

Filey C E Nursery & Infants Academy

'Inspiring Confident Learners, Reflecting Christian Values' We endeavour to uphold Christian teaching to:
"Shine as lights in the world and love as Jesus loves us" (Philippians 2:15, John 13.34)
Our school is a Church of England School rooted in 'Compassion, Community and Friendship'.

PE Progression Document

Multi-Skills			
Nursery	Reception	Year One	Year Two
Motor Competence Shows preference for a dominant hand when throwing. Skip, hop, stand on one leg and hold a pose for a game like musical statues. Match their developing physical skills to	Motor Competence Move energetically, such as running, jumping, dancing, hopping, skipping and climbing. Moves with control in different directions and different speeds.	Motor Competence Travelling in different ways and at different speeds. Begins to link running and jumping movement with some control and balance.	Motor Competence Travelling in different ways and at different speeds with balance and control. Link running and jumping movement with some control and balance.

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. Rules, Strategies and Tactics Match their developing physical skills to tasks and activities e.g. they decide whether to crawl, walk, or run etc. Healthy Participation Start taking part in some group activities which they make up for themselves/ in teams.	Can throw, catch and move objects with control. Rules, Strategies and Tactics Follows an instruction from an adult/ peer. Explain how to play fairly. Choose appropriate equipment. Healthy Participation Cooperate and perform tasks independently and with others. Shows respectful behaviour to others. Identifies activities they enjoyed/ found challenging.	Rules Strategies and Tactics Identifies space to move in to Healthy Participation Collaborates with their team- mates Can reflect on their learning and progress	Demonstrate balance and coordination when changing direction. Rules, Strategies and Tactics Creative with methods used to evade opponents e.g. 2v1 Seeks additional challenge Healthy Participation Shares their thoughts and strategies with a partner Can reflect on their learning and progress
Vocabulary: balance, shape	Vocabulary: control, rules	Vocabulary: speed, agility	Vocabulary: defence, attack

Dance			
Nursery	Reception	Year One	Year Two
Motor Competence Use large-muscle movements to wave flags and streamers, paint and make marks. Rules, Strategies and Tactics Increasingly be able to use and	Motor Competence Use small-muscle movements to wave flags and streamers, paint and make marks. Progress towards a more fluent style of moving, with developing	Motor Competence Create their own movements using different body parts.	Motor Competence Remember and repeat a series of actions altering speeds and levels. Create a series of actions with a partner showing unison and canons and linking movements.

remember sequences and patterns of movements which are related to music and rhythm. Healthy Participation Start taking part in some group activities which they make up for themselves, or in teams.	 control and grace. Provide opportunities for children to spin, rock, tilt, fall, slide and bounce. Combine different movements with ease and fluency e.g. crawling, jumping and climbing. Rules, Strategies and Tactics Be precise and accurate when beginning and ending movements. Healthy Participation 	Move in unison with a partner to music changing levels and space. Rules, Strategies and Tactics Use different prompts to create ideas. Be creative with their movements. Healthy Participation Share ideas with a partner. Give feedback to others after a performance Provide encouragement to peers. Understand the importance of warming up	Rules, Strategies and Tactics Discuss how to make improvements. Count in time with the music Healthy participation Give constructive feedback to others after a performance. Offer alternatives/ suggestions to peers.
Vocabulary: pattern	Vocabulary: slide, timing	Vocabulary: create, unison	Vocabulary: canon, speeds

Gymnastics			
Nursery	Reception	Year One	Year Two
Motor Competence Go up steps and stairs, or climb up apparatus, using alternate feet. Use large muscle movements to wave (flags/ streamers)	Motor Competence Can travel with control. Can climb with control along and across obstacles including in a game.	Motor Competence Create their own movements using different body parts. Move in unison with a partner to music changing levels and space.	Motor Competence Remember and repeat a series of actions altering speeds and levels. Create a series of actions with a partner showing unison and canons and linking movements.

Rules, Strategies and Tactics Healthy Participation Collaborate with others to manage large items such as carrying and using equipment.	Confidently and safely use a range of large and small apparatus indoors alone and in a group e.g. tumbling mats, ropes to pull up on, structures to jump on and off of, ladders and planks to balance on. Rules, Strategies and Tactics Creates good routes around obstacles. Think carefully about where to place hands and feet. Healthy Participation Describes how they are feeling during an activity. Can say what someone in their group did well.	 Explore shapes e.g. stretch and curl on the floor and in the air alongside simple rolling and jumping techniques. Rules, Strategies and Tactics Use different prompts to create ideas. Be creative with their movements. Healthy Participation Share ideas with a partner. Give feedback to others after a performance Provide encouragement to peers. Understand the importance of warming up 	Rules, Strategies and TacticsDiscuss how to make improvements.Healthy participationGive constructive feedback to others after a performance.Offer alternatives/ suggestions to peers.
Vocabulary: apparatus	Vocabulary: travel	Vocabulary: levels	Vocabulary: sequence

Invasion Games				
Nursery Reception Year One Year Two				
	Motor Competence Moves to find specific objects.	Motor Competence Travel with a variety of balls.	Motor Competence Travel with a variety of balls and be able to stop and change directions.	

Athletics				
Nursery Reception Year One Year Two				

		Motor Competence	Motor Competence
		Explore running at different	Develop sprinting action.
		speeds and distances including running over obstacles.	Develop hurdling technique.
		Explore throwing objects for distance.	Develop jumping action with controlled landing technique.
		Explore hopping, leaping and	Develop an overarm throwing technique.
		jumping for distance	Rules, Strategies and Tactics
		Use arms and legs effectively when running	Understand the difference between running for distance and speed.
		Rules, Strategies and Tactics	Healthy Participation
		Prepare body position to be able	Encourages peers.
		to throw an object Select the best type of throw for the activity	Listens and responds to advice to achieve their personal best.
		Healthy Participation	
		Gives support to peers.	
		Offers suggestions for improvements.	
Vocabulary:	Vocabulary:	Vocabulary: distance, time	Vocabulary: technique, take off, landing

Striking and Fielding				
Nursery Reception Year One Year Two				

de sk ca ai D co ac ac ac R E: ha St ta Ai H Tr m M Kt tr i	Iotor Competence evelop and refine a range of ball kills including: throwing, atching, hitting, batting, and iming. Pevelop confidence, ompetence, precision and ccuracy when engaging in ctivities that involve a ball. Rules, Strategies and Tactics explains why tasks are easy and ard. Pelects own object to create a ask with. Ims at a target Realthy Participation Try to complete activities by hyself. Peeps going even if tasks are icky. Plays cooperatively and ompetitively with others.	Motor Competence Strike a ball with a hand and a bat. Explore under and over arm throw/ bowl. Track and stop a moving ball Rules, Strategies and Tactics Prepare body position to be able to catch an object Select the best type of throw for the activity Healthy Participation Works independently or in a pair Shares their thoughts and ideas with others Is a respectful team-mate.	 Motor Competence Develop power of underarm and overarm throws Some consistency with 2 handed catch Understand what a successful strike looks like and how it can be turned into points Basic understanding of the role of a fielding team Rules, Strategies and Tactics Prepare body position to be able to catch an object Adapt power to ensure accuracy Select the best type of throw for the activity. Move into an appropriate space when tracking a moving ball. Healthy Participation Works independently, in a pair or in a group Can identify teammates strengths and plan positions accordingly. Is a respectful team-mate.
Vocabulary: Vo	ocabulary: strike, aim	Vocabulary: field, overarm	Vocabulary: power, accuracy