

## PE - Curriculum Progression



	Key Stage 2					
	LEARNING	LEARNING PROGRESSION				
	G1 A- I can begin to travel in a variety of directions and for purpose (defending/attacking)	G1 B- I can apply basic skills of traveling for attacking and defending.				
Go	G2 A- I can travel bouncing a ball with some control	G2 B- I can strike a ball with intent and throw it more accurately when bowling and/or fielding.				
	G3 A- I can confidently send the ball to others in a range of ways (underarm, chest pass, over arm, over arm and bounce pass)	G3 B - I can show confidence in using ball skills in various ways and can link these together (bouncing and kicking)				
	G4 A- I can receive a ball with control when under pressure in game state.	G4 B- I can use running, jumping, throwing and catching in isolation and combination.				
	G5 A- I can use skills with coordination and control.	G5 B- I can use skills with coordination, control and fluency.				
	G6 A- I can commutate, work as a team and begin to compete during game situations	G6- I can take part in a competitive game.				
Games	G7 A- I can develop my knowledge of games	G7 B- I begin to create my own game using knowledge and skills taught.				
	G8 A- I can understand the term possession and when it apply during game play.	G8 B- I begin to use skills to keep possession and control of the ball.				
	G9 A- I can choose good places to stand when receiving, and give reasons for their choice	G9 B- I can effectively play a competitive net/wall game.				
	G10 A - I can choose and use batting or throwing skills to make the game hard for opponents.	G10 B- I can experiment with different techniques to attack and defend.				
	G11 A- I can explain what attacking and defending is.	G11 B- I can begin to show an awareness of when to attack and defend.				



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	Key Stage 2  LEARNING PROGRESSION				
	Gy1 A- I can improve the quality of my rolls, jumps, travel, body shapes and balance.	Gy1 B- I can develop a range of rolls, jumps, travel, body shapes and balances and include in a performance.			
	Gy2 A- I can describe my own work using simple gym vocabulary	Gy2 B- I can begin to use gym vocabulary to describe how to improve and refine performances			
Gym	Gy3 A- I can copy, explore and remember a variety of movements and use them to create my own sequence	Gy3 B- I can create gymnastic sequences that meet a theme or set of objectives.			
	Gy4 A- I can apply compositional ideas independently and with others to create a sequence.	Gy4 B- I can begin to develop strength, technique and flexibility througho performances			
	Gy5 A- I can begin to develop good technique of taught skills when using equipment.	Gy5 B- I can begin to apply sequences of taught skills to equipment			
	D1 A Lean begin to improving independently to greate a singular	D1 D Leas impagazing with a postupor of an environment			
	D1 A- I can begin to improvise independently to create a simple dance	D1 B- I can improvise with a partner or on my own.			
	D2 A- I can begin to improvise with a partner to create a simple dance.	D2 B- I can demonstrate provision and some control in response to stimuli.			
Dance	D3 A- I can translate ideas from stimuli to movement with support	D3 B- I can begin to vary dynamics and develop actions and motifs.			
rce	D4 A- I can begin to compare and adapt movements and motifs to create a larger sequence.	D4 B- I can modify a sequence using dance vocabulary as a result of self-evaluation.			
	D5 A- I can use simple dance vocabulary to improve and compare work.	D5 B- I can perform dances with rhythm and use spatial awareness.			
	D6 A- I can perform dances with an awareness of rhythm on their own or in a group.	D6 B- I understand the need to warm up.			



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	Key Stage 2				
	LEARNING PROGRESSION				
	O1 A- I can begin to develop listening skills when listening to a partner or adult	O1 B- I can develop listening skills.			
	O2 A- I can begin to use compass points	O2 B- I can begin to use a simple map.			
OAA	O3 A- I can begin to think activities through	O3 B- I can begging to think activities through and problem solve			
\	O4 A- I can begin to understand how to stay safe	O4 B- I can begin to choose and apply strategies			
		O5 B- I can begin to demonstrate an understanding in how to stay safe			
	A1 A- I can run at speeds appropriate for the distance.	A1 B- I can begin to build a variety of running techniques.			
Athl	A2 A- I can perform a running jump with some accuracy	A2 B- I can perform a running jump with more than one component			
Athletics	A3 A- I can perform a variety of throws using a selection of equipment	A3 B- I can demonstrate accuracy in throwing activities			
Ενα	E1 A- I can comment on own and other performance	E1 B- I can watch and describe a performance.			
Evaluation	E2 A- I can give comments on how to improve performance	E2 B- I can begin to think about how I can improve my work.			
on Sk	E3 A- I can use appropriate vocabulary when giving feedback	E3 B - I can work with a partner or with a small group to improve my skills			
Skills	E4 B- I can make suggestions on how to improve my work	E4 B- I can make suggestions on how to improve my work			



	Cycle A- AUTUMN TERM			
	GAMES-INVASION FUNDAM	ENTALS- CRICKET (OR TENNIS)	[	Dance
Curriculum Progression Code	G 1,3,4,5,6,7,8,9,10A E 1	G1,2, 3, 4, 5, 6, 7, 10, 11B -4A/B	D 1— 6A D 1—6B E 1-4A/B	
Significant Person	Ben Stokes, Freddie	Flintoff, Alastair Cook	Beyonce, Darcy Bussell, AJ Pritchard, Sergei Polunin	
Vocabulary Introduced /embedded	Y3-travel, control, team co-ordination, co-operation, scoring, space, points/runs rules, tactics, pitch ,fielding, bowler, wicket, innings, backstop, batting, Health and fitness – warm up/ cool down/ heart rate Evaluate, improve	Y4- travel, team, co-ordination, fluency, scoring, space, co-operation, competition, technique, rules, tactics, stance, pitch, batting, fielding, bowler, wicket, backstop, boundary, innings, runs Health and fitness – warm up/ cool down/ heart rate/ pulse/ recovery Evaluate, improve	Y3- create, combination, sequence, space, improvisation, repetition, adapt, motifs, pattern, movement, evaluate, improve, agility, flexibility, strength, control, balance, stimulus, rhythm, timing, performance.  Health and fitness – warm up/ cool down/heart rate.  Evaluate, improve	Y4- spatial awareness, repeat, dance, character, repetition, action, reaction, pattern, movement, evaluate, improve, agility, flexibility, strength, technique, control, balance, combination, stimulus, motifs, dynamics, perform, timing.  Health and fitness – warm up/ cool down/ heart rate.  Evaluate, improve
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		Cycle A SPRII	NG TERM	
	GYMNASTICS-	SHAPE AND BALANCE	DANCE- CARNIVAL	. OF THE ANIMALS
Curriculum	Gy 1-	5A Gy 1-5B	D 1—6A	D 1—6B
Progression Code		E 1-4A/B	E 1-4	A/B
Significant Person	Lous Smith, Nile Wilson,	Simone Biles, Georgia-Mae Fenton	Beyonce, Darcy Bussell, AJ Pritchard, Sergei Polunin	
Vocabulary Introduced /embedded	Y3- flow, explosive, symmetrical, asymmetrical, combination, evaluate, improve, stretch, refine, adapt, contrasting, curled, stretched, suppleness, strength, inverted, jump, land, over, under, agility, strength, technique, control, balance, evaluate, improve.  Shapes - tuck, straddle, pike, arch, back support, front support, shoulder stand, bridge.  Health and fitness – warm up/ cool down/ heart rate. Evaluate, improve.	Y4- degrees, balance, forwards, backwards, combine, rotation, against, towards, across, evaluate, improve, height, strength, suppleness, stamina, speed, level, wide, tucked, straight, twisted, constructive, points, twist, turn, safety, refine, agility, strength, technique, control, balance. Shapes—tuck, straddle, pike, arch, back support, front support, shoulder stand, bridge partner balances level 1—steps, knees, thighs, shoulders, counter balance. Health and fitness — warm up/ cool down/ heart rate.	<u>Y3</u> - create, combination, sequence, space, improvisation, repetition, adapt, motifs, pattern, movement, evaluate, improve, agility, flexibility, strength, control, balance, stimulus, rhythm, timing, performance.  Health and fitness – warm up/ cool down/ heart rate.  Evaluate, improve	Y4- spatial awareness, repeat, dance, character, repetition, action, reaction, pattern, movement, evaluate, improve, agility, flexibility, strength, technique, control, balance, combination, stimulus, motifs, dynamics, perform, timing. Health and fitness – warm up/ cool down/ heart rate.  Evaluate, improve
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	Cycle A- SUMMER TERM			
	GYMNASTICS- MOVEMENT		GAMES- Continuation of INVASION from Autumn 1	
Curriculum	Gy 1-5A	Gy 1-5B	G 1,3,4,5,6,7,8,9,10A	G1,2, 3, 4, 5, 6, 7, 10, 11B
Progression Code	E 1	-4A/B	1	E 1-4A/B
Significant Person	Lous Smith, Nile Wilson, Sim	one Biles, Georgia-Mae Fenton	Ben Stokes, Freddie Flintoff, Alastair Cook	
Vocabulary Introduced /embedded	Y3- flow, explosive, symmetrical, asymmetrical, combination, evaluate, improve, stretch, refine, adapt, contrasting, curled, stretched, suppleness, strength, inverted, jump, land, over, under, agility, strength, technique, control, balance, evaluate, improve. Shapes - tuck, straddle, pike, arch, back support, front support, shoulder stand, bridge,. Health and fitness – warm up/ cool down/ heart rate. Evaluate, improve.	Y4- degrees, balance, forwards, backwards, combine, rotation, against, towards, across, evaluate, improve, height, strength, suppleness, stamina, speed, level, wide, tucked, straight, twisted, constructive, points, twist, turn, safety, refine, agility, strength, technique, control, balance, Shapes—tuck, straddle, pike, arch, back support, front support, shoulder stand, bridge partner balances level 1—steps, knees, thighs, shoulders, counter balance Health and fitness – warm up/ cool down/ heart rate. Evaluate, improve.	Y3- travel, control, team co-ordination, co-operation, scoring, space, points/runs rules, tactics, pitch ,fielding, bow- ler, wicket, innings, backstop, batting, Health and fitness – warm up/ cool down/ heart rate Evaluate, improve	Y4- travel, team, co-ordination, fluency, scoring, space, co-operation, competition, technique, rules, tactics, stance, pitch batting, fielding, bowler, wicket, backstop, boundary, innings, runs Health and fitness – warm up/ cool down/ heart rate/ pulse/ recovery Evaluate, improve
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Curriculum	G 1,3,4,5,6,7,8,9,10A G1,2, 3, 4, 5, 6, 7, 10, 11B		D 1— 6/	A D 1—6B
Progression Code	E 1	-4A/B	E	1-4A/B
Significant Person	Ben Stokes, Freddie	Flintoff, Alastair Cook	Beyonce, Darcy Bussell, AJ Pritchard, Sergei Polunin	
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Curriculum	Gy 1-	5A Gy 1-5B	D 1— 6A	D 1—6B
Progression Code		E 1-4A/B	E 1-4	A/B
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Curriculum Progression	Gy 1-5A E 1-	Gy 1-5B -4A/B	G 1,3,4,5,6,7,8,9,10A	G1,2, 3, 4, 5, 6, 7, 10, 11B E 1-4A/B	
Code Significant Person	Lous Smith, Nile Wilson, Simone Biles, Georgia-Mae Fenton		Ben Stokes, Freddie Flintoff, Alastair Cook		
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