PHYSICAL EDUCATION TREES OF KNOWLEDGE AND SKILLS PROGRESSION						
Autumn FUNdame Autumn 2-	ntals	Year 1 Spring 1-Gymnastics Spring 2-Invasion games	Summer 1- Striking + fielding/net + wall Summer 2- Athletics	Autumn 1- FUNdamentals Autumn 2- Dance	Year 2 Spring 1-Gymnastics Spring 2-Invasion games	Summer 1- Striking + fielding/net + wall Summer 2- Athletics
Know and under term 'agility'. Begin to underst to manoeuvre in safely and effect. Begin to underst different muscle affected by diffe static stretches.	tand how a a space tively. tand the groups	Know and understand the terms: travel, balance, sequence. Know that it is important to keep safe when we move around in Gymnastics, e.g. by looking ahead, being aware of peers, making good use of space, etc. Begin to understand that games have rules. Know and understand the terms 'underarm' and 'overarm'.	Begin to understand the best place to be during a game. Revisit knowledge that games have rules.	Re-visit knowledge of the term 'agility'. Know how to manoeuvre safely e.g. looking ahead, being aware of peers etc. Know the names of some muscle groups when demonstrating static stretches: such as abdominals, quadruplets, pectorals, biceps. B To know the different elements that make up dance e.g. body, space, time, energy.	Revisit the importance of keeping safe during gymnastics. Know different ways of travelling on variety of body parts. Know Bear walk, Crab walk and Caterpillar walk. Know the best space to be during a game. Know some tactics in a game when attacking and defending. Revisit knowledge of the terms 'underarm' and 'over- arm'.	Know the basic rules in a game such as: standing behind a hit line, running between the bases, being caught out etc. To understand the term "underarm throw"

	Practise and develop the	Begin to explore new	Move and stop safely.	Confidently stand on one	Confidently move over	Send and receive a
	skill of standing on one	methods of travelling,		leg (both left and right)	and around equipment.	variety of objects e.g.
	leg for a timed period.	jumping and hoping.	Throw underarm.	for a timed period.		ball, beanbag, quoit.
					Confidently travel with	
	Move around a given	Begin to demonstrate	Catch more consistently.	Confidently move around	increased control.	Use hand eye co-
	space in a variety of	travelling and stopping		a given space in a variety		ordination to control a
	ways.	with control.	Strike with a bat or	of ways in a fluid fashion.	Confidently demonstrate	ball.
			racket.		a variety of shapes with	
	Begin to use co-	Travel over and around		Use co-ordination to keep	increased control.	Confidently send an
	ordination to keep control	small equipment.	Send an object with	control of an object in a		object, with accuracy,
	of an object.		increasing accuracy.	variety of ways.	Link 2 or 3 shapes	towards a target.
		Explore different ways of			together to form a	
	Begin to demonstrate	travelling on hands and	Send an object towards a	Demonstrate balance,	sequence.	Confidently use
	balance and core	feet.	given target.	core strength and an		previously taught skills in
	strength.			understanding of special	Travel and hold shapes	a game setting.
		Travel over and under	Begin to use previously	awareness when	on and around	
-	Begin to throw and catch	equipment in a variety of	taught skills in a	manoeuvring with an	equipment.	Decide the best space to
Skills	a ball against a wall.	ways.	competitive setting.	object.		be in during a game.
S	Control of the same of the sam				Explore rocking and	
	Begin to use agility to	Begin to learn basic		Demonstrate good co-	rolling on different body	Master basic throwing
	change direction quickly.	shapes to hold.	Move by running and	ordination when throwing	parts.	and catching.
	V Par Philadelle	A A A A A A A A A A A A A A A A A A A	jumping with control and	and catching a ball in a		
	Jump side to side and	Begin to travel and hold	care.	solo action. (e.g.	Explore rocking and	Master basic running and
	forward and back.	shapes on a variety of		rebounding from a wall)	rolling around and over	jumping.
		equipment.	To explore throwing and		equipment.	
	Begin to combine agility,		catching using a range of	Demonstrate agility either	F 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Walk and run with good
	balance and coordination	Explore taking weight on	techniques.	when changing direction	Explore linking a roll with	posture and balance.
	to enhance performance.	hands and begin to take	D : II I	quickly, in a game or	a shape.	M
	Danim to success the sim success	weight on hands whilst	Begin to walk and run	when instructed.	Fundama maskina maink	Move quickly to a base in
	Begin to create their own travelling actions.	traveling around	with good posture and balance.	Confidently jump side to	Explore creating point balances.	response to voice
	traveiling actions.	equipment	bulance.	Confidently jump side to side and forward and	balances.	continuation
	Create still shapes.	Begin to link two and	Move quickly to a base in	back.	Explore creating bridge	Increase ability to jump
	Create still shapes.	three actions together to	response to voice	Confidently combine	shapes.	(increasing distances).
		form a sequence.	command.	agility, balance and	situpes.	(increasing distances).
		Joint a sequence.	continuata.	agility, bulance and		

Link actions together Begin to perform Begin to increase ability Revisit taking weight on Link multiple step/jump coordination in a hands and begin to take following and responding sequences over and to jump a distance. combinations. competition setting. weight on hands whilst to music. around equipment. Jump from side to side Revisit creating still traveling around Jump quickly from side to Begin to explore slow and Link three actions focusing on co-ordination. side showing coshapes. equipment. ordination and balance. fast paced actions. together with a starting Begin to throw with Revisit linking travels and Link actions as a pair on and end position. Begin to link actions accuracy. shapes together. and over equipment. Throw with speed and together to form a dance. Demonstrate (solo or part agility. Explore traveling using Confidently link 3 actions of a group) a sequence. Throw at a raised target Explore swaying, rocking, with increasing accuracy. different dynamics e.g. together with a clear Throw in an underarm rolling actions Begin to travel with happy, sad, fast, slow, starting and end position. action accurately at a increased control. high and low. target. Begin to explore the use Travel with control. of different heights in Revisit swaying, rocking Throw accurately at Begin to control a ball using two hands. and rolling actions. Confidently control a ball raised targets. movements. using two hands. Continue to explore the Create a class Begin to move with different use of heights in To confidently move with performance increasing speed while in collaboratively. control of a ball. speed when in control of movements. a ball. Perform to the class Send an object towards a Confidently link actions either solo or part of a together to form a dance Confidently send an target. object with increased to music. group. Begin to experiment with accuracy. Perform to the class as a variety of throws, e.g. overarm, underarm, chest part of a group. Successfully use different tupes of throws e.g. over pass. arm, under arm. Bounce Send a ball to a partner pass, chest pass. with increasing accuracy. Confidently send a ball to Receive a ball from a a partner in a controlled partner with increasing manor. accuracy.

Begin to use the skills learnt in a competitive	Confidently receive a ball from a partner.	
setting.		
	Use these skills in a game	
	or competitive setting.	
	Follow rules in a game.	

