Collingwood's PE Progression of Skills

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
			Health and Fitness			
Describe how the body feels when still and when exercising.	Describe how the body feels before, during and after exercise. Carry and place equipment safely.	Explain and show how to exercise safely. Explain what their body needs to stay healthy. Be active throughout a lesson. Recognise how to body feels during and after different physical activities.	Explain the importance of warming up and cooling down. Recognise and explain the effects of exercise on the body.	Explain the importance of warming up and cooling down. Explain why keeping fit is good for their health.	Explain some safety principles when preparing for exercise. Understand the reasons for warming up and cooling down and begin to take an active role in leading it.	Explain how the body reacts to different kinds of exercise. Choose appropriate warm ups and cool downs. Explain why we need regular exercise for health and wellbeing.
			Athletics			
Run in different ways for a variety of purposes.	Jog in a straight line. Change direction with control while jogging. Sprint in a straight line. Change direction with control while sprinting. Show good posture and balance. Land safely with control when jumping.	 Run at different paces. Begin to select the most suitable pace and speed for running. Run with a basic technique following a curved line. Maintain and control a run over different distances. Jump for distance from a standing position. Throw in different ways for accuracy and distance. 	 Run at different speeds while changing direction. Use one and two feet to take off and land with control. Throw a variety of objects, changing their action for accuracy and distance. Understand the importance of adjusting running pace to suit the distance being ran. Focus on their arm and leg action to improve their running technique. Show increasing control with their overarm throw. 	Jump in different ways. Throw accurately and with control in different ways. Run over a long distance. Take part in a relay remembering when to run and what to do. Land safely with control. Demonstrate an improved technique for sprinting. Speed up and slow down smoothly.	 Be controlled when taking off and landing. Perform an effective standing long jump. Develop techniques to throw for increased distance. Refine their own technique for sprinting. Select the most suitable pace for the distance in order to maintain a sustained run. 	Demonstrate stamina. Develop and refine their own technique to throw for improved accuracy. Recap, refine and practise an effective technique for sprinting. Land with safety and control.







			Gymnastics			
Jump in a range of ways, from one space to another, landing safely.	Make their body tense, relaxed , curled and stretched.	Jump in a variety of different ways and land safely on the	Choose ideas to compose a sequence on their own or with others.	Include a change of speed, level, direction, pathway and shape.	Make and adapt a complex or extended sequence to suit new criteria.	Understand and create a sequence which contains elements of balan travel, turn and jump.
	Travel in different ways and	floor when jumping from	Move with greater control,	Adapt and transfer work form floor to	chiena.	travel, turn and jump.
Perform a simple balance.	speeds (i.e. roll, slide, hop,	apparatus.	coordination and precision.	apparatus.	Work with a partner to balance,	Combine their own work with th
Nove under, over and around	jump)				mirror and contrast, travel over	others.
bjects and equipment.		Plan and show a sequence of	Use a range of jumps in their	Create a sequence with a partner	and under and move in	
	Control their body while travelling.	movements on the floor and the apparatus safely.	sequence.	using set rules (i.e. 3 phases).	synchronicity.	Link their sequence to timings.
			Use space and apparatus safely in	Produce 1-4 point balances with and	Combine equipment with their	Perform a 1-4 point balance wit
	Control their body in a standing and kneeling balance.	Work with a partner to show a balance and a sequence.	pairs or small groups.	without a partner.	movements to create a sequence.	increasing complexity supportin partner weight.
			Start to use a vault.	Travel in different ways including		
	Work on apparatus safely.	Balance on large and small body parts including on	Produce a range of balances on both	flight.	Produce a wider range of jumps including from apparatus.	Confidently use equipment such the vault and incorporate into a
		apparatus	small and large body parts on and off	Moving with fluency and expression		sequence.
	Carry out a range of simple		apparatus.	during a performance.	Be confident in using the vault.	
	jumps (i.e. bunny hop, straight	Hold a still shape whilst				Develop a range of rolls (i.e. for
	jump, tuck jump)	balancing on different points of the body.	Perform a range of rolls (i.e. crouched forward, forward from standing,	Develop a range of rolls (i.e. straight, barrel, forward, straddle).	Perform jumps, shapes and balances with increased fluency	straddle, backward).
	Hold a simple balance.		tucked backward).		and control.	Begin to show progression in th
		Travel in a variety of ways.		Do they land with control when		performance of a headstand and
	Link simple actions together to			performing jumps?	Produce 1-4 point balances with	cartwheel.
	create a sequence.	Carry out a range of simple			and without partners as well as	
		jumps (i.e. bunny hop, straight jump, tuck jump) using			support part body weight of a	Balance with fluency and contro
		increasing control and			partner.	
		accuracy.			Show an understanding of	
					symmetrical and asymmetrical	
		Hold a simple balance.			balances.	
		Copy simple movements in a			Develop a range of rolls (i.e.	
		more complex sequence.			straight, forward, straddle, backward).	

Games

Roll and kick equipment in different ways.	Throw in different ways (underarm,	Catch with two hands.	Be aware of space and use it to aid teammates.	Throw and catch accurately.	Know which throwing and catching technique to use (i.e. under/over arm,	Lead others and explain complicated rules.
ways.	overarm).	Hit a ball with a bat.	teannates.	Hit a ball with control and accuracy		Tuics.
Throw underarm.	Roll a piece of equipment.	Hit a ball with a bat.			fingers up/down).	The second secon
Participate in simple games.			Know and use rules fairly.	when it is moving and stationary.	.	Throw and catch successfully under
ranticipate in simple games.	Kick in different ways (i.e. instep,	Use hitting, kicking and rolling in a			Gain possession working as a team.	pressure in a game situation.
Begin to catch equipment using two	laces).	game.	Keep possession with some success in	Keep possession of the ball in a team		
hands.	Follow rules.		a team game.	game.	Pass, dribble and shoot in different	Link skills needed for attacking and
Mana asfahi anaunda anaas	Tonow rules.	Understand and use space in a game			ways.	defending.
Move safely around a space.		situation.	Move with and pass the ball in	Find space to become part of the		
Travel in different ways, including	Travel with a ball in different ways		different ways.	game.	Use forehand and backhand with a	Use hand-eye coordination to direct a
forwards, backwards ad sideways.		Begin to understand the terms			racquet.	ball when striking with a bat or a
	and directions with control and	defending and attacking.	Throw a ball in different ways.	Vary tactics and adapt skills according		racquet.
	accuracy.			to what is happening.	Field using the correct techniques (i.e.	-
		Understand the importance of rules.	Catch and gather a ball using taught		long barrier, fingers up/down).	Serve and bowl in different ways.
			techniques.	Pass and move with the ball with	0 / 0 // /	
	Throw a ball with accuracy and for	Throw a ball for distance.		speed, control and accuracy.	Select the best tactics for defending	Demonstrate a good awareness of
	various distance.		Demonstrate successful striking	speca, control and accuracy.	and attacking.	space.
		Use throwing and catching skills in a	techniques.	Use a range of defending and		space.
		v v	teeninques.	• •	Demonstrate an improved awareness	Win back and keep possession.
	Use hitting skills in a game.	game.		attacking techniques.	•	will back and keep possession.
	Pass the ball to another player in a	Protection de autor de activation in a			of space.	
		Begin to understand tactics in a				
	game.	game.				

			Dance		
Control their body when performing a sequence of movements.	Move around in a space safely.	Dance with control and coordination.	Perform basic dance actions with greater control, rhythm and	Take the lead when working in a group.	Compose their own dan creative and imaginative
	Go and stop with control.	Dance imaginatively.	coordination.		
				Perform with expression and rhythm.	Maintain tempo and rhy
	Move in different directions.	Change rhythm and move in time to a	Link movements in a logical sequence.	Due duce a clean and flucent days	their dance fits the mus
	Change speeds of actions moving	stimulus.	Perform a simple routine with a clear	Produce a clear and fluent dance relating to a theme.	Show fluency, accuracy
	quickly and slowly.	Link movements to express mood or	start, middle and end.	relating to a theme.	consistency in their dan
	quickly and slowly.	feeling.	start, made and char	Identify and repeat movement	consistency in their dan
	Move to music with expression to		Begin to improvise with a partner to	patterns of a chosen dance style.	Demonstrate imagination
	make a dance look interesting.	Create a short dance inspired by a	create a simple dance.		creativity.
		stimulus.		Compose a dance demonstrating	
	Copy and repeat actions.		Create a dance in response to a	matching and mirroring.	Identify and repeat mov
		Create a short dance inspired by a	stimulus with a partner.		patterns of a chosen da
	Explore pathways when travelling.	stimulus with a partner.		Improvise and change parts of a dance	
	Evaluate nothing when travelling	Converd report estions	To use canon and unison.	as a result of self-evaluation.	Show awareness of their
	Explore pathways when travelling with a partner.	Copy and repeat actions.	Use clear pathways and changes of	Work in a small group and create a	Use matching, canon an
	with a particit.	Explore pathways and levels	direction.	longer dance sequence.	ose matering, canon an
					Work collaboratively in
			Remember, repeat and create actions.	To use canon and unison.	produce a dance.

OAA

			Begin to choose equipment that is appropriate for the task.	Make an informed decision on the best equipment to use for a task.	Choose the best equipn outdoor activity.
			Identify and use effective communication to begin to work as a team.	Communicate clearly with other people in a team. Work as part of a team.	Use clear communication effectively complete a r team.
			Identify symbols used on a key.	Associate the meaning of a key in the context of the environment.	Work effectively as part Identify a key on a map use the information in a
			Acquiring and Developing skills		
Follow simple rules	Copy actions and skills. Move with control and care.	Compete against others and self fairly. Repeat actions with control and	Move and use actions and skills with control and confidence.	Perform and apply skills and techniques with control and accuracy.	Link and apply skills and appropriation
	Engage in competitive games and activities.	coordination. Show a willingness to improve.	Select the most appropriate actions and skills.	Take part in a range of competitive games and activities.	Take part in competitive a strong understanding
			Compete against others and self in a controlled manner.		Follow specific rules.

own dances in a aginative way.	Remember and perform complete dances.
and rhythm ensuring the music.	Modify a dance due to self and peer evaluation.
ccuracy and heir dance.	Perform with confidence using a range of movement patterns.
agination and	Dance with rhythm, fluency and control during a sequence.
eat movement osen dance style.	Compose individual, partner and group dances that reflect the dance style.
s of their use of space.	
anon and unison.	Show an awareness of timing, formations and directions.
tively in a group to e.	
t equipment for an v.	Choose the best equipment for an outdoor activity.
unication to plete a role in a	Use clear communication to effectively complete a role in a team.
y as part of a team. n a map and begin to tion in activities.	Work effectively as part of a team and demonstrate leadership skills.
	Use a range of map styles and make an informed decision on the most effective.
kills and techniques appropriately.	Apply skills, techniques and ideas consistently.
npetitive games with tanding of tactics.	Show precision, control and fluency across a wide range of activities.
ules.	Take part in competitive games with a strong understanding of tactics.

Evaluating and Improving								
Talk about what they have done.	Talk about what they did and how they can improve. Describe what other people did.	Talk about what is different between their performance and someone else's. Evaluate a performance and use what they see to improve theirs.	Watch, describe and evaluate a performance. Recognise and accept advise using it to improve. Describe how they have improved their performance.	Watch, describe and evaluate a performance, giving ideas for improvements. Use self-evaluation and comparisons to improve their work.	Compare and comment on skills and techniques used by others. Use their self-evaluation and comparisons to improve their performance.	Explain why they have used certain skills. Create their own success criteria for performing and evaluating. Understand that skills need to be learned in a progressive way.		