

St Columb Minor Academy PE Disciplinary knowledge progression EYFS/KS1/KS2

the effects of activity on their bodies. Know that exercise is good for you (healthy lifestyle) Join in games with others	Year 1 dentify the eart as a huscle that rows stronger with exercise, lay and hysical ctivity.	Identify physical activities that contribute to fitness. Recognise the "good health balance" of	Year 3 ncept 1 - Health 9 Recognise that strength and suppleness are important parts of fitness.	Examines the health benefits of participating in physical activity.	Understand fully why exercise is good for fitness, health and wellbeing.	Understand fully why exercise is good for fitness, health			
the effects of activity on their bodies. Know that exercise is good for you (healthy lifestyle) Join in games with others	eart as a nuscle that rows stronger vith exercise, lay and hysical	Identify physical activities that contribute to fitness. Recognise the "good health balance" of	Recognise that strength and suppleness are important parts of fitness.	Examines the health benefits of participating in physical activity.	fully why exercise is good for fitness, health	fully why exercise is good for			
the effects of activity on their bodies. Know that exercise is good for you (healthy lifestyle) Join in games with others	eart as a nuscle that rows stronger vith exercise, lay and hysical	activities that contribute to fitness. Recognise the "good health balance" of	strength and suppleness are important parts of fitness.	health benefits of participating in physical activity.	fully why exercise is good for fitness, health	fully why exercise is good for			
games column resorters		nutrition and physical activity.	Develop calming techniques and self-regulate emotions with an adult.	Develop calming techniques and self-regulate emotions with an adult.	Develop calming techniques and self-regulate emotions.	and wellbeing. Identify activities that help develop stamina or power and suggest how some can be used in other types of activities.			
games column resorters	Concept 2 – Personal Skills								
Take turns difthe the Stay within boundaries and difter Understan differ they conduct that if they show that if they show the stay of the	pesilience pescribe the differences in the way their ody works and feels when laying different aames omplete fairly thowing good portsmanship.	Work and compete individually and with others. Develop competence. Develop confidence. Know playing games is good for them and describe what it feels like. Know running, jumping and throwing is good for them and describe what it feels like. Compete fairly	Begin to understand the importance of warming up. Identify that playing extended games improves their stamina. Compete fairly showing good sportsmanship individually and with others. Develop competence and confidence.	Work and compete individually and with others. Develop confidence. Develop competence. Understand how strength, stamina and speed can be improved by playing games. Compete in small sided games fairly showing good sportsmanship. Recognise	Work and compete individually and with others. Develop competence. Develop confidence. Compete in small sided games fairly showing good sportsmanship. Recognise that strength and supplement are important parts of fitness. Recognise when their	Work and compete individually and with others. Develop competence. Develop confidence. Compete in small sided games fairly showing good sportsmanship. Compete in a range of team events. Get change to and from PE kit independently in 2 minutes.			



Get changed from PE kit independent in 3 minutes	an important part of fitness.	and from PE kit independently in 3 minutes.	
Concept 3 – Phys	sical Skills		
fundamental movement skills with a good level or consistency when moving and standing still (specifically master basic movements including running, jumping, throwing and catching). Throw and catching). Throw and catch with control when under limite pressure to keep possession and score goals. Show awareness of skills with a movement sing and standing running, jumping, throwing and catching).	catch with control when under limited pressure to keep possession and score goals. Change pace, length and direction to outwit their opponent. Show some control when using a range of basic running, jumping and throwing actions with some accuracy and power to target the area. Perform a range of	range of sending, receiving and travelling techniques in games, with varied control. Demonstrate a range of throwing actions using modified equipment with some accuracy and control. Understand and demonstrate the difference between sprinting and distance running. Show control in take-off	Use a large range of sending, receiving and travelling techniques in games, with varied control. Perform skills with greater speed, fluency and accuracy in invasion, striking and net games. Choose the best pace for a running event, in order to sustain running and improve their personal target. Show control and power in take-off and landing activities.
	op Master fundamental ment skills movement skills with a good level or consistency when moving and standing still (specifically master basic movements including running, jumping, throwing an catching). Throw and catch with control where under limited pressure to keep possession and score goals.	Concept 3 – Physical Skills Op	Concept 3 – Physical Skills Op



speeds with increasing	Perform basic actions using	Show a good throwing technique and	teammates during games.	consistency and fluency.	Work cooperatively to put	Show accuracy and good technique
control	changes in	extend accuracy	Select running	Performa	strategies and	when throwing
COTITION	speed and	and distance.	speed for	range of jumps	solutions into	for distance.
Begin to	direction,	arra distarree.	appropriate	showing	action.	Tor distarreer
join	including	Perform basic	activity.	contrasting		Find
actions	travelling,	gyblmnastic	·	actions on the	Develop and	appropriate
together	rolling,	actions with	Make up and	floor and	refine	solutions to
e.g. throw	jumping,	control and	repeat a short	apparatus.	problem-	problems and
then	climbing and	coordination.	sequence of		solving skills	challenges.
move	stay still when		linked jumps.	Combine	when working	
	required.			actions and	in groups and	Perform
			Adapt a	show clarity of	on their own.	dances using a
	Link and repeat		gymnastic	shape in longer	Perform	range of
	basic actions to copy and		sequence to include	sequences, alone or with a	dances using a	movement patterns.
	perform a		different	partner.	range of	patterns.
	movement		levels, speeds	parener.	movement	Work with a
	phrase with a		and directions.	Perform	patterns.	partner or
	beginning,			dances using a		small group to
	middle and		Develop	range of	Perform	practise and
	end.		gymnastic	movement	combinations	refine a
			techniques	patterns.	of gymnastics	sequence.
			and		actions with	
			transitions.		different levels,	
					speeds and	
		Cor	cont 1 Thinking	: Skille	directions.	
Watch and	Develop simple	Show good	ncept 4 – Thinking Show good	Describe their	Know and	Understand
copy	tactics for	awareness of	awareness of	own and	apply the basic	and choose a
others	attacking and	space and the	space and the	others'	strategic and	range of tactics
who are	defending and	actions of others	actions of	performance,	tactical	and strategies
doing well	ways to score.	during games.	others.	making simple	principles of	for defence
				judgements	some games	and attack.
Choose	Describe some	Use a variety of	Use simple	about the	and adapt	
the best	basic rules.	simple tactics in	rules fairly and	quality of	them to	With help,
equipment		small sided	extend them	performances	different	devise warm
to enable	Show good	games.	to devise their	and suggesting	situations.	up and cool
them to	awareness of	Deceribe come	own games.	ways they	Chavesand	down activities
play or move	space and the actions of	Describe some basic rules.	Recognise	could be improved.	Show good awareness of	and justify their choices.
well	others.	pasic rules.	good	miproved.	space and the	their choices.
VVCII	others.	Begin to watch	performances	Appreciate	actions of	Appreciate that
Make	Watch	others and focus	in themselves	that rules need	others.	rules need to
simple	describe and	on specific	and others	to be		be consistent
decisions	comment on	actions to	and use what	consistent and	Appreciate	and fair, using
of where	what they have	improve own	they have	fair, using this	that rules need	this knowledge
and when	seen.	skills.	learned to	knowledge to	to be	to create rules
to			improve their	create rules	consistent and	and teach
			own work.	and teach	fair, using this	them to others.



receive or defend a ball Choose how to make it difficult for others to beat them	Develop ways to score.	Handle apparatus safely and recognise risks involved.	Take part in relay activities remembering when to run and what to do. Handle apparatus safely and recognise risks involved.	others. Work in cooperative groups to use different techniques, speed and effort to meet challenges. Handle apparatus safely and recognise risks involved.	knowledge to create rules and teach them to others. Identify good performances and suggest ideas for practices that will improve their play. Work in cooperatives groups to use different techniques, speeds and effort to meet challenges. Evaluate a sequence and suggest improvements to speed, direction and level, applying some basic criteria.	Develop their ability to evaluate their own and others' work, and to suggest ways to improve it using appropriate terminology. Predict how different activities will affect heart rate, temperature and performance.
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