



# P

# ROGRESSION OF KEY SKILLS

## Dance

Early Years

- Moving in time to happy and sad music
- Experiment with different ways of moving
- Experiment with actions at different levels
- Moving around as different characters or animals to the music

EY

1

Year 1

- Listen to the music and begin to move in time to it
- Perform basic dance movements
- Perform dance movements showing some levels
- Perform basic dance travelling movements e.g. stepping, skipping, jumping
- Perform simple dance moves with some control

Year 2

- Move in time to the music showing some expression
- Perform dance movements with control
- Perform dance movements showing a variety of levels
- Perform dance movements showing travelling in different directions e.g. sliding, turning, gesturing
- Remember simple dance steps, perform with control in time to the music

2

3

Year 3

- Collaborate to make a dance warm up
- Use a stimulus to create a dance
- Dance in unison with a partner
- Perform in canon with a group
- Use some different levels and pathways

Year 4

- Cooperate to make a dance warm up and take on a leadership role
- Respond imaginatively to a stimulus
- Dance in unison with a partner/group performing a range of movement patterns
- Perform in canon showing a range of movement patterns
- Perform a variety of levels and pathways in a dance

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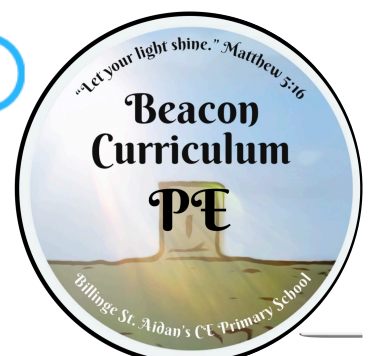
Year 5

- Co-operate and collaborate to create a warm up displaying a variety of movement patterns
- Translate ideas from a stimulus showing control and fluency
- Dance in unison in a group keeping in time with each other
- Dance in canon showing good timing
- Perform using a variety of levels and using the space

Year 6

- Co-operate, communicate and collaborate with a group to make up a warm up with good rhythm and timing
- Translate ideas from a stimulus into movement showing expression, precision, control and fluency
- Dance in unison in a group showing good timing, energy and strength
- Dance in canon in a group showing good timing, energy and strength
- Use levels, travelling and space with timing and musicality

6





# P

# ROGRESSION OF KEY SKILLS

## Gymnastics

Early Years	EY
Can experiment with different shapes	
Experiment with different jumps	
Experiment with different ways of rolling in small shape	
Experiment with balancing on different body parts	
Moving along the floor in different ways like aliens sliding, rolling, stretching etc	
Show a start shape, middle and finishing shape (beginning of a sequence)	
Moving on and off apparatus safely	

1	Year 1
	Can perform various shapes
	Perform basic jump (straight jump, Star jump)
	Perform a tuck rock and a tuck roll and rocket roll with pointed toes
	Perform a simple balance holding for 3 seconds
	Perform a bunny hop- hands first then feet
	Perform a basic sequence (roll, jump and roll)
	Moving on and off apparatus with control

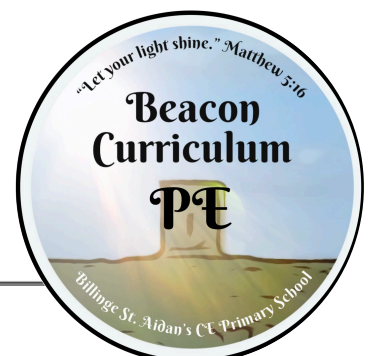
Year 2	2
Can perform shapes with a strong body and control	
Perform jumps (straight, star, tuck jump) with control and a strong body	
Perform a tuck rock, tuck roll, forward roll and dish/arch roll	
Perform a balance on one or more parts of body	
Perform a bunny hop - hands flat with straight arms	
Perform a sequence on apparatus- (roll, jump and balance)	
Moving on and off apparatus with strong body and control	

3	Year 3
	Can perform a variety of shapes with good control
	Perform a straight jump with a half turn
	Perform a Teddy bear roll
	Perform Point and Patch balances
	Perform a bunny hop across a mat run and onto/across low benches and apparatus
	Perform a short sequence on mats (using levels directions control)
	Hopscotch on throw down feet- introduction to hurdle step onto apparatus

Year 4	4
Can perform a variety of shapes with good control when performing various skills	
Perform various jumps and develop travelling across the mat	
Teddy bear roll with a partner/group in sequence with pointed toes	
Perform matching and mirroring balance routines on apparatus	
Perform a bunny hop onto a variety of apparatus with control	
Perform a short sequence on mats and apparatus showing levels,unison, and pointed toes	
Hopscotch across the floor to develop hurdle step onto low apparatus	

5	Year 5
	Can perform complex shapes with control and some flexibility
	Perform more complex jumps, tuck, pike and a scissor kick
	Perform a T-roll
	Perform symmetrical and asymmetrical balances
	Perform a 'squat on and squat off' on various apparatus
	Link skills to create a sequence with Fluency. Co-operate, communicate and collaborate with others
	To perform a hurdle step on the floor/springboard
	Cartwheel on the floor using various apparatus

Year 6	6
Can perform complex shapes when performing Sequences and skills with flexibility	
Perform more complex jumps and travelling on and off apparatus, tuck, pike and leaps scissor kick and cat leap	
Side star roll, T-roll (with pointed toes), backwards roll	
Perform various balances counter balance and counter tension	
Perform a 'squat on and squat off' apparatus with a run up (with or without a spring board)	
Compete in teams to win points with sequences and a vault competition	
Perform a hurdle step on the floor/springboard and onto apparatus	
Inverted skills shoulder stand, cartwheel, teddy bear roll, head stand, handstand	





# P ROGRESSION OF KEY SKILLS

## Kwik Cricket

Early Years

EY

- Rolling and stopping a ball, sitting down and standing up
- Experiment with throwing and catching to self and to a partner (hand-eye co-ordination)
- Passing underarm an object to another child
- Pushing a ball away from body with hands
- Push ball with throw down strips to develop hand eye co-ordination

1

Year 1

- Rolling and stopping a ball with one/two hands
- Throw and catch a ball with some control
- Bowl underarm towards a target
- Hit a ball off a tee using various bats
- Play a modified game hitting off a tee
- Small-sided adapted games. Begin to develop tactics for striking and fielding

Year 2

2

- Roll and stop a ball with control/accuracy
- Throw underarm with some accuracy and catch a ball
- Bowl underarm towards a target with control and accuracy
- Begin to hold the bat in correct position and hit a ball off a tee
- Play a modified game encouraging teamwork when fielding
- Small-sided games using various types of equipment. Develop tactics for striking and fielding

3

Year 3

- Roll the ball with one hand and stop the ball attempting Long barrier method
- Throw and catch underarm with both hands (in isolation)
- Bowl underarm at a wicket and attempt overarm
- Control with a bat (holding it correctly) hitting a ball off a tee and moving
- Play a modified game using fielding and batting skills
- Adapted games, with variations of rules, begin to apply some basic principles for striking and fielding

Year 4

4

- Roll the ball with one hand and stop the ball from different directions using barrier method
- Throw and catch under pressure in modified games
- Bowl at a wicket underarm/overarm with accuracy and control
- Hit a drop fed ball and/or moving ball with a bat
- Play a game communicating as a team
- Play adapted games, Children encouraged to think of tactics when striking and fielding

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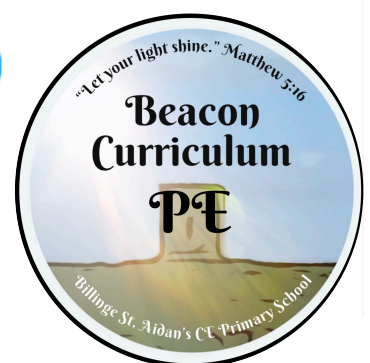
Year 5

- Begin to use fielding techniques with throwing and stopping and scooping up the ball
- Throwing over/underarm and catching over various distances
- Bowl, attempting to hit the wicket using under/overarm
- Hit a moving ball with control and some distance
- Communicate and collaborate as a team to beat an opponent
- Developing tactics for striking and fielding e.g working as a team, supporting each other

Year 6

6

- Positioning in a modified game to field a ball (both throwing and stopping it)
- Making correct decisions with the type of throw to use in a modified game. Move body into a position to catch the ball
- Bowl (over/underarm) at a wicket in a game against a batter with some speed and control to hit the wicket
- In a competitive game begin to tactically hit/place a ball into a space
- Use techniques learned and apply in a game situation. Apply basic principles for attacking and defending
- In a team, discuss tactics of attacking and defending (communicate and collaborate)





# P ROGRESSION OF KEY SKILLS

## Multi-Skills

Early Years

- Experiment with different ways of balancing
- Experiment with different ways of moving (agility)
- Experiment with different ways of moving ball with different body parts (co-ordination)
- Working with friends in a team-taking turns

EY

1 Year 1

- Balance on lines with control and use equipment to balance on various parts of the body
- Changing direction with some control (agility)
- Co-ordinating body whilst beginning to move with equipment
- Co-operate, compete and challenge themselves as a team in various games

Year 2

- Balance on low equipment with good control
- Changing direction quickly with good balance and control (agility)
- Co-ordinating body whilst beginning to move at different speeds with various equipment
- Complete challenges as a team in various running/obstacle games and working to improve performance

2

3 Year 3

- Balancing on various body parts while moving
- Agility focus -changing direction at speed
- Co-ordinate body to perform a combination of movements
- Complete a variety of fitness tests successfully and achieve a personal best

Year 4

- Balancing confidently using various equipment and body parts
- Agility focus - changing direction at speed with good technique
- Co-ordinate body efficiently to perform a combination of movements or actions
- Complete a variety of fitness tests confidently and achieve a number of personal bests

4

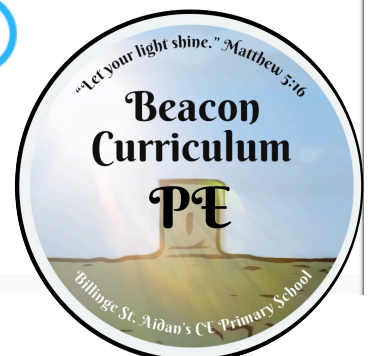
5 Year 5

- In combination with different skills, can balance equipment while moving and co-ordinating another action
- Agility focus - change direction quickly and efficiently with equipment
- Agility focus - change direction quickly and efficiently with equipment
- Test and measure balance, agility and co-ordination confidently and accurately. Can compare their performances with previous ones and strive to achieve a personal best

Year 6

- Balance equipment on various body parts whilst moving or co-ordinating another body actions accurately
- Agility focus - can change direction at speed with balance and control whilst using various equipment
- Co-ordinate using both sides of the body with fluency to perform a combination of movements or actions
- Complete each test with fluency and accurately measure and record. Evaluate previous performance levels and demonstrate improvements to achieve their personal best

6







# P ROGRESSION OF KEY SKILLS

## Hockey (Quicksticks)

Early Years (progressions through first PE unit/Enjoy-a-ball)
Ball Awareness—moving the ball along the floor using hands
Pushing/Patting the ball to a partner using one hand
Move around safely in a variety of ways and negotiating space
Trying to get the magic ball from another player—holding a throw down strip (magic wand) in hand
Scoring into a target in a variety of ways
Play adapted games— beginning to score into a goal

EY

1 Year 1 (progressions through Ball Games, tennis)
Ball Awareness—moving a ball along the floor using a tennis racket
Pushing a ball to a partner using a hand paddle/tennis racket
Begin to move into a space in a 'Hand hockey' game holding throw down strips (in hand)
Hand hockey—beginning to tackle, holding a throw down strip as extension to hand
Introduce scoring into a goal, using various types of equipment
Small-sided adapted games 3v3. Begin to develop tactics for attacking and defending.

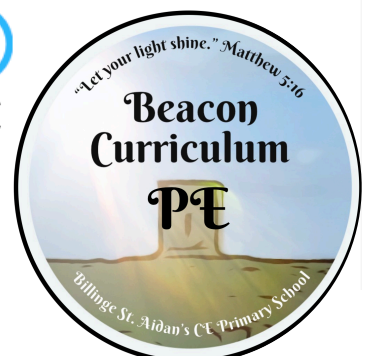
Year 2 (progressions through Ball games, tennis)
Ball Awareness—moving a ball along the floor with control, using a tennis racket
Pushing a ball to a partner when using a tennis racket, developing control
Pass and begin to move forward into a space in a 'Hand hockey' game, holding a throw down strip (in hand)
Hand Hockey—beginning to anticipate when to tackle, using throw down strips (as hand extension)
Scoring into goals/targets using various types of equipment e.g. tennis racket to hit a ball through cones
Small-sided games using various types of equipment. Develop tactics for attacking and defending

3 Year 3
Dribble the ball holding the stick in correct position
Pass and receive a ball with some control
Perform a pass and look for a space in an adapted game to receive the ball
Begin to tackle a player safely— when stationary and moving
Score whilst the ball is stationary. Adapted games to focus on accuracy
Adapted games, with variations of rules, begin to apply some basic principles for attacking & defending

Year 4
Dribble and stop the ball with control
Pass the ball over a longer distance with accuracy and power
Perform a short pass and begin to move into a space and receive the ball with some control
Tackle a player beginning to use the correct grip and positioning –bend knees, low to the ground.
Develop shooting – at targets/goals. Beginning to score whilst the ball is moving
Play adapted games, Children encouraged to think of tactics when attacking and defending

5 Year 5
Dribbling the ball in different directions, keeping head up
Pass the ball over a variety of distances with some accuracy and power, in a game situation
Perform a pass with some control, accuracy and with movement into a space
Begin to defend against an opponent in a game situation – tackling and marking
Hit a moving ball with some accuracy and control into a goal
Begin to use techniques learned in a game situation and to have an understanding of key rules

Year 6
Dribble the ball at various speeds— both in isolation and a game situation
Pass the ball over a variety of distances in attacking or defensive situations
Pass and move into a space with accuracy, control and speed (in isolation/game situation)
Begin to defend as an individual and communicate to defend as a team (marking and tackling)
Hit a moving ball into a goal from different angles and sometimes with different levels of power
Use techniques learned and apply in a game situation. Apply basic principles for attacking and defending





# P ROGRESSION OF KEY SKILLS

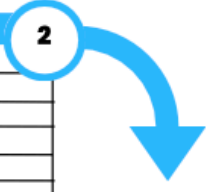
## Handball

Early Years (progressions through first PE unit/Enjoy-a-ball)
Ball Awareness-moving ball on body
Experiment with moving an object along the floor e.g pushing a balloon
Throw to self, catching a soft ball/balloon. Passing to a partner with different types of balls
Throwing at and into targets e.g. on walls, on benches, cones- to score
Run in an area, stop quickly and 'Freeze' (in a game/warm up) -fundamentals to developing footwork
Move around safely in a variety of ways and negotiating space.
Play adapted games to get past players, with a ball - (while attempting to bounce it)



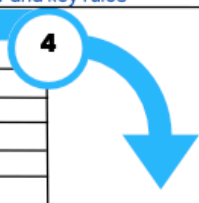
1 Year 1 (progressions through ball skills/Ball games)
Ball Awareness-moving a ball on the ground
Experiment with bouncing and dribbling a ball
Catch a soft ball safely. Pass a soft ball from the chest - 'W' shape when passing and receiving
Throwing a ball into a target (through cones) to score
Footwork- adapted game, beginning to introduce taking steps with the ball
Move into a space in a game, looking to throw the ball to someone in a space
Follow an opponent in a game/adapted game
Small-sided games 3v3. Begin to develop tactics for attacking and defending.

Year 2 (progressions through ball skills/ball games)
Ball Awareness-moving ball on the ground with control
Experiment with bouncing and dribbling a ball, beginning to use left and right hands
Catch a ball safely. Pass from a short distance to a partner
Scoring in a variety of ways and begin to use these in a game situation- introduce scoring into goals
Footwork -experiment with taking 3 steps and passing the ball
Move into a space to catch a ball. Pass the ball to someone in a space
Follow an opponent and trying to win (intercept) the ball
Small-sided games (Mini Handball). Develop tactics for attacking and defending



3 Year 3 (through handball and basketball)
Ball Awareness-moving ball around different parts of the body
Dribbling and bouncing a ball in a variety of ways 'push not pat'
Pass and receive a handball safely (chest and bounce pass). Pass the ball in a game within 5 seconds
Scoring a goal (handball simulate e.g through 2 cones) adding a passive Goal keeper
Introduce footwork through warm ups and games- 3 steps and pass
Dodge in a conditioned game to get into a space, begin to apply some basic principles suitable for attacking
Adapted games, begin to apply some basic principles for attacking & defending
Introduce 3v3 mini basketball or an adapted game. Introduce tip off and key rules

Year 4 (through handball and basketball)
Ball Awareness-moving ball around different parts of the body with control
Dribbling and bouncing a ball with control and using either hand
Pass and receive, stepping into the pass (chest and bounce pass)
Scoring into a goal, beginning to take 3 steps- adding an active goalkeeper
Bringing in footwork and travelling rules into a game situation
Dodging around a player with the ball, focus on dodging into a space
Encourage children to talk about tactics when attacking and defending
Introduce 4v4 or adapted game. Begin to use some additional rules e.g travelling, contact



5 Year 5
Ball Awareness-copying a partner and moving with the ball
Dribbling the ball, changing direction, and turning, using either hand
Pass, receive and move with the ball (chest and bounce pass)
Introduce a jump shot in isolation and in a game
Using footwork technique (3 steps) in game and shooting
Dodging around your partner in a variety of ways e.g. with and without a ball
Defending - introduce blocking technique
Begin to use techniques learned in a game situation and to have an understanding of key rules

Year 6
Ball Awareness-copying a partner and keeping control while moving the ball
Dribbling the ball in various directions at speed
Perform a variety of passes within a game with precision and control
Use a variety of shooting techniques in a game situation e.g. feint and shoot, jump and shoot, step and shoot
Moving with the ball and perform the correct footwork in a competitive game situation
Dodging around an active defender in a game situation. Apply basic principles for attacking
To apply defensive techniques e.g blocking and marking in a competitive game situation.
Use techniques learned and apply in a game situation. Children to officiate.





# P ROGRESSION OF KEY SKILLS

## Tennis

### Early Years

- Throw and catch to self with a soft ball and to bounce catch to self
- Balance an object e.g. beanbag on racket
- Hand eye co-ordination passing ball to a partner
- Move the ball on floor with hand in a variety of ways
- Push ball with throw down strips to develop hand eye co-ordination

EY

1

### Year 1

- Throwing and catching a small, ball improving control- bounce catch to self/ partner
- Balance a ball on racket
- Hand eye co-ordination -tap ups (using a racket) watching the ball, knees bent
- Racket familiarisation- moving ball with racket in forehand/backhand position
- Introduce modified games - eg hand tennis
- Small-sided adapted games. Begin to develop tactics in the adapted games

### Year 2

- Throw and catch from one hand to the other and bounce catch into a target with a partner
- Balance a ball on racket with control
- Increasing the control tapping ball to a partner (who is catching the ball)
- Racket familiarisation- moving ball with racket in forehand and backhand position whilst moving
- Play a modified game
- Develop tactics for beating an opponent

2

3

### Year 3

- Move body position to catch a ball
- Control a ball on racket when moving - varying speed
- Hit a ball into a target (with one bounce)
- Hit ball across the floor with forehand/backhand position
- Play a modified game using skills e.g forehand
- Adapted games, with variations of rules, begin to apply some basic principles

4

### Year 4

- Move with balance and control to catch a ball
- Hit/bounce ball on racket when moving
- Hit a ball into a target from a variety of distances/ angles with no bounce
- Hit ball in forehand/ backhand position with drop feed
- Play a game communicating as a team
- Play adapted games, Children encouraged to think of tactics

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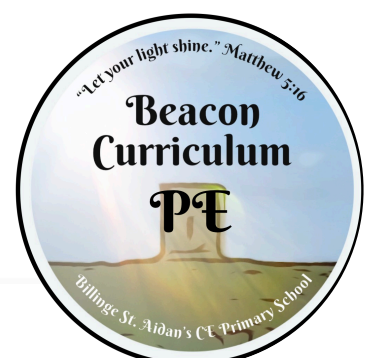
### Year 5

- Move to hit a ball with some control
- Hit/ bounce a ball with control when moving at different speeds
- Serve diagonally with underarm/overarm throwing into target/game. Begin to use with racket to serve into a target
- Moving into position to hit a ball with forehand/ backhand in skills practice and game
- Communicate and collaborate as a pair to beat opponents
- Developing tactics e.g working as a team, supporting each other, communicating

6

### Year 6

- Move in a variety of directions (using footwork) when hitting a ball
- Hit/bounce ball to a partner with control
- Serve diagonally under/overarm in a game of mini tennis
- Keep on toes using quick feet to hit a ball in game in forehand/ backhand position
- Use techniques learned and apply in a game situation.
- In Pairs, discuss tactics of attacking and defending in tennis (communicate and collaborate)







# P

# ROGRESSION OF KEY SKILLS

## Indoor Athletics

### Early Years

- Experiment with different ways of throwing under/overarm
- Experiment with different ways of jumping over objects
- Jumping forwards and backward, sideways over a throw down spot
- Leaping over objects
- Skipping around an area
- Hopping around an area, and over throw down spots, strips
- Moving around safely, negotiating space and looking out for friends

EY

### 1 Year 1

- Throwing using a sitting chest push- small ball
- Jumping bending knees and pushing off - being competitive to improve distance
- Speed bounce/jump over a throw down strip, cone, spot
- Leaping developing co-ordination
- Skipping - stepping though the hoop- two feet or one at a time
- Vertical jump - co-ordination of banana splat tap- jumping at various heights
- Co-operate and compete on own and in a team in various running games

### Year 2

- Throwing with control using a sitting chest push
- Use arms to improve jumping technique - beating their own score
- Speed bounce over a cone/mat
- Leaping developing co-ordination of 3 big leaps
- Skipping - stepping/jumping through the hoop with some control
- Vertical jump - standing side on, jumping up to target
- Compete in a team in various running races and working together to improve team performance

2

### 3 Year 3

- Chest push using correct stance
- Jumping bending knees, use arms for distance
- Speed bounce develop control over a mat
- 5 strides- co-ordinating steps with arms
- Skipping - with control, head up
- Vertical jump - standing side on, jumping up to target, bending your knees
- Running individually using FAST technique, and developing relay change over techniques

### Year 4

- Chest push with height and distance
- Jumping bending knees, use arms for distance measure with some accuracy
- Speed bounce- increase speed and coordination over the speed bounce mat
- 5 strides- co-ordinating steps, increasing distance using arms
- Skipping - with rhythm and focus
- Vertical jump - lower in to squat position, feet hip width apart
- Run and jump over hurdles with some speed and control

4

### 5 Year 5

- Chest push bending knees with good height and distance
- Perform a variety of standing jumps (Long jump and triple jump) and measure for distance
- Speed bounce developing good rhythm and control over the speed bounce mat
- 5 strides- co-ordinating steps, bounding creating a longer stride
- Skipping - with rhythm aiming to get 25 skips or more
- Vertical jump -use arm swing movement to increase height
- Pass a relay baton with control and timing in a pairs change over

### Year 6

- Chest push with accuracy and power, bending knees through to feet, extends arms to increase distance
- Perform a Triple jump for distance varying techniques to improve performance
- Speed bounce with speed, fluency and rhythm
- 5 strides- improve starting position to ensure a better first stride
- Skipping - with speed (30 skips or more)
- Vertical jump - Push into ground lift with an explosive movement up focus on landing softly- keep core engaged.
- Pass a relay baton in competitive situations (timed)

6







# P

# ROGRESSION OF KEY SKILLS

## Tag Rugby

### Early Years

- Follow a partner to steal their bib – introducing tag games
- Move with different objects in their hands
- Passing an object to another child
- Trying to get around a static player in a coned area
- Scoring points with beanbag treasure in a simple hoop invasion game
- Fun game getting past the fish (defender) in a small area. Fish (defender) trying to get the tails

EY

1

### Year 1

- Play a simple game of tag and begin to call 'tag' when taking a bib or belt
- Hold the ball with two hands
- Hand over the Rugby ball sideways
- Attempt to get past a defender 1v1
- Scoring a try in a modified drill using correct technique- using 2 hands to place ball down
- Small-sided adapted games. Begin to develop tactics for attacking and defending

### Year 2

- Tag a player when facing your partner – raise hand and call "Tag"
- Move with the ball, holding it with hands – chest height
- Pass the ball sideways – with smile technique
- Dodge around a defender in a small area
- Scoring a try in an adapted game – focus placing ball down with 2 hands and staying on feet
- Small-sided games using various types of equipment. Develop tactics for attacking and defending

2

3

### Year 3

- Tag another player, face on and keeping body position low to the ground
- Move with a ball in their hands using correct position
- Pass the ball backwards and sideways in isolation
- Move into a space to avoid a defender, through dodging techniques
- Beat a defender to score a try in various scoring zones
- Adapted games, with variations of rules, begin to apply some basic principles for attacking & defending

### Year 4

- Play a tag game whilst moving at speed, keeping close to an opponent
- Move with control in a variety of directions holding the ball in the correct position
- Pass the ball backwards/ sideways with control whilst moving
- Use speed and space to avoid a passive defender
- Beat a defender at speed to score a try in an isolated game situation
- Play adapted games, Children encouraged to think of tactics when attacking and defending

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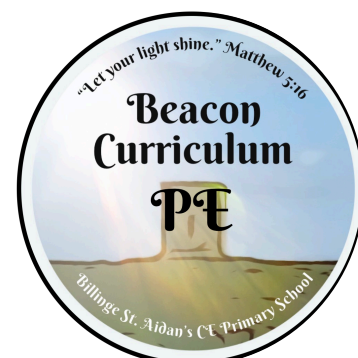
### Year 5

- Tag more than one player using either hand whilst moving
- Choose different pathways to move with a ball in hands against an opponent
- Pass the ball and move (loop around a teammate)
- Introduce looping around your teammate – to try and trick an opponent
- Working as a team to score a try – supporting runs in practice
- Developing tactics for attacking e.g working as a team, supporting each other
- In teams discuss tactics of attacking e.g diagonal line when attacking
- In a team, discuss tactics of defending e.g make a wall or flat line as a team when defending

### Year 6

- Tag a player using either hand when moving at full speed in a game situation
- Dodge around a defender at speed with a ball in hands avoiding being tagged
- Bring in pass and loop into a game situation
- Looping around your teammate – to try and trick an opponent in game situation
- Working together as a team to score a try in a tag rugby game, e.g supporting diagonal runs
- Use techniques learned and apply in a game situation. Apply basic principles for attacking and defending
- In a team, discuss tactics of attacking and defending (communicate and collaborate)

6





# P

# PROGRESSION OF KEY SKILLS

## Rounders

Early Years (progressions through first PE unit/Enjoy-a-ball)

EY

Experiment with different ways of throwing a beanbag, tennis ball over a short distance

Experiment with throwing underarm at targets

Hand eye co-ordination developed through hitting a tennis ball, using throw down strips, hitting a balloon in the air

Rolling the ball to a partner and stopping the ball

1

Year 1 (progressions through kwik cricket and tennis)

Throw underarm and introduce overarm. Throw and catch various size balls

Bowling at various sized targets

Hand eye co-ordination - hitting a ball with a tennis racket along the floor and in the air

Rolling the ball to a partner, stopping it with hands, bending knees and moving to the ball

Begin to develop tactics for adapted striking and fielding games

2

Year 2 (progressions through kwik cricket and tennis)

Throw underarm and begin to improve distance thrown with overarm, and catch a ball with control

Underarm bowl at a various sized targets with control

Hitting the ball with a feed and self feed - to develop hand eye co-ordination

Stopping the ball using one or two hands

Develop tactics for adapted striking and fielding games

3

Year 3

Throw under/over arm and catch a ball with control and some accuracy

Bowling a ball (between the batters knee and head) from a short distance

Using various equipment to strike the ball with adapted bats e.g tennis racket, rounders bat

Stop the ball using two hands and attempt a long barrier

Adapted games, with variations of rules, begin to apply some basic principles, through striking and fielding

4

Year 4

Throw under/over arm over varying distances and catch a ball with control and accuracy

Beginning to bowl from the correct bowling distance 7.5 metres

Stepping into the hit when striking the ball with a rounders bat

Long barrier moving into position to scoop up the ball

Play adapted games, Children encouraged to think of tactics when striking and fielding

5

Year 5

Throw and catch the ball sometimes making the correct decisions in a game situation

Introduce a donkey drop bowl

Begin to hit the ball in different directions

Field the ball using long barrier and attempting the run and scoop

In a team, discuss tactics of striking and fielding

6

Year 6

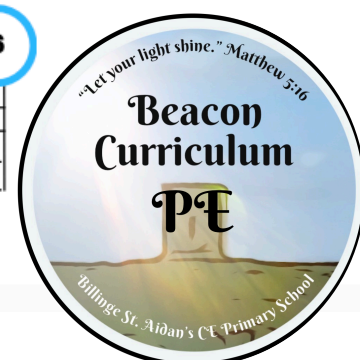
Throw and catch, making correct tactical decisions having an impact in a game situation

Use a variety of bowling techniques, beginning to add speed to the underarm bowl

Hit it in a variety of directions and look for space in a game situation

Use the run and scoop and throw to another player on my team

Use techniques learned and apply in a game situation. Apply basic principles for striking and fielding



## Swimming- Progression of Key Skills

Beginner (KS1/KS2)	Intermediate (KS1/KS2)	Advanced (KS2)	End of KS2 expectation
<p>Enter and exit the pool in correct and safe manner by the poolside steps</p> <p>Gain confidence in water walking unaided in pool</p> <p><b>Breathing</b> technique – blowing bubbles, face in water and begin to develop technique with float</p> <p>Developing whole strokes including “doggy paddle” swim on back through kicking and sculling</p> <p>Be able to swim 5-10metres</p> <p>Gain knowledge of water safety and attempt self rescue using skills e.g. pyjama rescue in shallow water</p>	<p>Enter the pool safely by jumping in or sliding in on front. Exit the pool by the poolside steps or climbing out.</p> <p>Be confident to be able to swim across the pool without stopping</p> <p>Begin to show <b>breathing</b> technique when performing various strokes with and without a float</p> <p>Swim competently and confidently across the pool using various strokes front crawl, breaststroke and backstroke</p> <p>Be able to swim at least 25 metres</p> <p>Perform safe self rescue in water base situations e.g. pyjama rescue, float aids in deep water etc</p>	<p>Enter the pool by jumping and diving (at the deep end) safely. Exit the pool by climbing out.</p> <p>Swim confidently using various strokes on the surface and under the water</p> <p>Use advance breathing techniques in all strokes</p> <p>Swim competently and confidently using correct stroke techniques e.g. front crawl, breast stroke, backstroke and butterfly.</p> <p>Be able to swim over 25m</p> <p>Confidently perform safe self rescue skills in deep water</p>	<p>All primary schools must provide swimming and water safety lessons in either Key Stage 1 or 2.</p> <p>Each pupil is required to be able to do the following:</p> <p>Perform safe self-rescue in different water based situations</p> <p>Swim competently, confidently and proficiently over a distance of <b>at least 25 metres</b></p> <p>Use a range of strokes effectively, for example, front crawl, backstroke and breaststroke.</p>

