

PE Progression map, Skills map, Support map and Challenge map

Key Stage 1	Key Stage 2
• Participate in team games, developing simple tactics for attacking and defending.	• Play competitive games, modified where appropriate, such as football, netball, rounders, cricket, hockey, basketball, badminton and tennis and apply basic principles suitable for attacking and defending.
• Perform dances using simple movement patterns.	• Take part in gymnastics activities.
Swimming and water safety: take	Take part in athletics activities.
swimming instruction either in Key Stage 1 or Key Stage 2.	Perform dances.
	• Take part in outdoor and adventurous activity challenges both individually and within a team.
	• Swimming and water safety: take swimming instruction either in Key Stage 1 or Key Stage 2.

		Milestone 1	Milestone 2	Milestone 3
To develop practical skills in order to	Games	• Use the terms 'opponent' and 'team-mate'.	Throw and catch with control and accuracy.	• Choose and combine techniques in game situations (running, throwing,
participate, compete and		• Use rolling, hitting, running, jumping, catching	Strike a ball and field with control.	catching, passing, jumping and kicking, etc.).
lead a healthy		and kicking skills in	• Choose appropriate tactics to	
lifestyle		combination.	cause problems for the opposition.	• Work alone, or with team mates in order to gain points
		• Develop tactics.	• Follow the rules of the game and play fairly.	or possession.
		• Lead others when		• Strike a bowled or volleyed
		appropriate.	• Maintain possession of a ball (with, e.g. feet, a hockey stick or hands).	ball with accuracy.
				• Use forehand and backhand
			• Pass to team mates at appropriate times.	when playing racket games.
				 Field, defend and attack
			• Lead others and act as a respectful	tactically by anticipating the
			team member.	direction of play.
				• Choose the most appropriate tactics for a
				game.

			• Uphold the spirit of fair play and respect in all competitive situations.
			• Lead others when called upon and act as a good role model within a team.
Dance	 Copy and remember moves and positions. Move with careful control and coordination. Link two or more actions to perform a sequence. 	 Plan, perform and repeat sequences. Move in a clear, fluent and expressive manner. Refine movements into sequences. Create dances and movements that 	 Compose creative and imaginative dance sequences. Perform expressively and hold a precise and strong body posture.
	perform a sequence.	• Create dances and movements that convey a definite idea.	• Perform and create complex sequences.

	• Choose movements to communicate a mood, feeling or idea.	• Change speed and levels within a performance.	• Express an idea in original and imaginative ways.
		• Develop physical strength and suppleness by practising moves and stretching.	• Plan to perform with high energy, slow grace or other themes and maintain this throughout a piece.
			• Perform complex moves that combine strength and stamina gained through gymnastics activitie (such as cartwheels or handstands).
Gymnastics	• Copy and remember actions.	• Plan, perform and repeat sequences.	• Create complex and well- executed sequences that
		• Move in a clear, fluent and	include a full range
	• Move with some control and awareness of space.	expressive manner.	of movements including:
	• Link two or more actions to	• Refine movements into sequences.	• travelling
	make a sequence.	• Show changes of direction, speed and level during a performance.	• balances
	• Show contrasts (such as small/tall, straight/curved	• Travel in a variety of ways,	• swinging
	and wide/narrow).	including flight, by transferring weight to generate power	• springing
	• Travel by rolling forwards, backwards and sideways.	in movements.	• flight

- Hold a position whilst balancing on different points of the body.
- Climb safely on equipment.
- Stretch and curl to develop flexibility.
- Jump in a variety of ways and land with increasing control and balance.
- Show a kinesthetic sense in order to improve the placement and alignment of body parts (e.g. in balances experiment to find out how to get the centre of gravity successfully over base and organise body parts to create an interesting body shape).
- Swing and hang from equipment safely (using hands).

- vaults
- inversions
- rotations
- bending, stretching and twisting
 - gestures
 - linking skills.
- •Hold shapes that are strong, fluent and expressive.
- Include in a sequence set pieces, choosing the most appropriate linking elements.
- Vary speed, direction, level and body rotation during floor performances.
- Practise and refine the gymnastic techniques used in performances (listed above).
- Demonstrate good kinesthetic awareness (placement and

			alignment of body parts is usually good in well-rehearsed actions). • Use equipment to vault and to swing (remaining upright)
Swimming	 Swim unaided up to 25 metres. Use one basic stroke, breathing correctly. Control leg movements. 	 Swim between 25 and 50 metres unaided. Use more than one stroke and coordinate breathing as appropriate for the stroke being used. Coordinate leg and arm movements. Swim at the surface and below the water. 	 Swim over 100 metres unaided. Use breast stroke, front crawl and back stroke, ensuring that breathing is correct so as not to interrupt the pattern of swimming. Swim fluently with controlled strokes. Turn efficiently at the end of a length.
Athletics	• Athletic activities are combined with games in Years 1 and 2.	 Sprint over a short distance up to 60 metres. Run over a longer distance, conserving energy in order to sustain performance. 	 Combine sprinting with low hurdles over 60 metres. Choose the best place for running over a variety of distances.

			 Use a range of throwing techniques (such as under arm, over arm). Throw with accuracy to hit a target or cover a distance. Jump in a number of ways, using a run up where appropriate. Compete with others and aim to improve personal best performances. 	 Throw accurately and refine performance by analysing technique and body shape. Show control in take off and landings when jumping. Compete with others and keep track of personal best performances, setting targets for improvement.
adv	utdoor and venturous tivities	• Not applicable.	 Arrive properly equipped for outdoor and adventurous activity. Understand the need to show accomplishment in managing risks. Show an ability to both lead and form part of a team. Support others and seek support if required when the situation dictates. Show resilience when plans do not work and initiative to try new ways of working. 	 Select appropriate equipment for outdoor and adventurous activity. Identify possible risks and ways to manage them, asking for and listening carefully to expert advice. Embrace both leadership and team roles and gain the commitment and respect of a team. Empathise with others and offer support without being asked. Seek support from

• Use maps, compasses and digital devices to orientate themselves.	the team and the experts if in any doubt.
• Remain aware of changing conditions and change plans if necessary.	• Remain positive even in the most challenging circumstances, rallying others if need be.
	• Use a range of devices in order to orientate themselves.
	• Quickly assess changing conditions and adapt plans to ensure safety comes first.

- The ability to acquire new knowledge and skills exceptionally well and develop an in-depth understanding of PE.
- The willingness to practise skills in a wide range of different activities and situations, alone, in small groups and in teams and to apply these skills in chosen

activities to achieve exceptionally high levels of performance.

- High levels of physical fitness.
- A healthy lifestyle, achieved by eating sensibly, avoiding smoking, drugs and alcohol and exercising regularly.
- The ability to remain physically active for sustained periods of time and an understanding of the importance of this in promoting long-term health and well-being.

• The ability to take the initiative and become excellent young leaders, organising and officiating, and evaluating what needs to be done to improve, and motivating

and instilling excellent sporting attitudes in others.

• Exceptional levels of originality, imagination and creativity in their techniques, tactics and choreography, knowledge of how to improve their own and others'

performance and the ability to work independently for extended periods of time without the need of guidance or support.

• A keen interest in PE. A willingness to participate eagerly in every lesson, highly positive attitudes and the ability to make informed choices about engaging fully in

extra-curricular sport.

• The ability to swim at least 25 metres before the end of Year 6 and knowledge of how to remain safe in and around water.

Support

P4	P5	P6	P7	P8	Early Years
 Perform single actions. Respond to simple commands. Recognise familiar pieces of equipment. 	 Link two actions in a sequence. Follow simple instructions with the support of symbols or other prompts. 	 Work in pairs and in small groups cooperatively (with support to follow instructions and keep on task). Move in a variety 	 Show expression through repetitive and simple sequences and movement patterns. Develop control 	 Move with some control and coordination. Follow and imitate sequences and patterns. Use small and 	 Jump off an object and land appropriately. Show increasing control over an object when pushing, patting, throwing, catching or kicking.

Show awareness	• Explore a variety	of ways.	and coordination	large apparatus	• Experiment with
of cause and effect.	of movements and	• With support,	skills.	safely.	different ways of
	show some	link movements in a	• Listen to	 Show awareness 	moving.
	awareness of space.	simple sequence.	instructions and stop	of space, self and	Travel with
	 Understand 	 Recognise small 	and start with some	others.	confidence and skill
	basic concepts.	and large apparatus and	accuracy.	• Play simple	around, under,
	• Take turns with	use it with some	 Work closely in 	games with support	over and through
	a partner or in a	basic control.	pairs, trios or small	to keep score and	balancing and climbing
	small group.	 Throw and kick a 	groups.	follow game rules.	equipment.
	 Recognise and 	ball, but lack direction.	 Share and take 	• Recognise	Negotiate
	collect, on request,		turns.	changes	space successfully
	familiar pieces of		 Show awareness 	that happen to the	when playing racing
	equipment.		of the changes	body	and chasing
			that happen to the	during physical	games with others,
			body during	activity	adjusting speed or
			physical activity.		changing direction to
					avoid obstacles.

Challenge

Years 7, 8 and 9

Physical education opportunities	Developing practical skills	Being physically active	Competing
• Play competitive sports such as football, netball, rounders, cricket, hockey, basketball, badminton, tennis and rugby,	 Develop techniques and improve performances. Compare performances with previous ones to achieve a 	• Take part in competitive sports and activities outside school through community links or sports clubs.	• Use a range of tactics and strategies to overcome opponents in face-to-face

athletics and gymnastics. • Perform dances using advanced movement patterns. • Take part in outdoor and adventurous activities which present mental and physical challenges and be encouraged to work in a team.	personal best. • Become more competent, confident and expert in techniques. • Understand what makes a performance effective and apply these principles to own and others' work.	Develop the confidence and interest to get involved in exercise and sports and activities out of school and in later life.	competition through team and individual games.
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