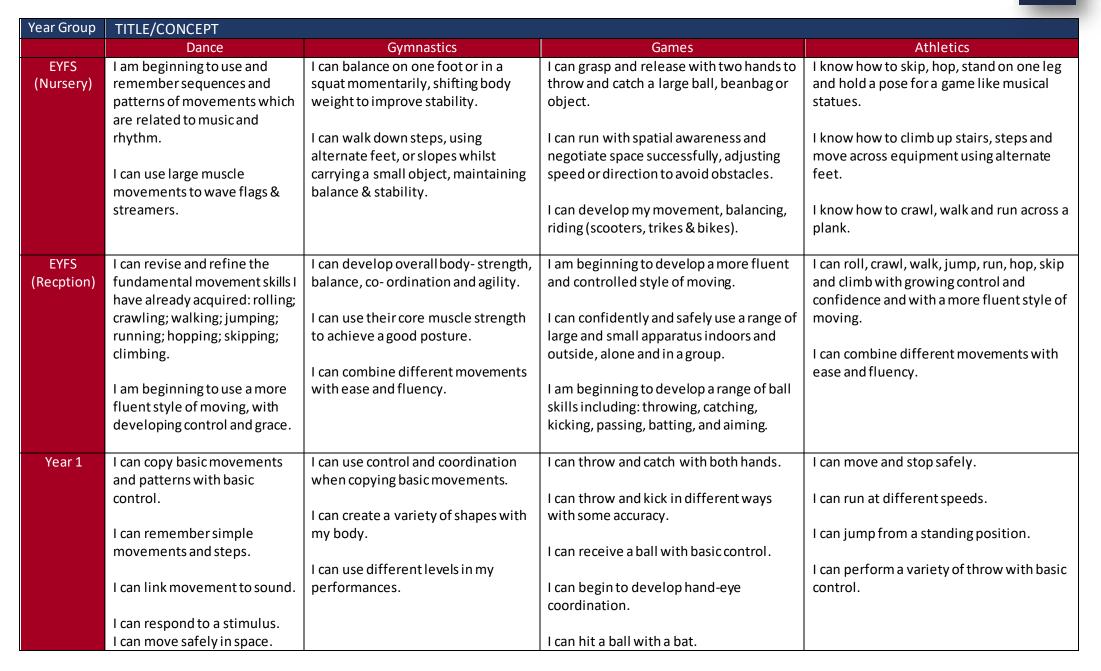
Physical Education Progression Map

Please refer to the individual learning blocks for key vocabulary.



		I can perform a variety of rolls,	I can participate in simple games.	
		travels and balances with basic		
		control.		
		I can perform a variety of jumps with some control.		
		some control.		
		I can use equipment safely.		
		I can link 2-3 movements together to		
		make a sequence.		
Year 2	I can copy basic movements	I can plan and perform a sequence of	I can use hitting, kicking and rolling in a	I can change speed and direction whilst
	and patterns with clear	movements.	game.	running.
	control.			
		I can improve my sequence based on	I can send the ball to a team mate in a	I can jump from standing with accuracy.
	I can respond to a stimulus	feedback.	range of ways.	
	imaginatively.	I can think of more than one way to	I can combine a variety of skills in a game.	I can perform a variety of throws with clear control.
	I can use space well and move	create a sequence that follows	i can combine a variety of skins in a game.	
	around clearly.	'rules'.	I can create my own game with my peers.	I can use equipment safely.
	I can describe a short dance	I can work on my own and with a	I can understand the importance of rules	
	using appropriate vocabulary.	partner.	and be able to follow them.	
	I can change direction in a	I can explore and create different	I can decide the best place to be during a	
	sequence.	pathways and patterns.	game.	
	I can vary my body shape.	I can use equipment in a variety of	I can begin to understand attacking and	
		ways to create a sequence.	defending tactics.	
	I can use different levels and		0	
	speed in my sequences.			
Year 3	I can create and share a	I can compose my own and other	I can throw and catch with control and	I can run at sensible speeds depending on
	simple dance independently	people's ideas to create a sequence.	whilst moving.	the distance.
	and with a partner.	I can copy, explore and remember		
		multiple movements and use them	I can use space to support team mates.	I can perform a running jump with some
	l can turn ideas into movements from a stimulus	to create a sequence.	I know and use rules fairly.	accuracy.
	compare and adapt my	I can describe my own work using	T KITOW ATTU USE TUTES TAILTY.	I can perform a variety of throws using a
	movements to create longer	simple vocabulary.	I understand tactics and composition.	selection of equipment.
	sequences.	,,		
	·			

	I can use simple vocabulary to	I can notice similarities and	I can use skills, actions and ideas and link	I can use equipment safely and with good
	compare and improve my	differences between sequences.	these to a game situation.	control.
	work.			
		I can use turns while traveling in a	I can communicate with others during a	
		variety of ways.	game.	
		I can show flexibility in my	I can work well in a team.	
		movements.	Lean use my skills with searchingtion and	
		I can dovelon technique when	I can use my skills with coordination and control.	
		I can develop technique when travelling, balancing and using	control.	
		equipment.	I can develop my own rules for new	
		equipment.	games.	
		I can adapt a sequence to suit a	Surres.	
		variety of apparatus.	I can begin to compete in a controlled	
		,	manner with support.	
			I can select equipment and resources	
			independently.	
Year 4	I can create and share longer	I can link skills with control,	I can throw and catch with one hand.	I can run smoothly at different speeds
	dances independently and	technique, coordination and fluency.		walking, jogging and running and choose
	with a large group.		I can hit a ball with clear control.	different styles of running of different
		I can understand composition by		distances and identify a running technique
	I can improvise with my	performing complex sequences.	I can vary my skills, tactics and actions	which works for them.
	partner or on my own		and link these to a game situation.	Loop use pees and sustain their offert over
	confidently.	I can begin to use gym vocabulary to describe how to improve and refine	I can show confidence when using ball	I can use pace and sustain their effort over longer distances and begin to estimate
	I can demonstrate precision	performances.	skills in various ways and can link them	distances covered in set times and watch
	and control in response to a	performances.	together.	and describe specific aspects of running
	stimulus.	I can develop my strength, technique	logether.	e.g. what arms and legs are doing.
		and flexibility in performances.	I can use skills with coordination, control	5 5 5
	I can vary dynamics and		and fluency.	I can recognise and record how the body
	develop actions and motifs.	I can create sequences using various		works in different types of challenges over
		body shapes and equipment.	I can take part in competitive games with	different distances.
	I can demonstrate rhythm and		a strong understanding of tactics and	
	spatial awareness.	I can combine equipment and	composition.	I can carry out stretching and warm-up
		movements in my performances.		safely With guidance, set realistic targets of
	I can modify performances		I can work well on my own and in a group	times to achieve over a short and longer
	based on feedback or self-		to develop games using knowledge and	distance
	evaluation.		skills.	

	I can use simple vocabulary to compare and improve my work.		I can make suggestions about what equipment and resources can be used to differentiate a game. I can apply basic attacking and defending. I can use running, jumping, throwing and catching in isolation and combination.	I can pass a baton using a quoit, using the correct change over technique and how to hold it when running as well as when and how to hand it over.
Year 5	I can exaggerate dance	I can select and combine skills,	I can choose appropriate tactics for	I can perform a range of warm-up exercises
Teal 5	movements using expression.	techniques and ideas.	attacking and defending.	specific to running for short and longer distances.
	I can use strong movements	I can apply combined skills	I can understand the need for tactics and	
	throughout a sequence.	accurately, consistently showing precision, control and fluency.	can identify when to use them in different situations	I can explain how warming up affects performance and experiment with a
	I can combine flexibility,			variety of starting positions and evaluate
	technique and movements to create a fluent sequence.	I can use strategy, tactics and composition when performing and evaluating.	I can use running, jumping, throwing and catching in isolation and combination.	impact e.g. starting from sitting position, standing and correct starting position
	I can move in relation to a		I can gain possession when working in a	I can begin to build a variety of running
	stimulus and its style.	I can analyse and comment on skills and techniques on my own and	team.	techniques and use with confidence
	I can show different paces and timing in movements	others' work.	I can use dribbling to change the direction of play with some control under	I can look at peers performances and evaluate these.
	use the space provided to its	l can use more complex gym	pressure.	
	full potential.	vocabulary to describe how to		I can demonstrate all basic jumps showing
		improve and refine performances.	I can use a variety of throwing techniques	power and control and consistency at both
	I can improvise with		with some control under increasing	take-off and landing and confidently
	confidence while	I can develop strength, technique	pressure.	perform a jump with more than one
	demonstrating fluency.	and flexibility throughout performances.	I can catch and intercept a ball using one	component e.g. triple jump
	I can modify parts of a	performances.	and two hands with some success in	I can set realistic targets for self, when
	sequence as a result of self	I can understand composition by	game situations.	jumping for distance using different
	and peer evaluation.	performing more complex sequences.		techniques
	I can use complex dance	,		I can throw with greater accuracy, control
	vocabulary to compare and			and efficiency of movement using pulling,
	improve work.			pushing and slinging action

Year 6	I can perform with confidence	I can plan and perform with	I can keep possession during a game	I can set realistic targets for self, of times
	using a range of movement	precision, control and fluency.	situation.	to achieve over a short and longer
	patterns.			distanceand I can identify the main
		I can show a wide range of actions	I can take part in competitive games with	strengths of a performance of self and
	I can demonstrate a strong	including variations in speed, levels	a strong understanding of tactics and	others
	imagination when creating	and direction.	composition.	
	own dance sequences.			I can identify parts of the a jumping run up
		I can perform difficult actions, with	I can confidently use skills with	that need to be improved
	I can dance with fluency	an emphasis on extension, clear	coordination, control and fluency to	
	linking all movements and	body shape and changes in direction.	create my own game using knowledge	I can explain how warming up affects
	ensuring they flow.		and skills.	performance and explain why athletics can
		I can adapt sequences to include a		help stamina and strength
	I can choose my own music	partner or group.	I can modify competitive games.	
	and style of dance to perform			I can work in pairs, one thrower, one
		I can increase the length of my	I can compare and comment on skills to	scorer, to create a scoring system, which
	I can work creatively and	sequences using the floor, mats and	support creation of new games.	includes understanding and adhering to
	imaginatively individually,	apparatus.		rules
	with a partner and in a group		I can select what equipment and	
	to choreograph longer phrases	I can use more complex gym	resources can be used to differentiate a	
	and structure dance	vocabulary to describe how to	game.	
	considering actions, space,	improve and refine performances		
	relationship and dynamics in	develop strength, technique and	I can explain rules and umpire games.	
	relation to a theme.	flexibility throughout performances		
			I can lead others in a game situation.	
		I can experience flight on and off of		
		high apparatus and perform	I can confidently change direction to	
		increasingly complex sequences.	successfully outwit an opponent and	
			create scoring opportunities.	
		I can combine own ideas with others		
		to build sequences.	I can work collaboratively to create	
			tactics within their team and evaluate the	
			effectiveness of these.	

TITLE/CON	ICEPT		
Year	Outdoor adventure activities	Health and Fitness	Evaluation
Group			
EYFS (F1)		I know the changes that happen to the body after	
		exercise, such getting hot	
EYFS (F2)		I know the changes that happen to the body after	
		exercise, such as heart beating faster.	
Year 1	I can follow instructions.	I can describe the effect that exercise has on my body.	I can comment on my own and others' performance.
	I can begin to work with a partner and a	I can explain the importance of exercise and having a	I can give comments on how to improve performance.
	small group.	healthy lifestyle.	
			I can use appropriate vocabulary when giving feedback.
	I can understand the rules of the game	I know that the body needs food to help me grow.	
	and suggest ideas to solve simple tasks.		
		I can explain how to keep myself safe in the sun.	
		I know that washing my hands well, and covering my	
		mouth when I cough and sneeze helps prevent the	
		spread of germs.	
		I can talk about people that help me and know that a	
		doctor and nurse helps me with my health.	
		doctor and nuise neipsine withing hearth.	
		I can keep up activity over a period of time (maintain a	
		jog for 300m).	
Year 2	I can work co-operatively with a partner	I can describe the effect that exercise has on my body.	
	and a small group, taking turns and		I can find out how difficult about keeping possession or winning the ball back in a game.
	listening to each other.	I can explain the importance of exercise and having a	
	-	healthy lifestyle.	I can describe patterns of play. Help them to say how they could improve their chances of scoring or defending
	I can try different ideas to solve a task.		successfully.
		I can describe how the body reacts during different	,
	I can understand when a challenge is	types of activity and how this	I can Identify the most effective parts of my play.
	solved successfully and begin to suggest		
	simple ways to improve	I can keep up activity over a period of time (maintain a	
		jog for 300m+).	

Year 3	I can listen to instructions from adults or my partners	I can know how to improve stamina to recognise which activities help their speed, strength and stamina.	I can make suggestions on how to improve work, commenting on similarities and differences.
	I can think about how to solve a problem with a solution.	I can to recognise when speed, strength and stamina are important in games.	I can suggest ideas on how to improve as an individual and as a team.
	I can communicate with others in my group.	I understand the need to warm up and cool down.	
	I can use clues to follow a route safely understand how to stay safe.	I can recognise and describe the short term effects of exercise on the body during different activities	
	,	I can understand the importance of suppleness and strength.	
		I can keep up activity over a period of time (maintain a jog for 400m).	
Year 4	l can use simple maps.	I can describe the effect exercise has on the body and why it is important to improve my health and fitness	I can identify what parts of the task they have completed, and which parts they still need to make up or practice
	I can follow a route within a time limit.	I can take the lead when working in a small group.	I can compare and contrast similar performances and skills
		I can keep up activity over a period of time (maintain a	to suggest ways to improve the quality of a task.
	I can choose and apply strategies to solve problems.	jog for 500m)	I can use appropriate language to assess the quality of movement.
	I can communicate with others in my group.		
	I can understand how to stay safe.		

Year 5	 I can use and interpret simple maps. I can use clues and compasses to navigate a route. I can use new information to change a route. I can find solutions to problems and challenges. I can communicate with others in my group. I can suggest ways to improve my group's performance 	I can understand why warming up and cooling down are important for good quality performance and suggest ways to prepare for the activity ahead. I can measure and describe the short -term effects of exercise I can keep up activity over a period of time (maintain a jog for 600m).	I can describe what I see and comment on techniques and tactics that went well and talk about something that needs improving. I can think about how to get everyone involved in games and how to make them fairer. I can help others to improve performance and value and support other people's ideas.
Year 6	 I can use and interpret simple maps. I can adapt to new situations and changing environments. I can use clues and compasses to navigate a route. I can plan a route and a series of clues for someone else. I can use new information to change a route. I can understand challenges and problems and what needs to be achieved. I can identify effective performances. 	 I can understand why exercise is good for health, fitness and wellbeing and how to become healthier themselves – including activity and healthy diet. I can carry out warm ups and cool downs safely and effectively, selecting static and dynamic movements appropriately. I can explain the importance of hygiene as part of an active lifestyle. I can understand the need to prepare properly for games by selecting, preparing and putting away equipment safely. I can measure and describe the Long -term effects of exercise. To keep up activity over a period of time (600m+) 	I can recognise when I am playing well and can give feedback. I can listen to the way they help each other improve and talk about my observations, eg successfully completed passes. I can ask why I have chosen one particular area that needs practising. I can listen to their ideas on how to adapt games and make sure that everyone has a part to play.

Swimming National Curriculum references:

Each pupil is required to be able to do the following:

- Swim competently, confidently and proficiently over a distance of at least 25m.
- Use a range of strokes effectively, for example: front crawl, backstroke and breaststroke.
- Perform safe self-rescue in different water based situations.

We follow the Swim England program of study that teaches in stages:

Stage 1

By completing this Award, with or without floatation equipment or support, you will be able to:

- 1. Enter the water safely.
- 2. Move forward for a distance of 5 metres, feet may be on or off the floor.
- 3. Move backwards for a distance of 5 metres, feet may be on or off the floor.
- 4. Move sideways for a distance of 5 metres, feet may be on or off the floor.
- 5. Scoop the water and wash the face.
- 6. Be comfortable with water showered from overhead.
- 7. Move from a flat floating position on the back and return to standing.
- 8. Move from a flat floating position on the front and return to standing.
- 9. Push and glide in a flat position on the front from a wall.
- 10. Push and glide in a flat position on the back from a wall.
- 11. Give examples of two pool rules.
- 12. Exit the water safely.

Head to our Learn to Swim Stage 1 page to find out more about this Award.

Stage 2

By completing this Award, with or without floatation equipment or support, you will be able to:

- 1. Jump in from poolside safely.
- 2. Blow bubbles a minimum of three times rhythmically, with nose and mouth submerged.
- 3. Move from a flat floating position on the back and return to standing without support.
- 4. Move from a flat floating position on the front and return to standing without support.
- 5. Push from a wall and glide on the back arms can be by the side or above the head.
- 6. Push from a wall and glide on the front with arms extended.
- 7. Travel using a recognised leg action with feet off the pool floor on the back for 5 metres, without the use of floatation equipment.
- 8. Travel using a recognised leg action with feet off the pool floor on the front for 5 metres, without the use of floatation equipment.
- 9. Perform a tuck to rotate from a flat floating position on the front, to a back floating position, then return to standing.
- 10. Perform a tuck to rotate from a flat floating position on the back, to a front floating position, then return to standing.
- 11. Perform a log roll from the back to the front.
- 12. Perform a log roll from the front to the back.
- 13. Exit the water without support.

Head to our Learn to Swim Stage 2 page to find out more about this Award.

Stage 3

By completing this Award, without floatation equipment or support, you will be able to:

- 1. Jump in from poolside and submerge.
- 2. Sink, push away from wall and maintain a streamlined position.
- 3. Push and glide on the front with arms extended and log roll onto the back.
- 4. Push and glide on the back with arms extended and log roll onto the front.
- 5. Travel 5 metres on the front, perform a tuck to rotate onto the back and return on the back.
- 6. Fully submerge to pick up an object.

- 7. Correctly identify three of the four key water safety messages.*
- 8. Push and glide and travel 10 metres on the back.
- 9. Push and glide and travel 10 metres on the front.
- 10. Perform a tuck float and hold for three seconds.
- 11. Exit the water without using steps.

*The four key water safety messages include:

- 1. Stop and Think Always swim in a safe place.
- $2. \, \textbf{Stay Together} \text{Always swim with an adult.}$
- 3. Float If you fall in, float, breathe and relax.
- 4. Call 999 If someone else in trouble, call 999.
- Head to our Learn to Swim Stage 3 page to find out more about this Award.

For more information on water safety, visit the RNLI website and take a look at our Water Safety and Survival Awards.

Stage 4

By completing this Award, without floatation equipment or support, you will be able to:

- 1. Perform a sequence of changing shapes (minimum of three) whilst floating on the surface and demonstrate an understanding of floating.
- 2. Push and glide from the wall towards the pool floor.
- 3. Kick 10 metres backstroke (one item of equipment optional).
- 4. Kick 10 metres front crawl (one item of equipment optional).
- 5. Kick 10 metres butterfly on the front or on the back.
- 6. Kick 10 metres breaststroke on the front (one item of equipment optional).
- 7. Perform a head first sculling action for 5 metres in a flat position on the back.
- 8. Travel on back and log roll in one continuous movement onto front.
- 9. Travel on front and log roll in one continuous movement onto back.
- 10. Push and glide and swim 10 metres, choice of stroke is optional.

Head to our Learn to Swim Stage 4 page to find out more about this Award.

Stage 5

By completing this Award you will be able to:

- 1. Perform a flat stationary scull on the back.
- 2. Perform a feet first sculling action for 5 metres in a flat position on the back.
- 3. Perform a sculling sequence with a partner for 30-45 seconds to include a rotation.
- 4. Tread water for 30 seconds.
- 5. Perform three different shaped jumps into deep water.
- 6. Push and glide and swim 10 metres backstroke (performed to Swim England expected standards).
- 7. Push and glide and swim 10 metres front crawl (performed to Swim England expected standards).
- 8. Push and glide and swim 10 metres breaststroke (performed to Swim England expected standards).
- 9. Push and glide and swim 10 metres butterfly (performed to Swim England expected standards).
- 10. Perform a handstand and hold for a minimum of three seconds.
- 11. Perform a forward somersault.
- 12. Demonstrate an action for getting help.

Head to our Learn to Swim Stage 5 page to find out more about this Award.

Stage 6

By completing this Award you will be able to:

- 1. Give two examples of how to prepare for exercise and understand why it is important.
- 2. Sink, push off on side from the wall, glide, kick and rotate into backstroke.
- 3. Sink, push off on side from the wall, glide, kick and rotate into front crawl.
- 4. Swim 10 metres wearing clothes.
- 5. Push and glide and swim front crawl to include at least six rhythmical breaths.
- 6. Push and glide and swim breaststroke to include at least six rhythmical breaths.
- 7. Push and glide and swim butterfly to include at least three rhythmical breaths.

- 8. Push and glide and swim backstroke to include at least six regular breaths.
- 9. Push and glide and swim 25 metres, choice of stroke is optional (performed to Swim England expected standards).
- 10. Perform a 'shout and signal' rescue.
- 11. Perform a surface dive.

Head to our Learn to Swim Stage 6 page to find out more about this Award.

Stage 7

By completing this Award you will be able to:

- 1. Push and glide and swim 25 metres backstroke (performed to Swim England expected standards).
- 2. Push and glide and swim 25 metres front crawl (performed to Swim England expected standards).
- 3. Push and glide and swim 25 metres breaststroke (performed to Swim England expected standards).
- 4. Push and glide and swim 25 metres butterfly (performed to Swim England expected standards).
- 5. Perform a movement sequence (linking skills with strokes and sculls) of one minute duration, in a group of three or more, incorporating a number of the following skills: Sculling: head first, feet first Rotation: forward or backward somersault, log roll

Floating: star on the front or on the back, tuck float, create own

- Eggbeater: Moving, lifting one or both arms out of the water
- 6. Perform a sitting dive or dive.
- 7. Push and glide and swim 50 metres continuously using one stroke (performed to Swim England expected standards).
- 8. Push and glide and swim 100 metres, using a minimum of three different strokes (performed to Swim England expected standards).
- 9. Tread water using eggbeater action for 30 seconds.
- 10. Complete an obstacle course (using minimum of four objects) with feet off the pool floor throughout.