and	Isolate parts of the jump in
	expression.	with partner.	strategies.	hitting.	order to improve performance.
	Adapt and change a performance based on self-	Show control and fluidity in sequence.	Develop own attacking/ defensive strategy.	Select appropriate shot for a given situation.	Run with high levels of speed, agility and competitiveness.
	evaluation.	Perform up to 4 rolls with	Use tactics in a game	Use a wide variety of shots	Adapt pace to race situation.
	Replicate sequence quickly.	control.	situation	with precision.	Sustain acceleration and speed
	Perform with purpose and	Roll from different	Demonstrate leadership	React well to changing	over a distance.
	with high energy levels.	starting position.	qualities.	situations within a game.	Develop preferred starting
	Create original movements	Start and exit roll with	Demonstrate elements of	Throw overarm/underarm	position.
	linked in an original sequence.	control.	flair and creativity in game	effectively and accurately.	Develop and apply baton
	Communicate ideas in a	Perform cartwheel in a	situations.	Consistently select and apply	passing technique.
	group.	straight line.	Consistently show	correct throw.	Use good technique with
	Give appropriate feedback.	Show safe landing	teamwork and fair play	Use correct technique	performing a variety of throws
		position.	Show accuracy when	(cricket bowl)	Throw with power using a run
		Show control when	shooting.	Hit a ball consistently with	up.
		jumping, turning and		power and controlled	
		spinning.		direction.	
		Perform leaps as part of		Show awareness of match	
		an original sequence.		situations.	
		Adapt and perform a			
		sequence with control			
		and precision			
		Give appropriate			
		feedback and work			
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Year 6	Move imaginatively and	Consistently show body tension.	Apply basic skills to game situations.	Keep a rally going over a prolonged period of time.	Know and use parts of the jump in isolation.
	appropriately to a range music	Perform given positions	Know High 5 netball	Consistently show accuracy	Understand fully how a skill is
	Perform movements and	accurately.	positions.	using backhand	broken down.
	routines with originality and	Perform a range of leaps.	Have some creative input	Consistently show accuracy	Perform a variety of jumps
	expression.	Perform a wide range of	into the creation of a	using forehand	fluently.
	Link movements to a story.	rolls accurately.	game.	Consistently show accuracy	Evaluate performance of others
			Burne.	using volley.	and suggest improvements.
				using voicy.	and suggest improvements.

Perform and link dance	Turn and spin with	Evaluate activity and make	React well to changing	Show improvement in jumping.
phrases appropriately and	control.	appropriate changes.	situations.	Perform triple jump with
effectively.	Create a complex	Implement attacking and	Consistently select the	balance and control.
Adapt and change	sequence.	defensive tactics in a game.	correct shot in any given	Can sustain an appropriate pace
performance based on self-	Perform original	Develop own attacking and	situation.	for a race.
evaluation.	sequence with	defensive tactics.	Use skills and knowledge to	Adapt pace to race situation.
Can work within and	enthusiasm, precision,	Show high levels of	effectively win games.	Use knowledge of tactics in a
contribute to group decisions.	fluidity and balance.	awareness of game	Use correct technique when	race situation.
Replicate quickly what they	Demonstrate sound	principles.	throwing and stopping a ball.	Consistently show power and
have seen.	understanding of	Show high level of control,	Transfer from stop to throw	effective technique when
Adapt performances to	gymnastic performance.	skill and accuracy.	quickly.	jumping, throwing and
incorporate equipment.	Work effectively in a	Execute a variety of passes	Use correct technique when	sprinting.
Can lead groups and perform	group.	consistently.	striking a ball.	Show determination.
with high levels of energy.	Evaluate own and others	Recognise and move into	Contribute to group	Demonstrate a strong desire to
Create and perform original	performance.	space quickly.	discussions.	improve.
routine with elements of	Show elements of	Apply flair in game	Lead group and resolve any	Maintain a competitive attitude.
performance and flair.	decision making and	situations.	conflicts.	
Give appropriate feedback.	leadership.	Show leadership qualities		ΟΑΑ
	Create original sequence	to support and encourage.		Positively interact with others.
	using apparatus.			Work together to solve a
	Adapt ideas showing			problem.
	gymnastic awareness.			Understand a map as a
				representation of simple
				features.
				Identify key features on a
				simple map
				Use a simple map to follow a
				route.
				Understand and use compass
				points and bearings.