Midsomer Norton Schools Partnership - Physical Education Curriculum Progression



'A high-quality physical education curriculum inspires all pupils to succeed and excel in competitive sport and other physically-demanding activities. It should provide opportunities for pupils to become physically confident in a way which supports their health and fitness. Opportunities to compete in sport and other activities build character and help to embed values such as fairness and respect.'

	EYFS	Year 1	Year 2
Applying Physical	Move confidently in different ways. Perform a single skill or movement with some	Perform one or two skills or movements with some control.	Perform a range of skills with some control and consistency.
Skills	control.	Perform a range of skills and link two or more movements together.	Perform a sequence of movements with some changes in level, direction and speed.
	Perform a small range of skills and link two movements together.	Shadow a partner's movements accurately	Work collaboratively to pass a ball/bean bag in a team game
		Negotiate space when racing or chasing, adjust speed or change direction	Balance and move under, over and through apparatus.
Personal	Enjoy working on a simple task with help.	Follow instructions, practise safely and work on simple tasks by myself	Try a task several times and ask for help where appropriate.
	Follow instructions and practise safely. Work on simple tasks on my own.	Move short distances in water/swim using aid, become more confident in the water.	Use a basic stroke to become more confident in and under water.
Social	Can play with others and take turns and share with help.	Work sensibly with others, taking turns and sharing.	Work sensibly and safely with others, taking turns and sharing.
	Can work sensibly with others, taking turns and sharing.		Help, praise and encourage others in their learning.
Cognitive	Can follow simple instructions.	Understand simple rules and suggest some activities that pupils can do well.	Order instructions, movements and skills, recognise similarities and differences.
	Can understand and follow simple rules. Can name some things that I am good at.	Identify a simple goal in PE/games context.	Explain why someone is achieving or performing well.

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Creative	I can observe and copy others.	Explore and describe different movements	Compare my movements and skills with those of others.
	I can explore and describe different movements.		Select and link movements together to fit a theme.
KU Health and Fitness	Aware of the changes to the way I feel when I exercise.	Understand the effect of exercise on our bodies and why it is important for good health.	Articulate how body feels before, during and after exercise, and why.
	Aware of why exercise is important for good health.		Use equipment appropriately and move and land safely.
Key Skills (NC Aims)	 Children show good control and coordination in large and small movements They move confidently in a range of ways, safely negotiating space 	 master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and coordination, and begin to apply these in a range of activities participate in team games, developing simple tactics for attacking and defending perform dances using simple movement patterns. 	
Key Vocabulary and		Warm-up, heartbeat, walk, jog, skip, gallop, jump, stretch, tall, long, straight, small, curl, back, tummy, bottom, knees, feet, shoulders, hands, hop, crawl, slide, throw, space	Narrow, tuck, squat, wide, star, muscles, tight, repeat, travel, creep, levels, apparatus, balance, smooth, goal, score, position, pass, attack, entry, exit, water-safety, stroke, push, glide, teamwork
Threshold Concepts		Learning the effect of exercise on our own bodies and how it contributes to a healthy lifestyle.	Learning the effect of exercise on our own bodies and how it contributes to a healthy lifestyle.
		How we can respond creatively to stimuli within dance.	How we can respond creatively to stimuli within dance.
		Behaving safely in water. Entering and exiting water safely.	Understanding the risk in water. Entering and exiting water safely.

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Skills and knowledge to be assessed for depth of learning	Agility 1 Can the children follow a ball and collect it? Agility 2 Can the children collect a bounced ball?	Agility 1 Can the children roll a ball, chase it and collect it facing the opposite direction? Agility 2 Standing 1m away from a partner, can the children retrieve a bounced ball before 2 bounces?	Agility 1 Can the children, starting in a lying or seated position, chase a ball and collect it facing the opposite direction? Agility 2 Standing 1m away from a partner, can the children retrieve a bounced ball before 2 bounces, from a choice of 2 dropped balls from either hand of the partner?
	Balance 1 Can the children stand still with one foot on the floor for a short period? (on both legs) Balance 2 Can the children jump from 2 feet to 2 feet and maintain their balance?	Balance 1 Can the children stand still with one foot on the floor for 10 seconds without losing balance? (on both legs) Balance 2 Can the children jump from 2 feet to 2 feet forwards, backwards and side to side?	Balance 1 Can the children balance on one leg and do minisquats? (on both legs) Balance 2 Can the children jump from 2 feet to 2 feet with a quarter/half turn and keep their balance?
	Co-ordination 1 Roll a ball around cones, hoops and people. Co-ordination 2 Can the children follow movements such as side-steps and hopping?	Co-ordination 1 Sitting on the floor with legs in front of them, can the children roll the ball along the floor around their body using both hands? Co-ordination 2 Can the children side-step, gallop, hop and skip appropriately?	Co-ordination 1 Standing up, can the children roll a ball up and down their legs and round their upper body? Co-ordination 2 Can the children side-step including a 180degree front and reverse pivot in between? Can the children skip so their opposite elbow meets the knee?