Netball - Progression of Key Skills (Invasion Games)

Reception-(through intro first PE unit)	Year 1- (through ball skills unit)	Year 2 (through ball skills unit)
Throw to self, catching a soft ball/balloon	Catch a soft ball safely	Catch a ball in an adapted game
Experiment with rolling the ball, throw and catch to self and to a partner (hand eye co-	Pass the soft ball from chest – 'W' shape when passing and receiving.	Bounce pass from a short distance to a partner.
ordination)		Small sided games (super hero ball) Small sided games
Moving around at speed and changing direction	Small sided games (super hero ball) 3v3 introducing passing and receiving a ball	3v3 encouraging chest passes in game
Fun games encouraging throwing and catching different types of balls	Play an adapted superhero game and introduces rules	Play an adapted super hero netball game. One team is to attack and attempt to score, the opposing team is to stop (defending) them from scoring.
Passing with a partner and counting to 5 and 10	Scoring in a variety of ways	Scoring in a variety of ways and begin to use in a game situation

Year 3	Year 4	Year 5	Yr 6
Pass and receive a netball	Pass and receive stepping into the pass	Pass and move (chest, shoulder and	Perform a variety of passes within a game with
safely (chest and bounce pass)	(chest, bounce and shoulder pass)	bounce)	precision and control
Perform a stride stop in	Perform a stride stop with a pivot	Receive the ball on the move and perform	Perform correct footwork in a game (stride stop
netball		the correct footwork (stride stop,)	with a pivot)
Perform a jump stop in netball	Perform a jump top with a pivot	Receive the ball on the move and perform	Perform correct footwork in a game (jump stop
		the correct footwork (jump stop)	with a pivot)
Perform a dodge in netball to	Perform two different dodges (Drive	Perform three different dodges (Drive	Perform a variety of dodges to move into a
get into a space	and the dodge)	dodge and double dodge) and receive a	space and receive a ball in a practice and in a
Marking a player keeping on	Marking a player standing side on	ball	game situation
the balls of your feet	sticking to player	To defend a player and attempt to	To defend a player during a game to intercept
Shooting the ball high and	Shooting- bend knees and place hand	intercept a pass	the ball
bending knees	under the ball to shoot	Flick my wrist to shoot into a goal	Shoot into a goal and attempt to get the
Introduce high fives game or	Begin to understand the positions in a	Know where the positions are on a netball	rebound if missed.
an adapted game	high five game	court	Rotate into different positions on the court.

Rugby- Progression of Key Skills (Invasion Games)

Reception-(through intro first PE unit)	Year 1- (through ball skills unit)	Year 2 (through ball skills unit)
Follow a partner to steal their bib	Play a simple game of tag	Play a tag game whilst moving at speed
Move with different objects in their hands		
	Move with control with the ball in their hands at chest	Move with the ball holding it with hands - in 'W' shape at
Passing an object to another child	height	chest height
	Hand over the Rugby ball sideways	Pass the ball sideways- with smile technique
Moving around in a space in different ways		
	Attempt to get past a defender	Dodge around a defender in small area
Scoring points with beanbag treasure in a	Scoring a try in a modified drill using correct technique- stay	Scoring a try in a 2v2 game in the end zone
simple hoop invasion game.	on feet using 2 hands	

Year 3	Year 4	Year 5	Yr 6
Tag a player in isolation using the tag belts Move with a ball in their hand using correct position 'dirty fingers clean palms' Pass the ball backwards and sideways in isolation Move into a space to avoid a defender through dodging techniques Beat a defender to score a try	Tag a player whilst moving using tag belts Move with control in a variety of directions holding the ball in the correct position. Pass the ball backwards/ sideways with control whist moving Use speed and space to avoid a passive defender Beat a defender at speed to score a try	Tag more than one player using either hand whilst moving with tag belts Choose different pathways to move with a ball in hands against a defender Pass and receive the ball in a game situation Use speed and space to avoid an active defender In a game situation beat defenders to score a try	Tag a player using either hand when moving at full speed in a game situation Dodge around a defender at speed with a ball in hands avoiding being tagged Pass and receive the ball when in a pressurised modified game situation Play modified competitive games avoiding defenders Work as a team in a game situation to score a try

Swimming- Progression of Key Skills

Beginner (KS1/KS2)	Intermediate (KS1/KS2)	Advanced (KS2)	End of KS2 expectation
Enter and exit the pool in correct and safe manner by the poolside steps	Enter the pool safely by jumping in or sliding in on front. Exit the pool by the poolside steps or climbing out.	Enter the pool by jumping and diving (at the deep end) safely. Exit the pool by climbing out.	All primary schools must provide swimming and water safety lessons in either Key Stage 1 or 2.
Gain confidence in water walking unaided in pool	Be confident to be able to swim across the pool without stopping	Swim confidently using various strokes on the surface and under the water	Each pupil is required to be able to do the following:
Breathing technique – blowing bubbles, face in water and begin to develop technique with float	Begin to show breathing technique when performing various strokes with and without a float	Use advance breathing techniques in all strokes	Perform safe self-rescue in different water based situations
Developing whole strokes including "doggy paddle" swim on back through kicking and sculling	Swim competently and confidently across the pool using various strokes front crawl, breaststroke and backstroke	Swim competently and confidently using correct stroke techniques e.g. front crawl, breast stroke, backstroke and butterfly.	Swim competently, confidently and proficiently over a distance of at least 25 metres
Be able to swim 5-10metres	Be able to swim at least 25 metres	Be able to swim over 25m	Use a range of strokes effectively, for example, front crawl, backstroke and
Gain knowledge of water safety and attempt self rescue using skills e.g. pyjama rescue in shallow water	Perform safe self rescue in water base situations e.g. pyjama rescue, float aids in deep water etc	Confidently perform safe self rescue skills in deep water	breaststroke.

Dance - Progression of Key Skills

Reception	Year 1	Year 2
Moving in time to happy and sad music	Listen to the music and begin to move in time to it	Move in time to the music showing some expression
Experiment with different ways of moving	Perform basic dance movements	Perform dance movements with control
Experiment with actions at different levels	Perform dance movements showing some levels	Perform dance movements showing a variety of levels
Moving around as different characters or animals to the music	Perform basic dance travelling movements e.g. stepping, skipping, jumping	Perform dance movements showing travelling in different directions e.g. sliding, turning, gesturing
	Perform simple dance moves with some control	Remember simple dance steps perform with control in time to the music

Year 3	Year 4	Year 5	Yr 6
Collaborate to make a dance	Cooperate to make a dance warm up	Co-operate and collaborate to create a	Co-operate, communicate and collaborate with
warm up	and take on a leadership role	warm up displaying a variety of movement patterns	group to make up a warm up with good rhythm and timing
Use a stimulus to create a dance	Respond imaginatively to a stimulus	I can translate ideas from a stimulus showing control and fluency	I can translate ideas from a stimulus into movement showing expression, precision,
		,	control and fluency
Dance in unison with a partner	Dance in unison with a partner/group	Dance in unison in a group keeping in time	Dance in unison in a group showing good
	Performing a range of movement patterns	with each other	timing, energy and strength
Perform canon with a group	Perform canon showing a range of movement patterns	Dance in canon showing good timing	Dance in canon in a group showing good timing, energy and strength
Use some different levels and	Perform a variety of levels and	Perform using a variety of levels and using	Use levels, travelling and space with timing and
pathways	pathways in a dance	the space	musicality

Gymnastics- Progression of Key Skills

Reception	Year 1	Year 2
Can experiment with different space	Can perform shapes	Can perform shapes with a strong body and control
shapes		
Experiment with different jumps	Perform basic space jump (rocket jump)	Perform jumps (rocket, star, moon jump) with control and a
Experiment with different ways of rolling	Perform a moon rock and a moon roll	strong body
in small shape (moon roll)		Perform a moon rock, moon roll and forward roll
Experiment with a rocket roll	Perform a rocket roll with pointed toes	Perform a rocket roll and extend to a dish/saucer roll
Moving along the floor in different ways	Perform a bunny hop- hands first then feet	Perform a bunny hop – hands flat with straight arms
like aliens sliding, rolling, stretching etc		
Show a start shape, rocket roll and		
finishing shape (beginning of a sequence)	Perform a basic sequence (roll and a jump)	Perform a sequence – (roll, jump and balance)

Year 3	Year 4	Year 5	Yr 6
Can perform a variety of	Can perform a variety of shapes with	Can perform complex shapes with control	Can perform complex shapes when performing
shapes with good control	good control when performing various	and some flexibility	Sequences and skills with flexibility
	skills		
Perform a rocket jump with a	Perform a rocket jump with a ¾ and full	Perform more complex jumps, tuck, pike	Perform more complex jumps, tuck, pike and
half turn	turn with pointed toes	and begin leaps	leaps scissor kick and cat leap
Teddy bear roll	Teddy bear roll with a partner/group in	Side star roll and T-roll	Side star roll, T-roll (with pointed toes),
Perform matching and	sequence with pointed toes	Perform point and patch balances	backwards roll
mirroring balances	Perform matching and mirroring		Perform more complex point and patches
Perform a bunny hop across a	balance routines on apparatus	Perform a 'squat on and squat off' on	balances in a sequence on apparatus
mat run and onto/across low	Perform a bunny hop onto variety of	various apparatus	Perform a 'squat on and squat off 'apparatus
benches and apparatus	apparatus with control		with a run up (with or without a spring board)
Hopscotch on throw down	Hopscotch across the floor to develop	To perform a hurdle step on the	
feet	hurdle step	floor/springboard	Perform a hurdle step on the floor/springboard
Perform a short sequence on	Perform a short sequence on mats	Link and sequence actions.	and onto low apparatus
mats	showing levels, control and pointed	Co-operate, communicate and collaborate	Compete in teams to win points with sequences
	toes	with others.	and a vault competitions

Quicksticks Hockey- Progression of Key Skills

Year 3	Year 4	Year 5	Yr 6
Dribble the ball holding the stick in correct position	Dribble the ball the ball with control	Dribbling the ball in different directions keeping head up	Dribble the ball at various speeds- both in isolation and a game situation
Perform a pass at a short distance and receive the ball with some control	Perform a short pass and begin to move into a space and receive the ball with some control	Perform a pass with control, accuracy and with movement into a space	Pass and move into a space with accuracy, control and speed (in isolation/game situation)
Pass the ball over a longer distance	Pass the ball over a longer distance with accuracy and power	Pass the ball over a variety of distances with some accuracy and power in a game situation	I can start to pass the ball over a variety of distances in attacking or defensive situations
Begin to tackle a player safely	Tackle a player using correct grip	I can begin to defend against an opponent in a game situation	Begin to defend as an individual and communicate to defend as a team (marking and tackling)
Can occasionally score whilst the ball is stationary	Can occasionally score whilst the ball is moving	Can hit a moving ball with some accuracy and control into a goal	I can hit a moving ball into a goal from different angles and sometimes with different levels of power.
Embracing rules and playing fairly	Inspire others with fair play and being gracious in victory and defeat	Begin to communicate with team to develop tactics for attacking and defending	Communicate with team evaluate and recognise success to help improve individual and team performance

Kwik Cricket- Progression of Key Skills (Striking and Fielding)

Reception-(through intro first PE unit)	Year 1- (through kwik cricket unit)	Year 2 (through kwik cricket unit))
Rolling and stopping a ball sitting down and standing up	Rolling and stopping a ball with one/two hands	Roll and stop a ball with control/accuracy
Move with different objects in their hands Passing an object to another child	Throw and catch a ball with some control Bowl underarm towards a target	Throw underarm with some accuracy and catch a ball Bowl underarm towards a target with control and accuracy
Pushing a ball away from body with hands	Hit a ball off a tee using various bats	Begin to hold the bat in correct position and hit a ball off a tee
Push ball with throw down strips to develop hand eye co-ordination	Play a modified game hitting off a tee	Play a modified game encouraging teamwork when fielding

Year 3	Year 4	Year 5	Yr 6
Roll the ball with one hand	Roll the ball with one hand and stop the	Begin to use fielding techniques with	Positioning in a modified game to field a ball
and stop the ball attempting	ball from different directions using Long	throwing and stopping and scooping up the	(both throwing and stopping it)
Long barrier method	barrier method	ball	
Throw and catch underarm	Throw and catch under pressure in	Throwing over/underarm and catching	Making correct decisions with the type of throw
with both hands (in isolation)	modified games	over various distances	to use in modified game. Move body into a position to catch the ball
Bowl at a wicket underarm	Bowl at a wicket underarm/overarm	Bowl attempting to hit the wicket using	Bowl (over/underarm) at a wicket in a game
and attempt overarm	with accuracy and control	under/overarm	against a batter with some speed and control to
			hit the wicket
Control with a bat (holding it	Hit a drop fed ball and/or moving ball	Hit a moving ball with control and some	In a competitive game begin to tactically
correctly) hitting a ball off a tee and whilst moving	with a bat	distance	hit/place a ball into a space
		Communicate and collaborate as team to	Use a variety of tactics to attack and defend in a
Play a modified game using	Play a game communicating as a team	beat an opponent	game of quick cricket
fielding and batting skills			

Tennis- Progression of Key Skills (Net/Wall Games)

Reception-(through intro first PE unit)	Year 1	Year 2
Throw and catch to self with a soft ball and	Throwing and catching a small ball with control and bounce	Throw and catch from one hand to the other and bounce
attempt to bounce catch to self	catch to self and partner	catch into a target with a partner
Balance an object e.g. beanbag on racket	Balance a ball on racket	Balance a ball on racket with control
	Racket familiarisation- moving ball with racket in forehand	Racket familiarisation- moving ball with racket in forehand
Hand eye co-ordination passing ball to a	position	and backhand position whilst moving
partner		
	Racket Familiarisation – moving a ball in backhand position	Racket Familiarisation – moving a ball in backhand position
Move on the floor ball with hand in a		whilst moving
variety of ways	Tap up tennis to self keeping control	Tap up tennis with a partner to keep control of the ball
Push the ball with throw down strips to		
develop hand eye co-ordination		

Year 3	Year 4	Year 5	Yr 6
Move to catch a ball	Move with balance and control to catch a ball	Move to hit a ball with some control	Move in a variety of directions when hitting a ball
Control a ball on racket when moving	Hit/bounce ball on racket when moving	Hit/ bounce a ball with control when moving	Hit/bounce ball to a partner with control
Hit ball across the floor with forehand position	Hit ball in forehand position with drop feed	Moving into position to hit a ball with forehand in skills practice and game	Move to hit a ball in game in forehand position
Hit the ball across the floor using back hand position	Hit a ball in backhand position with a dropfeed	Moving into position to hit a ball with backhand in skill practice and game	Move into position to hit a ball with backhand. Begin to choose which shot it best in a game.
Hit a ball into a target (with one bounce)	Hit a ball into a target from a variety of distances with no bounce	Serve diagonally with underarm/overarm throwing into target/game. Begin to use with racket to serve into a target.	Serve diagonally under/overarm in a game of mini tennis

Athletics- Progression of Key Skills

Reception-(through intro first PE unit)	Year 1- (through ball skills unit)	Year 2 (through ball skills unit)
Marching/running for co-ordination Experiment with different ways of throwing under/overarm Experiment with different ways of jumping- measuring with various objects Working with friends in a team – taking	Running pumping arms at various speeds Throw a variety of objects with some accuracy Jumping bending knees and pushing off – being competitive to improve distance as a pair	Using arms and keeping head still when exploring running patterns Throw in correct stance 'Usain Bolt position' Use arms to improve jumping technique – beating their own score Compete in a team in various running/obstacle games and
turns	Co-operate and compete in a team in various running games	working together to improve team performance

Year 3	Year 4	Year 5	Yr 6
Begin to perform 'FAST'	Perform 'FAST' technique confidently	React quickly and accelerate over short	Accelerate quickly with speed and control in
technique	when sprinting	distances	movement – timed/competitive races
Throw a javelin/vortex using	Throw a javelin/vortex with height and	Throw a javelin/vortex/ tennis ball using	Throw a javelin/vortex /shot put safely with
correct stance rotating hips	distance	correct stance rotating hips forward with	accuracy and power.
forward		good height and distance	
Perform a hop, step and jump	Perform a hop, step and jump (standing	Perform a variety of jumps (Long jump and	Perform a jump for distance varying techniques
(standing triple jump) in	triple jump)	triple jump) and measure for distance	to improve performance
isolation and in combination			In an competitive game and begin to hit/place a
In warm ups develop running	In warm ups develop running for	Develop pace when running longer	ball into a space
for distance	distance increasing each lesson	distance	Develop long distance running- learning to pace
Develop relay change over			and show good technique
techniques	Pass a relay baton with control with a		
	partner in adapted games	Pass a relay baton with control and timing	Pass a relay baton in competitive situations
Run and take off over		in a pairs change over	(timed)
obstacles at some speed	Run and jump over hurdles with some		
	speed and control		