

SOUTH WOOTTON INFANT SCHOOL

PE Progression

	EYFS	YEAR 1	YEAR 2
Gymnastics	 Listen and observe, show an awareness of space for themselves and others Move confidently, change direction and speed avoiding collisions, stop quickly Move with confidence, travel in different ways with control and co-ordination Perform a single balance. Balance on one foot. Balance on a piece of apparatus. Jump with both feet leaving the ground. 	 Explore movement actions with control and link them together with flow. Explore gymnastic actions and shapes. Explore travelling on benches. Explore movement actions with control and to link them together with flow. Choose and use simple compositional ideas by creating and performing sequences. Repeat and link combinations of gymnastic actions. Link combinations of movements and shapes with control. 	 Remember and repeat simple gymnastic actions with control. Balance on isolated parts of the body using the floor and hold balance. Develop a range of gymnastic moves, particularly balancing. Link together a number of gymnastic actions into a sequence. Explore ways of travelling around on large apparatus. Choose and use a variety of gymnastic actions to make a sequence
Dance	 Listen and observe, show an awareness of space for themselves and others Move confidently, change direction and speed avoiding collisions, stop quickly Move with confidence, travel in different ways with control and co-ordination Copy a simple dance pattern. Link two dance movements 	 Change direction during travelling moves. Link travelling moves that change direction and level. Link moves together. Use a variety of moves. Explore basic body patterns and movements to music. Use a variety of moves that change speed and direction. Link together dance moves with 	 Explore different levels and speeds of movement. Compose and perform simple dance phrases. Show contrasts in simple dances with good body shape and position. Develop a range of dance movements and improve timing. Work to music, creating movements that show rhythm

	together. • Move to a beat.	gestures and changing direction in time to music. • Practise taking off from different positions	and control.
Games	 Listen and observe, show an awareness of space for themselves and others Move confidently, change direction and speed avoiding collisions, stop quickly Move with confidence, travel in different ways with control and co-ordination Jump in different ways, show control and co-ordination. Move in a variety of ways in and out of cones and obstacles. Control a ball, roll a ball, bounce a ball. Use hands to control a ball. Throw and catch a large ball, overarm and underarm. Roll and kick a ball to an end target. 	 Master basic sending and receiving techniques. Develop balance, agility and coordination. Master basic sending and receiving skills. Master basic sending and receiving techniques Master basic sending and receiving as well as developing balance agility and coordination. Make use of coordination, accuracy and weight transfer. Develop receiving skills. Learn skills for striking and fielding games. Practise basic striking, sending and receiving. Use throwing and catching skills in a game. Practise accuracy of throwing and consistent catching. Strike with a racket or bat. 	 Use hand-eye coordination to control a ball. Catch a variety of objects. Have a varying type of throws. Kick and move with a ball. Develop catching and dribbling skills. Learn skills for playing striking and fielding games. Position the body to strike a ball. Develop catching skills. Throw a ball for distance. Practise throwing skills in a circuit. Use fielding skills to play a game.
Athletics	 Listen and observe, show an awareness of space for themselves and others Move confidently, change 	 Use varying speeds when running. Explore footwork patterns. Explore arm mobility. 	 Run with agility and confidence. Learn the best jumping techniques for distance. Throw different objects in a

 collisions, stop quickly Move with confidence, travel in different ways with control and throwing. Practise short distance running. Run for distance.
