

## Progression in PE 2022 – 2023



Strand	Early Years	Year 1	Year 2	Year 3
Gymnastics	End Points EYFS link to Physical Development Pupils should:  • Develop confidence in fundamental movements • Experience jumping, rolling, moving over, under and on apparatus • Develop coordination and gross motor skills • Refine a variety of shapes, jumps, balances and rolls • Link simple balance, jump and travel actions	End points Pupils should:  Identify and use simple gymnastics and shapes Apply basic strength to a range of gymnastic actions Perform a variety of basic gymnastics actions showing control Know how to twist, turn, spin, rock and roll and link these into movement patterns Perform longer movement phrases and link with confidence	End Points Pupils should:  Describe and explain how performers can transition and link gymnastic elements  Perform with control and consistency, basic actions at different speeds and on different levels  Challenge themselves to develop strength and flexibility  Be able to perform a simple sequence that is judged using simple gymnastic scoring  Develop body management through a range of floor exercises  Use core strength to link recognised gymnastics elements  Use rhythm while performing a sequence	Pupils should:
	EYFS Framework Physical Development ELG: Negotiate space and obstacles safely, with consideration for themselves and others Demonstrate strength, balance and coordination when playing	National Curriculum outcomes:  Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities	National Curriculum outcomes:  Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities	
Dance	End Points EYFS link to Physical Development Pupils should:  Recognise that actions can be reproduced in time to music; beat patterns and different speeds  Perform a wide variety of dance actions both similar and contrasting  Be able copy, repeat and perform simple movement patterns  Count and move to beats of 8  Work as an individual, in partners and as a group	End Points Pupils should:  Respond to a range of stimuli and types of music Explore space, direction, levels and speeds Create actions and perform movements with different body parts Be able to build simple movement patterns from given actions Compose and link actions to make simple movement phrases Respond appropriately to supporting concepts such as canon and levels	End Points Pupils should:  Be able to describe and explain how performers can transition and link shapes and balances  Perform basic actions with control and consistency at different speeds and on different levels  Move imaginatively responding to music  Work as part of group to create and perform short movement sequences to music  Explore relationships through different dance formations  Explain the importance of emotion and feeling in dance  Use the stimuli to copy, repeat and create dance actions and motifs	End Points Pupils should:  Practise different sections of a dance aiming to put together a performance  Perform using facial expressions  Perform with a prop  Build stylistic qualities of Barn Dance through repetition and applying movement to own bodies  Build basic creative choreography skills in travelling, dynamics and partner work in the specific style of Barn Dance
	EYFS Framework Gross Motor skills ELG: Negotiate space and obstacles safely, with consideration for themselves and others	National Curriculum outcomes: Perform dances using simple movement patterns	National Curriculum outcomes: Perform dances using simple movement patterns	Style of Barri Darice

Athletic Activities	Demonstrate strength, balance and coordination when playing Move energetically, such as running, jumping, dancing, hopping, skipping and climbing Being Imaginative and Expressive ELG: Perform songs, rhymes, poems and stories with others, and – when appropriate – try to move in time with music End Points EYFS link to Physical Development Pupils should:  Travel with some control and coordination Be able to change direction at speed through instructions and by choice Recognise difference actions such as; moving softly, quietly, quickly and powerfully	End Points Pupils should:  Refined a range of running which includes varying pathways and speeds. Pupils to link running and jumping  Develop throwing techniques to send objects over a long distance  Increase stamina and core strength	End Points Pupils should:  Developed power, agility, coordination and balance Throw and handle a variety of objects Negotiate obstacles by showing increased control of body and limbs Improved running and jumping movements and	End Points Pupils should:  Control movements and body actions in response to specific instructions Demonstrate agility and speed Jump for height and distance with control and balance
	Send a receive objects with different body parts  EYFS Framework	Improve strength, balance, agility and coordination  National Curriculum outcomes:	work for sustained periods  Improve jumping for distance and height  National Curriculum outcomes:	Throw with speed and power and apply appropriate force
	Gross Motor skills ELG: Negotiate space and obstacles safely, with consideration for themselves and others Demonstrate strength, balance and coordination when playing Move energetically, such as running, jumping, dancing, hopping, skipping and climbing	Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities	Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities	
Games	End Points EYFS link to Physical Development Pupils should:  • Demonstrate agility by playing games and turn taking • Recognise and follow instructions • Work as an individual and part of a group to match • Send and receive objects using different body parts • Work with others to control objects in space • Coordinate body parts such as hand-eye, foot-eye over a variety of activities	End Points Pupils should:	Pupils should:  Develop hitting skills with a variety of bats and return a moving ball  Play the role of wicketkeeper and backstop  Can send and receive a ball using feet  Recall and link combinations of skills (e.g. dribbling and passing)  Work with others to build basic attacking play	End Points Pupils should:
	EYFS Framework Gross Motor skills ELG: Negotiate space and obstacles safely, with consideration for themselves and others Demonstrate strength, balance and coordination when playing Move energetically, such as running, jumping, dancing, hopping, skipping and climbing	National Curriculum outcomes: participate in team games, developing simple tactics for attacking and defending	National Curriculum outcomes: participate in team games, developing simple tactics for attacking and defending	