



The document below has been designed to show how we will cover all of the relevant Physical Education knowledge and skills across our school. The context in which these are taught is left to the discretion of teachers.

# **PE Progression in EYFS**

The EYFS framework is structured very differently to the national curriculum as it is organised across seven areas of learning rather than subject areas. The aim of this document is to help subject leaders to understand how the skills taught across EYFS feed into national curriculum subjects.

This document demonstrates which statements from the 2020 Development Matters are prerequisite skills for PE within the national curriculum. The table below outlines the most relevant statements taken from the Early Learning Goals in the EYFS statutory framework and the Development Matters age ranges for Three and Four-Year-Olds and Reception to match the programme of study for PE.

The most relevant statements for PE are taken from the following areas of learning:

- Personal, Social and Emotional Development
- Physical Development
- Expressive Arts and Design

	PE Progression						
Three and Four-Year- Olds	Personal, Social and Emotional Development	Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen or one which is suggested to them.					
Olus		Increasingly follow rules, understanding why they are important.					
		Do not always need an adult to remind them of a rule.					
	Physical Development	Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skills.					
		Go up steps and stairs, or climb up apparatus, using alternate feet.					
		Skip, hop, stand on one leg and hold a pose for a game like musical statues.					
		Use large-muscle movements to wave flags and streamers, paint and make marks.					
		Start taking part in some group activities which they make up for themselves, or in teams.					
		<ul> <li>Are increasingly able to use and remember sequences and patterns of music that are related to music and rhythm.</li> </ul>					
		• Match their developing physical skills to tasks and activities in the setting. For example, they decide whether to crawl, walk or run across a plank, depending on its length and width.					





		<ul> <li>Choose the right resources to carry out their own plan. For example, choosing a spade to enlarge a small hole they dug with a trowel.</li> </ul>
		<ul> <li>Collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow blocks.</li> </ul>
		<ul> <li>Show a preference for a dominant hand.</li> <li>Be increasingly independent as they get dressed and undressed. For example, putting coats on and doing up zips.</li> </ul>
Express	ive Arts and Design	<ul> <li>Respond to what they have heard, expressing their thoughts and feelings.</li> </ul>
Reception Persona Develop	I, Social and Emotional ment	Manage their own needs.
Physical	Development	<ul> <li>Revise and refine the fundamental movement skills they have already acquired:</li> <li>rolling - running</li> <li>crawling - hopping</li> <li>walking - skipping</li> <li>jumping - climbing</li> </ul>
		<ul> <li>Progress towards a more fluent style of moving, with developing control and grace.</li> </ul>
		<ul> <li>Develop overall body-strength, balance, coordination and agility needed to engage successfully with future physical education sessions and other physical disciplines, including dance, gymnastics, sport and swimming.</li> </ul>
		• Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.
	•	Combine different movements with ease and fluency.
	•	Confidently and safely use a range of large and small apparatus indoors and outdoors, alone and in a group.
		Develop overall body strength, balance, coordination and agility.
		<ul> <li>Know and talk about the different factors that support overall health and wellbeing:</li> <li>regular physical activity</li> </ul>
Express	ive Arts and Design	Explore, use and refine a variety of artistic effects to express their ideas and feelings.
		• Return to and build on their previous learning, refining ideas and developing their ability to represent them.
		Create collaboratively, sharing ideas, resources and skills.
		Listen attentively, move to and talk about music, expressing their feelings and responses.
		Watch and talk about dance and performance art, expressing their feelings and responses.
		Explore and engage in music making and dance, performing solo or in groups.





ELG	Personal, Social and Emotional Development	Managing Self	<ul> <li>Be confident to try new activities and show independence, resilience and perseverance in the face of a challenge.</li> <li>Explain the reasons for rules, know right from wrong and try to behave accordingly.</li> <li>Manage their own basic hygiene and personal needs, including dressing.</li> </ul>				
	Building Relationship		Work and play cooperatively and take turns with others.				
	Physical Development	Gross Motor Skills	<ul> <li>Negotiate space and obstacles safely, with consideration for themselves and others.</li> <li>Demonstrate strength, balance and coordination when playing.</li> <li>Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.</li> </ul>				
	Expressive Arts and Design	Being Imaginative and Expressive	Perform songs, rhymes, poems and stories with others, and (when appropriate) try to move in time with music.				





#### Physical Education Progression in Key Stage 1 and Key Stage 2

In Key Stage 1 and Key Stage 2 we follow a 2 year Cycle with PE taught half termly ensuring 2 lessons of PE are taught weekly. In line with the National Curriculum, all of the relevant POS will be taught by the end of the key stage.

			<b>PE Progressio</b>	n		
	Key St	age 1	Lower K	Lower Key Stage 2		Key Stage 2
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Area of Study	Orienteering		Outdoor/adven	turous activities	Outdoor/adve	enturous activities
Cycle A	Fitness		Fitness		Fitness	
	Gymnastics		Gymnastics		Gymnastics	
	Dance		Dance		Dance	
	Fundamental Mov	vement skills	Invasion Game	S	Invasion Gam	es
	Ball Skills		Football		Basketball	
	Netball		Handball		Dodgeball	
	Football		Net/Wall Games		Net/Wall Gam	es
	Racket Skills		Badminton		Tennis	
	Badminton		Tennis		Badminton	
	Tennis		Striking and Fielding Games		Striking and Fielding Games	
	Striking Skills		Rounders		Rounders	
	Rounders		Cricket		Cricket	
	Cricket		Athletics		Athletics	
	Athletics					
Cycle B	Orienteering		Outdoor/adven	turous activities	Outdoor/adve	enturous activities
	Fitness		Fitness		Fitness	
	Gymnastics		Gymnastics		Gymnastics	
	Dance		Dance		Dance	
	Fundamental Mov	vement skills	Invasion Game	S	Invasion Gam	es
	Ball Skills		Tag Rugby		Football	
	Basketball		Basketball		Netball	
	Dodgeball		Net/Wall Games		Net/Wall Games	
	Racket Skills		Tennis		Tennis	
	Badminton		Badminton	Badminton Badminton		



Gymnastics



Tennis <b>Striking Skills</b> Rounders Cricket <b>Athletics</b>	Striking and Fielding Games Rounders Cricket Athletics	Striking and Fielding Games Rounders Cricket Athletics	
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Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
KS1 PE National Cur	KS1 PE National Curriculum		KS2 PE National Curriculum				
Master basic movemer running, jumping, throw as well as developing co-ordination, and beg a range of activities	wing and catching, balance, agility and	Develop flexibility, stre	ngth, technique, control a	and balance			
Recognise and copy	Copy and explore	Copy, explore and	Link skills with control,	Select ideas to	Create their own complex		
basic actions –	and remember	remember a variety of	technique,	compose specific	sequences involving the		
travelling, rolling,	actions to link a	movements. Work	coordination and	sequences of	full range of actions and		
jumping and staying	number of	independently and	fluency using a range	movements,	movements: balancing,		
still.	gymnastic	with others to create a	of directions and	shapes and	traveling, holding shapes,		
Perform different	actions into own	sequence using own ideas.	levels.	balances.	jumping, leaping, swinging and stretching.		
body shapes at	sequence.		Begin to use	To identify and	and stretching.		
different levels,	Hold a still shape		gymnastics	practise	Demonstrate precise and		
speed and	while balancing	Travel in a variety of	vocabulary to	symmetrical and	controlled placement of		
directions.	on different	ways and begin to	describe how to	asymmetrical	body parts in their actions,		
	points of the	develop good	improve and refine	body shapes.	shapes and balances		
Hold still shapes and	body.	technique when	performances.				
simple balances with		travelling, balancing.		Use and refine	Confidently use equipment		
some control.	Jump in a variety		Develop strength,	flexibility,	and incorporate into		
	of ways and land	Describe own work	technique and	strength, balance	sequences.		
Perform a 2 footed	safely with	using simple	flexibility throughout	and power.			
jump landing safely.	increasing	gymnastics	performances.		Apply skills and		
	control.	vocabulary.	December have the	Develop skills for	techniques consistently,		
Move around, under	Dorform	Pagin to notice	Recognise how the	movement	showing precision and		
over and through	Perform	Begin to notice similarities and	position of their centre	including rolling,	control.		
different objects and	movement	similarities and	of gravity affects their balance.	bridging and			
equipment.	phrases using a	l	Dalance.	l			





	range of different body parts. Use equipment in a variety of ways to create a sequence. Climb on and off equipment safely.	differences between sequences. Use turns whilst travelling in a variety of ways. Begin to show flexibility in movements.	To perform movements in canon and unison. Create more complex sequences using various body shapes and equipment. Jumps	dynamic movement. To perform and evaluate own and others sequences using gymnastics vocabulary.	Develop strength, technique and flexibility throughout a performance.
Straight jump Tuck jump Jumping Jack Half turn jump Cat spring	Straight jump Tuck jump Jumping Jack Half turn jump Cat spring Cat spring with straddle	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Straight jump half-turn Cat leap	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Straight jump half-turn Straight jump full-turn Cat leap Cat leap half-turn	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Stag jump Straight jump half- turn Straight jump full-turn Cat leap Cat leap half-turn Split leap	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Stag jump Straight jump half-turn Straight jump full-turn Cat leap Cat leap half-turn Cat leap full-turn Split leap Stag leap
			Rolls		
Log roll (controlled) Curled side roll (controlled) Teddy bear roll (controlled)	Log roll (controlled) Curled side roll (controlled) Teddy bear roll (controlled) Rocking for forward roll Crouched forward roll	Crouched forward roll Forward roll from standing Tucked backward roll	Forward roll from standing Straddle forward roll Tucked backward roll Backward roll to straddle	Forward roll from standing Straddle forward roll Pike forward roll Tucked backward roll Backward roll to straddle	Forward roll from standing Straddle forward roll Pike forward roll Dive forward roll Tucked backward roll Backward roll to straddle Backward roll to standing pike Pike backward roll





Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
KS1 PE National Cur		KS2 PE National Curr		r our o	
Perform dances using simple movement patterns		Perform dances using	a range of movement pat	tterns	
Respond to a range of stimuli.	Copy, remember and repeat actions to create	Create motifs in response to different stimuli.	Create characters and narratives in response to arrange of stimuli.	Demonstrate imagination and creativity in the	Demonstrate strong and controlled movements throughout a dance
Perform movement phrases using a	a motif.		Identify and repeat the	movements they devise in	sequence.
range of different body parts.	Perform movement phrases using a range of different	Begin to improvise and work cooperatively with a partner to create a	movement patterns and actions of a chosen dance style.	response to stimuli.	Combine flexibility, techniques and movements to create a fluent sequence.
Copy and repeat actions and vary	body parts with control and	simple dance.	Compose a dance that reflects the	link motifs smoothly	Move appropriately and
their speed.	accuracy.	Pagin to compare and	chosen dance style,	together.	with the required style in
Put a sequence of actions together to create a motif.	Explore different speeds and levels of actions.	Begin to compare and adapt movements and motifs to create a larger sequence.	demonstrating an awareness of the music's rhythm. Confidently improvise	Improvise with confidence, still demonstrating fluency across	relation to the stimulus, e.g. using various levels, ways of travelling and motifs.
Begin to improvise independently to create a simple dance.	Put a sequence of actions together with clear beginning, middle and end.	Use simple dance vocabulary to compare and improve work.	with a partner or on their own to compose longer dance sequences.	the sequence. Ensure their actions fit the	Move rhythmically and confidently in dance sequences.





Explore, remember and repeat short dance phrases. Move in time to music using movements that show rhythm a control.	and expression.	Demonstrate rhythm and spatial awareness. Change parts of a dance as a result of self-evaluation. Use simple dance vocabulary when comparing and improving work.	rhythm of the music. Modify parts of a sequence as a result of self and peer evaluation. Use more complex dance vocabulary to compare and improve work.	Improvise with confidence, still demonstrating fluency across their sequence, ensuring transitions flow. Modify some elements of a sequence as a result of self and peer evaluation. Use complex dance vocabulary to compare and improve work.
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	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
	KS1 PE National Cu	rriculum	KS2 PE National Curr	KS2 PE National Curriculum				
nes	Use running, jumping, throwing and catching in isolation and in combination		Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities					
Gai	play competitive gam appropriate, and appl suitable for attacking	tics for attacking and de	fending					
			Striking a	nd hitting a ball				





Use hitting skills in a game. Practise basic striking, sending and receiving.	Strike or hit a ball with increasing control. Learn skills for playing striking and fielding games. Position the body to strike a ball.	Demonstrate successful hitting and striking skills. Develop a range of skills in striking (and fielding where appropriate). Practise the correct batting technique and use it in a game. Strike the ball for distance.	Use a bat, racquet or stick (hockey) to hit a ball or shuttlecock with accuracy and control. Accurately serve underarm. Build a rally with a partner. Use at least two different shots in a game situation. Use hand-eye coordination to strike a moving and a stationary ball.	Use different techniques to hit a ball. Identify and apply techniques for hitting a tennis ball. Explore when different shots are best used. Develop a backhand technique and use it in a game. Practise techniques for all strokes. Play a tennis game using an overhead serve.	Hit a bowled ball over longer distances. Use good hand-eye coordination to be able to direct a ball when striking or hitting. Understand how to serve in order to start a game.
	L	Throwing a	nd catching a ball	I	
Throw underarm and overarm. Catch and bounce a ball. Use rolling skills in a game.	Throw different types of equipment in different ways, for accuracy and distance. Throw, catch and bounce a ball with a partner.	Throw and catch with greater control and accuracy. Practise the correct technique for catching a ball and use it in a game. Perform a range of catching and	Develop different ways of throwing and catching.	Consolidate different ways of throwing and catching, and know when each is appropriate in a game	Throw and catch accurately and successfully under pressure in a game.





Practise accurate throwing and consistent catching.	Use throwing and catching skills in a game. Throw a ball for distance. Use hand-eye	gathering skills with control. Catch with increasing control and accuracy. Throw a ball in different ways (e.g.			
	coordination to control a ball.	high, low, fast or slow).			
	Vary types of throw used.	Develop a safe and effective overarm bowl.			
			g with a ball		
Travel with a ball in different ways. Travel with a ball in different directions (side to side, forwards and backwards) with control and fluency.	Bounce and kick a ball whilst moving. Use kicking skills in game. Use dribbling skills in a game.	Move with the ball in a variety of ways with some control.	Move with the ball	Use a variety of ways to dribble in a game with success. Use ball skills in various ways, and begin to link together.	Show confidence in using ball skills in various ways in a game situation, and link these together effectively.
		Passi	ng a ball		
Pass the ball to another player in a game. Use kicking skills in a game	Know how to pass the ball in different ways.	Pass the ball in two different ways in a game situation with some success	Pass the ball with increasing speed, accuracy and success in a game situation.	Pass a ball with speed and accuracy using appropriate techniques in a game situation.	Choose and make the best pass in a game situation and link a range of skills together with fluency, e.g. passing and receiving the ball on the move.
			ession		
		Know how to keep and win back	Occasionally contribute towards helping their team to	Keep and win back possession of the	Keep and win back possession of the ball effectively and in a





		possession of the ball in a team game.	keep and win back possession of the ball in a team game.	ball effectively in a team game.	variety of ways in a team game.	
Using space						
Use different ways of travelling in different directions or pathways. Run at different speeds. Begin to use space in a game.	Use different ways of travelling at different speeds and following different pathways, directions or courses. Change speed and direction whilst running. Begin to choose and use the best space in a game.	Find a useful space and get into it to support teammates.	Make the best use of space to pass and receive the ball.	Demonstrate an increasing awareness of space.	Demonstrate a good awareness of space.	
		Attacking ar	nd defending			
Begin to use the terms attacking and defending. Use simple defensive skills such as marking a player or defending a space. Use simple attacking skills such as dodging to get past a defender.	Begin to use and understand the terms attacking and defending. Use at least one technique to attack or defend to play a game successfully.	Use simple attacking and defending skills in a game. Use fielding skills to stop a ball from travelling past them	Use a range of attacking and defending skills and techniques in a game. Use fielding skills as an individual to prevent a player from scoring	Choose the best tactics for attacking and defending. Shoot in a game. Use fielding skills as a team to prevent the opposition from scoring.	Think ahead and create a plan of attack or defence. Apply knowledge of skills for attacking and defending. Work as a team to develop fielding strategies to prevent the opposition from scoring.	





Year 1 Year 2	Year 3	Year 4	Year 5	Year 6		
KS1 PE National Curriculum	KS2 PE National Cur	riculum				
Master basic movements including running, jumping, throwing and catch as well as developing balance, agility co-ordination, and begin to apply thes a range of activities	ing, and	Use running, jumping, throwing and catching in isolation and in combination				
Perform and practise a variety of athle movements and apply athletic skills a techniques to a variety of activities.	nd skills in different ways.	C C	Understand and apply ap judgement for the runnin covered.			
Show understanding and a basic level control, combination and consistency when running.		and throwing.	Run, jump, throw and ca in isolation. Combine and control.			
Experiment with different jumping techniques showing control, coordina or consistency throughout.		udgement when running ance, choosing the	Demonstrate a range of Push, pull, sling using dif Choose the appropriate s	ferent equipment.		
Develop coordination and balance whe exploring different running, throwing a jumping techniques.	and Combine basic jump a	<i>,</i> ,	distance to be covered. Understand and apply th and jumping technique to	e appropriate throwing		
Develop the distance running techniq understanding the difference betweer sprinting and running over long		Surrolled Jumping	distance and height.			
distances.			the situation, combing ar skill with control and spe	nd performing each		





	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
	KS1 PE National Curriculum		KS2 PE National Cur	KS2 PE National Curriculum				
			Take part in outdoor and adventurous activity challenges both individually and within a team					
<b>Outdoor Adventurous</b>			Orientate themselves with increasing confidence and accurately around a short trail. Identify and use effective communication to begin to work as a team. Begin to choose equipment that is appropriate for an activity.	Orientate themselves with accuracy around a short trail. Create a short trail for others with a challenge. Communicate clearly with other people in a team. Experience a range of roles within a team and identify the key skills required to succeed at each Create a simple plan of activity for others to follow and choose the appropriate equipment	Start to orientate themselves with increasing accuracy around a large trail. Use clear communication to effectively complete a particular role in a team. Complete orienteering activities as part of a team and independently. Create a plan of activity for others to follow and choose the appropriate equipment for a route that challenges others	Orientate themselves with increasing accuracy around a large trail whilst under pressure Use clear communication to effectively complete a particular role in a team. Complete orienteering activities as part of a team and independently, identifying the quickest route. Manage an orienteering event for others to compete in.		





	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
	KS1 PE National Curriculum		KS2 PE National Curriculum				
			Swim competently, confidently and proficiently over a distance of at least 25 metres Use a range of strokes effectively Perform safe self-rescue in different water-based situations				
Swimming			Develop basic pool safety skills and confidence in water. Develop travel in vertical or horizontal position and introduce floats. Develop push and glides, any kick action on front and back with or without support aids. Develop entry and exit, travel further, float and submerge. Develop balance, link activities and travel further on whole stroke. Show breath control. Introduction to deeper water. Treading water.				