



Progression in Physical Education – The Mill Academy

INVASION GAMES

	EYFS	Year 1	Year 2
Invasion games KS1	<p>Send & receive a ball by rolling from hand & striking with foot</p> <p>Aim & throw object underarm</p> <p>Catch balloon/bean bag/scarf & sometimes a bouncing ball</p> <p>Move and stop safely in a specific area</p> <p>Play a passing & target game alone and with a partner</p>	<p>Throw underarm, bounce & catch ball by self & with partner</p> <p>Kick/stop a ball using a confident foot while static</p> <p>Run straight and on a curve and sidestep with correct technique</p> <p>Begin to follow some simple rules</p>	<p>Perform some dribbling skills with hands and feet using space</p> <p>Pass a ball accurately (hands & feet) over longer distances to a team mate</p> <p>Combine stopping, pick up/collect & send a ball accurately to other players</p> <p>Make simple decisions about when /where to move in game to receive a ball</p>
Vocabulary	Space, run, walk, balance, throw, catch, bounce, hit, jump, hop, carry, forwards, backwards	Throw, roll, underarm, move, safely, kick, rules, striking, catching, team, speed, direction, passing	Dodging, sprinting, balancing, momentum, forwards, backwards, tactics

	Year 3	Year 4	Year 5	Year 6
Invasion Games-Netball	<p>Make a series of passes to team mates moving towards a scoring area.</p> <p>Show some signs of using a chest pass and shoulder pass.</p> <p>Show a target to indicate where I'd like to pass to.</p>	<p>Use a chest pass and shoulder pass to support team in scoring.</p> <p>Make decisions regarding which is the best type of pass to use.</p> <p>Begin to use a bounce pass, which only bounces once.</p>	<p>Use all three passes (chest, shoulder & bounce) correctly.</p> <p>Use a range of speeds within a game to support a team in scoring.</p> <p>Begin to use square (across the court) & straight (up & down the court) passes to achieve pace.</p>	<p>Know which pass is best to use and when in a game.</p> <p>Use a range of square & straight passes to change direction of the ball.</p> <p>Use landing foot to change direction to lose a defender.</p>

	<p>Know where space is and try to move into it.</p> <p>Mark another player and defend when needed.</p>	<p>Identify space to move into and show a clear target to receive a pass.</p> <p>Mark another player and begin to attempt interceptions.</p> <p>Know where positions are allowed on a court.</p>	<p>Lose a defender to receive a pass.</p> <p>Defend a player and make some successful interceptions (snatch & catch) when playing as a team.</p>	<p>Draw defender away to create space for self or team.</p> <p>Position body to defend effectively, making successful interceptions.</p>
Vocabulary	Dodging, sprinting, balancing, momentum, agility, determination, stability, flexibility	Interception, opponent, possession, defence, attack, conceding, centre circle, goal attack/defence/keeper/shooter, wing attack/defence	Pivoting, footwork rule, switch, press, retreat, obstruction, etiquette	

	Year 3	Year 4	Year 5	Year 6
Invasion Games- Football	<p>Begin to dribble a ball making small touches</p> <p>Begin to send a football to someone on team.</p> <p>Keep a ball under control.</p> <p>Know where space is and try to move into it.</p> <p>Mark another player and defend when needed.</p>	<p>Dribble with small touches into space.</p> <p>Send a football to someone on the team, using different parts of foot.</p> <p>Keep a ball under control when receiving a range of passes from team.</p> <p>Understand where the space is and can move into it.</p> <p>Mark another player and begin to attempt interceptions.</p>	<p>Dribble making small touches into space with speed.</p> <p>Send a football to someone on the team, using different parts of foot accurately.</p> <p>Use a range of ways to keep a ball under control (foot, knee, head, and knowing which one due to where ball is coming from).</p> <p>See space, and use it effectively.</p> <p>Lose a defender to receive a pass.</p> <p>Defend a player and make some successful interceptions for team.</p>	<p>Dribble making small touches into space with speed, to beat defenders.</p> <p>Make decisions regarding how and when to send a football to someone in team.</p> <p>Use a range of ways to keep a ball under control (foot, knee, head, and knowing which one due to where ball is coming from) when under pressure from a defender.</p> <p>Know how space changes within a game and when and how to move into changing spaces.</p> <p>Draw defender away to create space.</p> <p>Position body to defend effectively, making successful interceptions.</p>
Vocabulary	Target, dribbling, receive, opponent dodging, defence, attack, possession, interception, track	Interception, opponent, defend, attack, tracking, possession	Press, hold, maintain, foul, handball, penalty, tactics, goal-kick	

	Year 3	Year 4	Year 5	Year 6
Invasion Games- Hockey	<p>Begin to show how to hold a hockey stick and which side to use.</p> <p>Use a simple push pass to another team mate.</p> <p>Dribble the ball keeping it close to me using the correct side of stick.</p> <p>Show some signs of an approaching a player to tackle and cause pressure.</p> <p>Begin to attempt to score a goal from anywhere.</p>	<p>Sometimes change direction of travel by rotating and turning stick to support this.</p> <p>Use a push pass to make a direct pass.</p> <p>Begin to use a slap pass (bringing stick back and causing more power).</p> <p>Use speed to dribble the ball into space.</p> <p>Maintain defence and keep the pressure until possession is gained.</p> <p>Attempt to score inside a designated scoring area.</p>	<p>Change direction and use the correct side of stick, sometimes using Indian dribbling (alternating sides of stick while dribbling) to avoid defenders.</p> <p>Choose between the two passes (push/slap) and explain simply why.</p> <p>Make a direct pass while dribbling.</p> <p>Begin to use stick to mark a player from the side line causing them difficulty.</p> <p>Successfully score while in the scoring area.</p>	<p>Use speed, changing of direction and Indian dribbling to advance towards team's goal.</p> <p>Use a range of passes knowing which one depending on the distance of the pass.</p> <p>Dribble and change direction by making a square pass (across the pitch) or straight pass (up/down the pitch).</p> <p>Know when to defend and what defence skills could be used.</p> <p>Seize an opportunity to score, sometimes quite quickly.</p>
Vocabulary	Dodging, defence, attack, possession, space, marking, tracking,	Interception, possession, opposition, defender, attacker, reverse, puck	Formation, pivot, slalom, press, retreat, scoop	

	Year 3	Year 4	Year 5	Year 6
Invasion Games- Tag Rugby	<p>Move holding a rugby ball</p> <p>Know where to score a try and how to position the ball to score a try</p> <p>Move into spaces to avoid defenders</p>	<p>Move with speed (and change of) with the ball and without</p> <p>Use speed and space to avoid defenders</p> <p>Pass backwards and in both directions and sometimes on the move</p>	<p>Be able to evade and tag opponents.</p> <p>Be able to pass and receive a pass at speed.</p> <p>Be able to pass and receive a pass at speed in a game situation.</p>	<p>Be able to evade and tag opponents.</p> <p>Running at speed, changing direction at speed.</p> <p>Play effectively in attack and defence</p>

	<p>Make a backward pass to team mates, using the direction most comfortable</p> <p>Know to tag team mates when to defend</p>	<p>Tag the person who has the ball, but can mark a player who doesn't have the ball</p> <p>Begin to make a high pop pass to avoid a defender</p>	<p>Refine attacking and defending skills.</p> <p>Develop tactics as a team.</p> <p>Apply learned skills in a game of tag rugby.</p>	<p>Score points against opposition</p> <p>Support player with the ball</p>
Vocabulary	Dodging, defence, attack, possession, space, marking, tracking	Interception, opponent, defend, attack, consecutive, possession, dodge, try	Press, tracking, hold, possession, maintain, tactics, try	

STRIKING AND FIELDING GAMES

	EYFS	Year 1	Year 2
Striking & Fielding Games-KS1	<p>Aim & throw object underarm</p> <p>Catch balloon/bean bag/scarf & sometimes a bouncing ball</p> <p>Use hand to strike a bean bag or ball and move towards a scoring area</p> <p>Begin to use a bat to hit a ball or bean bag</p>	<p>Show some different ways of hitting, throwing and striking a ball</p> <p>Hit a ball or bean bag and move quickly to score a range of points (further distance scores more points)</p> <p>Play as a fielder and get the ball back to a STOP ZONE</p> <p>Begin to follow some simple rules (carrying the bat, not over taking someone)</p>	<p>Send a ball off a tee using a bat or a racket</p> <p>Play two types of games to score: running around a series of hula hoops or forwards and backwards between hula hoops</p> <p>Stop moving when the 'bowler' has the ball</p> <p>Play as a fielder and pass the ball back to the bowler to make the runner stop</p> <p>Follow rules for a game (carry the bat, don't overtake, run around the outside of the hula hoops)</p>
Vocabulary	Throw, catch, bounce, hit, move	Striking, fielding, target, opponent, batter, bowler, pass, aiming, rules	

	Year 3	Year 4	Year 5	Year 6
Striking and Fielding Games-Cricket	<p>Throw and catch under pressure.</p> <p>Use fielding skills to stop the ball effectively.</p> <p>Learn batting control.</p> <p>Learn the role of backstop.</p>	<p>Develop the range of Cricket skills they can apply in a competitive context</p> <p>Choose and use a range of simple tactics in isolation and in a game context</p> <p>Consolidate existing skills and apply with consistency</p>	<p>Link together a range of skills and use in combination</p> <p>Collaborate as a team to choose, use and adapt rules in games</p> <p>Recognise how some aspects of fitness apply to cricket e.g. power, flexibility and cardiovascular endurance</p>	<p>Apply with consistency standard cricket rules in a variety of different styles of games</p> <p>Attempt a small range of recognised shots in isolation and in competitive scenarios</p>

	<p>Play in a tournament and work as team, using tactics in order to beat another team.</p> <p>Play in a tournament and work as team, using tactics in order to beat another team</p>			Use a range of tactics for attacking and defending in role of bowler, batter and fielder
Vocabulary	Striking, fielding, target, opponent, batter, bowler, wicket, no-ball, overarm, wicket-keeper		Fielders, continuous, striking, tracking, bowling, spin, pace, seam, drive, defence, innings	

	Year 3	Year 4	Year 5	Year 6
Striking and Fielding Games-Rounders	<p>Be able to play simple rounders games Apply some rules to games</p> <p>Develop and use simple rounders skills</p>	<p>Develop the range of rounders skills that can apply in a competitive context</p> <p>Choose and use a range of simple tactics in isolation and in a game context</p> <p>Identify different positions in rounders and the roles of those positions</p>	<p>Link together a range of skills and use in combination. Collaborate as a team to choose, use and adapt rules in games.</p> <p>Recognise how some aspects of fitness apply to rounders e.g. power, flexibility and cardiovascular endurance</p> <p>Throw and catch under pressure.</p> <p>Use fielding skills to stop the ball effectively.</p> <p>Learn batting control.</p> <p>Learn the role of backstop.</p> <p>Use Skills/Tactics in game</p>	<p>Apply consistently rounders rules in conditioned games Play small sided games using standard rounders pitch layout</p> <p>Use a range of tactics for attacking and defending in role of bowler, batter and fielder</p>
Vocabulary	Fielders, batters, bowler, striking, bowling, target, opponents, retrieving, overarm, underarm, backstop, half-rounder, rounder, no-ball, out, posts		Pace, tactics, positions, shot selection, obstructions, batting square, bowling square	

	Year 3	Year 4	Year 5	Year 6
Striking and Fielding Games-Tennis	<p>Tap the ball off racquet (tapping it to the ground, tapping it up off the racket, tapping it up with one bounce etc)</p> <p>Tap the ball back and forth to partner</p> <p>Stand in a ready position holding racquet correctly</p> <p>Change from a ready position before tapping the ball to a partner</p> <p>Begin to know what it means by a forehand and backhand position</p> <p>Begin to attempt to serve the tennis ball straight from hands, sometimes using one bounce if needed</p>	<p>Tap the ball back and forth to a partner over a small space</p> <p>Begin to tap a ball over a net allowing for a bounce, hit technique</p> <p>Move from a ready position into a forehand position/backhand position quickly</p> <p>Bring racquet to meet the ball for a forehand and backhand hit</p> <p>Know to use two hands for an effective backhand</p> <p>Move racquet in a low to high swing for an effective tap</p> <p>Serve the ball straight from hands to racquet making sure it lands 'in' on the other side</p>	<p>Tap the ball using either a fore hand or back hand motion</p> <p>Move towards the ball from 'ready' position choosing either forehand or backhand depending on where the ball is</p> <p>Set racquet back in its ready position quickly upon recovery</p> <p>Demonstrate the correct swing technique when hitting the ball over a net sometimes showing control over the hit</p> <p>Serve the ball correctly beginning to purposely aim for space to score</p>	<p>Turn and run to the ball getting into a forehand or backhand position en route</p> <p>Use 'move-hit-recover' approach within a game showing facing forward on recovery</p> <p>Show a range of grips when demonstrating a backhand (continental, chopper, hammer grip).</p> <p>Use the correct swing technique and control with smooth swings keeping the path of the racquet the same</p> <p>Serve the ball accurately making team mates have to move to send it back</p>
Vocabulary	Tactics, continuously, target, opponent, forehand, backhand	Opponent, consecutive, forehand, backhand, serve, volley, return	Techniques, accuracy, baseline, drop shot, lob, rally	

DANCE

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Dance	<p>Move to music.</p> <p>Copy dance moves.</p> <p>Perform some dance moves.</p> <p>Move around the space safely.</p>	<p>Copy dance moves.</p> <p>Make up a short dance, after watching one.</p> <p>Dance imaginatively.</p> <p>Change rhythm, speed, level and direction.</p> <p>Say something I like about a dance</p>	<p>Change rhythm, speed, level and direction with consistency.</p> <p>Dance with control and co-ordination.</p> <p>Make a sequence by linking sections together.</p> <p>Link some movement to show a mood or feeling.</p> <p>Say something I like and something that could be improved about a dance</p>	<p>Perform pair/group dance involving canon & unison, meet & part</p> <p>Respond to music in time & rhythm to show like/unlike actions</p> <p>Respond to music to express a variety of moods & feelings</p> <p>Give and respond to peer feedback to improve</p>	<p>Respond imaginatively to stimuli related to character/music/story</p> <p>Perform clear & fluent dances that show sensitivity to idea/stimuli</p> <p>Make up dance within a small group</p> <p>Give peer feedback to improve with suitable dance terminology</p>	<p>Show/fluency/control in chosen dances in response to stimuli</p> <p>Perform fluent dances with characteristics of different styles/eras</p> <p>Adapt & refine (in pair/group), dances that vary direction, space & rhythm</p> <p>Give peer feedback to improve with suitable dance terminology</p>	<p>Create & perform dances in a variety of styles consistently</p> <p>Be aware of & use musical structure, rhythm & mood & can dance accordingly</p> <p>Use appropriate criteria & terminology to evaluate performances</p>
Vocabulary	Action, movement	Travel, space, gesture, routine, rhythm, speed, levels, choreograph, swaying, floating, swirling, galloping, expression, direction		Formation, upstage, downstage, wings, cannon, matching, unison, mirroring, isolation, parallel, jete, plier, legato, pirouette, stimulus, dynamics, formations, canon, unison		Alignment, accumulation, counterpoint, improvisation, motif, stimulus, dynamics, formations, choreograph	

GYMNASTICS

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Gymnastics	<p>Make body tense, relaxed, curled and stretched.</p> <p>Balance on small/large body parts & understand stillness</p> <p>Make large and small body shapes</p> <p>Climb & hang from apparatus</p> <p>Perform basic travelling actions on various body parts</p>	<p>Make body tense, relaxed, curled and stretched, showing some tension.</p> <p>Begin to work alone/with someone to make a sequence of shapes/travels</p> <p>Climb safely, showing some shapes and balances when climbing.</p> <p>Keep balance travelling in a range of ways along bench, spots, mat etc</p> <p>Roll in stretched/curled positions e.g. 'log' and 'egg rolls'</p>	<p>Make body tense, relaxed, curled and stretched, in a range of movements.</p> <p>Perform a sequence with changes in speed & direction including 3 different actions (<i>sometimes giving advice to others</i>)</p> <p>Be still on single/two + points of contact on floor/apparatus showing tension & control</p> <p>Link known shape/travel/roll/jump to a balance using floor & on apparatus</p> <p>Jump/land with control using different body shapes in flight</p>	<p>Use a greater number of own ideas for movement in response to a task.</p> <p>Combine arm actions with skips/leaps/steps/jumps & spins in travel</p> <p>Travel while using various hand apparatus, (ribbon/hoop/ rope/ball)</p> <p>Know principles of balance and apply them on floor & apparatus</p>	<p>Share ideas and give positive criticism/advice to self & others.</p> <p>Create & perform matching/mirroring sequences explaining how it could be improved</p> <p>Perform at least 3 different rolls (shoulder, forward, back) with some control</p> <p>Link a roll with travel and balance using floor and apparatus with good body control</p>	<p>Combine own work with that of others, identifying strengths & weaknesses.</p> <p>Include change of speed, direction and shape in movements.</p> <p>Follow a set of 'rules' to produce a sequence, possibly made by peers.</p> <p>Create mirror/matching/cannon (pair) sequence varying dynamics/levels/direction etc.</p>	<p>Select a suitable routine to perform to different audiences, bearing in mind <i>who</i> the audience is.</p> <p>Transfer sequence above onto suitably arranged apparatus & floor</p> <p>Perform 6-8 part floor sequence as individual, pair & small group to a piece of music</p> <p>Demonstrate 3 paired balances in sequence using various skills/actions</p>

Vocabulary	Tense, relaxed, curled, stretched, balance, still, travel, climb, hang	Tension, sequence, points, flight, straight, barrel, tuck, pike, straddle, sequence, curl, stretch, control, travel, balance, copy	Mirror, matching, cannon, dynamics, levels, apparatus, extension, body tension, rotation, momentum, inversion, pathways, symmetrical, asymmetrical, aesthetics, synchronisation, strength, suppleness, performance, stamina
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ATHLETICS

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Athletics	<p>Explore different ways of moving.</p> <p>Practise running.</p>	<p>Use varying speeds when running.</p> <p>Practise short distance running.</p> <p>Explore footwork patterns.</p> <p>Explore arm mobility.</p> <p>Explore different methods of throwing.</p>	<p>Run with agility and confidence.</p> <p>Run for distance.</p> <p>Learn the best jumping techniques for distance.</p> <p>Throw different objects in a variety of ways.</p> <p>Hurdle an obstacle and maintain effective running style.</p> <p>Complete an obstacle course with control and agility.</p>	<p>Run in different directions and at different speeds, using a good technique.</p> <p>Choose and understand appropriate running techniques.</p> <p>Improve throwing technique.</p> <p>Reinforce jumping techniques.</p> <p>Understand the relay and passing the baton.</p>	<p>Select and maintain a running pace for different distances.</p> <p>Demonstrate good running technique in a competitive situation.</p> <p>Practise throwing with power and accuracy.</p> <p>Throw safely and with understanding.</p> <p>Explore different footwork patterns</p> <p>Understand which technique is most effective when</p>	<p>Use correct technique to run at speed.</p> <p>Develop the ability to run for distance.</p> <p>Throw with accuracy and power.</p> <p>Identify and apply techniques of relay running.</p> <p>Explore different footwork patterns.</p> <p>Understand which technique is most effective when</p>	<p>Investigate running styles and changes of speed.</p> <p>Practise throwing with power and accuracy.</p> <p>Explore different footwork patterns.</p> <p>Understand which technique is most effective when</p>

					jumping for distance.	jumping for distance. Learn how to use skills to improve the distance of a pull throw.	jumping for distance.
Vocabulary	Run, space, safely	Speed, direction, team work, relay, baton, hurdles, javelin, shot put,		Sprint, relay, combination, transition, long jump, overarm, throwing, technique, distance, accuracy, personal best		Pace, accuracy, communication, sprint, control, accuracy, technique, combine, distance, compete, stamina	

OUTDOOR ACTIVITIES

	Year 3	Year 4	Year 5	Year 6
Outdoor Activities	<p>Orientate simple maps and plans</p> <p>Mark control points in correct position on map or plan</p> <p>Find way back to a base point</p> <p>Co-operate and share roles within a group</p> <p>Listen to each other's ideas when planning a task and adapt</p> <p>Take responsibility for a role within the group</p> <p>Recognise that some outdoor adventurous activities can be dangerous</p> <p>Follow rules to keep self and others safe</p> <p>Select appropriate equipment/route/people to solve a problem successfully</p> <p>Choose effective strategies and change ideas if not working</p>		<p>Draw maps and plans and set trails for others to follow</p> <p>Use the eight points of the compass to orientate</p> <p>Plan an orienteering challenge</p> <p>Plan and share roles within the group based on each other's strengths</p> <p>Understand individuals' roles and responsibilities.</p> <p>Adapt roles or ideas if they are not working</p> <p>Recognise and talk about the dangers of tasks</p> <p>Recognise how to keep themselves and others safe</p> <p>Plan strategies to solve problems/plan routes/follow trails/build shelters etc.</p> <p>Implement and refine strategies</p>	
Vocabulary	Communication, obstacle, planning, navigate, orienteering, route, appropriate equipment, safely, manage risks/problems.		Communication, obstacle, reflect, planning, navigate, orienteering, bearing, checkpoint, contour, location, compass, overcome problems, plan, route, safety, danger, leadership	

SWIMMING

Swimming	Understands basic pool safety Confident in water Show breath control Confidently and safely enter and exit water Swim competently, confidently and proficiently over a distance of at least 25 m Use a range of strokes effectively (e.g. front crawl, breaststroke and backstroke) Float (e.g. on back, mushroom) and submerge Tread water Perform safe self-rescue in different water-based situations
Vocabulary	Swim, unaided, stroke, movements, coordinated breathing, surface, freestyle, backstroke, front crawl, safety, distance