

Guilden Sutton Church of England Primary School

Love and Justice for All

Physical Education Whole School Curriculum Progression Map

Our Christian Values: WISDOM, JUSTICE, COMPASSION, LOVE, FORGIVENESS, FRIENDSHIP

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
tion Multi-skills		Gymnastics	<u> </u>	Athletics	<u>I</u>
 Throw/catch with be balls Develop ability to ch Balance Look at how physica bodies 	ean bags and large soft nange direction and speed	straight, straddle Individual and counte Invasion games Develop control wher throwing and bouncir	r balances with partner. n dribbling, kicking,	 Developing cardiova Running with agility coordination Striking and fielding gas Controlling a ball with ground Balancing a ball on Dance Country Dancing Circle dancing Skips Gallops 	nscular endurance , balance and mes nen hitting it along the a bat or a racquet
	 Multi-skills Fundamental mover Throw/catch with be balls Develop ability to che Balance Look at how physical bodies 	 Multi-skills Fundamental movements – hop, skip, jump Throw/catch with bean bags and large soft balls Develop ability to change direction and speed Balance Look at how physical activity effects our bodies 	 Multi-skills Fundamental movements – hop, skip, jump Throw/catch with bean bags and large soft balls Develop ability to change direction and speed Balance Look at how physical activity effects our bodies Working together as a team Gymnastics Body management Creating basic shapes straight, straddle Individual and counter Invasion games Develop control where throwing and bouncing Throwing and catching 	 Multi-skills Fundamental movements – hop, skip, jump Throw/catch with bean bags and large soft balls Develop ability to change direction and speed Balance Look at how physical activity effects our bodies Working together as a team Gymnastics Body management Creating basic shapes – tuck, star, pike, straight, straddle Individual and counter balances with partner. Invasion games Develop control when dribbling, kicking, throwing and bouncing Throwing and catching using different body 	Multi-skills Fundamental movements – hop, skip, jump Throw/catch with bean bags and large soft balls Develop ability to change direction and speed Balance Look at how physical activity effects our bodies Working together as a team Develop control when dribbling, kicking, throwing and bouncing Throwing and catching using different body parts Multi-skills Body management Creating basic shapes – tuck, star, pike, straight, straddle Individual and counter balances with partner. Invasion games Striking and fielding gar Controlling a ball where ground Balancing a ball on Dance Country Dancing Circle dancing Skips Gallops Modern Jazz (based on the straight straddle Creating basic shapes – tuck, star, pike, straight, straddle New Paurolling with agility, coordination Coordination Striking and fielding gar Controlling a ball where ground Country Dancing Modern Jazz (based on the straight straddle Country Dancing Modern Jazz (based on the straight straddle Country Dancing Modern Jazz (based on the straight straddle Country Dancing Modern Jazz (based on the straight straddle Creating basic shapes – tuck, star, pike, straight, straddle Creating basic shapes – tuck, star, pike, straight, straddle Creating basic shapes – tuck, star, pike, straight, straddle Creating basic shapes – tuck, star, pike, straight, straddle Creating basic shapes – tuck, star, pike, straight, straddle Creating basic shapes – tuck, star, pike, straight, straddle Creating basic shapes – tuck, star, pike, straight, straddle Creating basic shapes – tuck, star, pike, straight, straddle Creating basic shapes – tuck, star, pike, straight, straddle Creating basic shapes – tuck, star, pike, straight, straddle Creating basic shapes – tuck, star, pike, straight, straddle Creating basic shapes – tuck, star, pike, straight, straddle Creating basic shapes – tuck, star, pike, straight, straddle Coordination Coordinat

			• Directions			
			Creative movement			
	Key Vocabulary	Key Vocabulary				
	lump land pass eatch roll balance rup iog com	hining movements to make a sequence dense etique	otto how/ourtsou to sou thank you and goodhyo			
	Jump, land, pass, catch, roll, balance, run, jog, com	bining movements to make a sequence, dance etique	ette bow/curtsey to say thank you and goodbye			
L	Multi-skills (Invasion games)	Gymnastics	Athletics			
	Roll and catch a ball	Balance on 1 leg	Run, jump and throw			
	Throw, roll or kick through gates to a partner	Basic shapes	Jump with two feet			
	Move and run into space	• Rolls	Run short distances			
	·	Travel under, over and across				
	Dance	• 5 basic jumps	Striking and fielding games			
	Musical Theatre (based on Introductory Stage	Net games	Underarm to a partner			
	Musical Theatre and Primary Theatre Craft)	Net games	Receiving the ball			
	Wasical Meatic and Minary Meatic Grany	Travel whilst balancing a ball	The section of the se			
	Ball heel walks	Send a ball along the ground				
	Spring points					
	Hops in combination					
	Rock 'n' Roll					
	Flick Tum Tee Tum					
	Flick Ticks					
	Twisty Walks					
	Key Vocabulary					
	Underarm, jump, land, pass, catch, roll, balance, run, jog, anatomy (joints), presentation, importance of warm up and cool down (physical and vocal)					
2	Dance	Net games	Gymnastics			
	Cha Cha Cha	Develop grip and stance	Use equipment to create sequences			
		 Send and receive a ball along the ground 	Balance and core strength			
	Rhythm	Travel whilst balancing a ball	Weight transfer			
	Basic	 Coordination of bounce and hitting the ball 	 Link movements to create a sequence 			
		_				
	New York	 Understanding the different parts of racket 				

	7. m h a		Athletics
	Zumba		Athletics
	Musical structure		Speed and direction change
	Salsa		 Changing pace
	• Cumbia		Sprint start
	Cambia		Running with a baton
	Multi-skills (Invasion games)		Numming with a batom
	main sims (measier games)		Striking and fielding games
	Underarm and overarm throw		our many and moraling games
	Using space in games		Overarm bowl
	Understanding rules		Strike a ball off a tee
	Working in teams		Underarm and overarm throw
			Trapping a ball
	Key Vocabulary		- mapping a sun
	icy vocabalal y		
	Underarm, jump, land, pass, catch, roll, balance, ro	un, jog, teams, attack, defend, space, coordination, acc	ents/emphasis, chorus/verse/instrumental
		,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	, , , ,
3	Gymnastics	Invasion Games	Athletics
		**	**
	 Plan sequences using varied apparatus 	Isolated skills	Javelin throw
	 Good control on balances 	Throw, catch and control	Passing the baton on the move
	 Transfer weight under control 	Special awareness	Sprint technique to improve speed
		Understanding rules	Running with agility
	Dance		
		Swimming	Striking and fielding games
	Country Dancing		
		Swim competently, confidently and proficiently	Accurate throw
	Square Dancing	over a distance of at least 25 metres	Using a long barrier to stop a ball
	• Do-Si-Do	Use a range of strokes effectively	Bat control
	Promenade	Perform safe self-rescue in different water-	
		based situations	
	Rock 'n' Roll	Aims and objectives for the end of KS2	
	Chasse and Rock	Not games	
	Toe Heel Swivel	Net games	
	Partners	Understanding the ready position	
	raitileis		
		Using a forehand stroke to return the ball	

Key Vocabulary

Underarm, jump, land, pass, catch, roll, balance, run, jog, teams, attack, defend, space, coordination, long barrier, chest pass, bounce pass, spatial awareness, lead/follow in partner work, anatomy (muscles)

4 Dance

Modern Jazz (based Primary Grade)

- Expand and relax
- Hand isolations
- Triplets

Musical Theatre (based on Stage One Musical Theatre and Grade One Theatre Craft)

- Story telling through song and dance using gestures and facial expression
- Step ball change
- Kicks

Invasion games

- Understanding and implementing rules
- Applying tactics to games
- Effectively attack and defend, understanding the differences between the two

Circuits

- Importance of warm-up and cool-down
- Body conditioning (endurance, resistance, high intensity, target strength building, muscular endurance)
- Effects that circuit training has on anatomy and physiology

Swimming

- 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 waterbased situations

Aims and objectives for the end of KS2

Gymnastics

- Work collaboratively to perform balances and sequences
- Provide constructive feedback to groups
- Understand a wider range of themes for shapes and balances

Net games

- Return the ball after a bounce
- Using a backhand stroke to return the ball
- Develop the ability to perform both backhands and forehands

Athletics

- Passing the baton on the move
- Develop and improve sprint technique to improve speed

Striking and fielding games

- Underarm and overarm bowl to a partner
- Strike the ball when bowled to them

Kingswood Colomendy (Outdoor and Adventurous activities)



Key Vocabulary

Underarm, jump, land, pass, catch, roll, balance, run, jog, teams, attack, defend, space, coordination, long barrier, chest pass, bounce pass, spatial awareness, possession, space, body tension, stage chart, 7 dance elements (travel, turn, jump, balance, levels, gesture, musicality)

5 Gymnastics

- Perform longer and more complex sequences
- Develop the ability to link moves and balances smoothly
- In sequences, include change in level, speed and direction

Swimming

- 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 waterbased situations

Aims and objectives for the end of KS2

Dance

Cha Cha Cha

- Hand to Hand
- Wepa Cha
- Cuban Breaks

Zumba

- Reggaeton
- Merengue
- Samba

Invasion games

- Throwing and catching for points
- Identifying tactics to improve performance
- Understanding and implementing rules
- Lead warm-ups and understand the benefits

Net games

- Serve from the base line
- Perform a volley shot in game situations

Athletics

- Perform long jump and vertical jump, understanding how to improve performance
- Passing baton on the move
- Develop power when throwing a javelin
- Middle distance running pacing

Striking and fielding games

- Perform accurate overarm throws
- Basic fielding techniques backing up, long barrier

Key Vocabulary

Underarm, jump, land, pass, catch, roll, balance, run, jog, teams, attack, defend, space, coordination, long barrier, chest pass, bounce pass, spatial awareness, possession, space, body tension, pace, sequence, marking, hip action, arm-ography

6 Swimming

- 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 waterbased situations

Aims and objectives for the end of KS2

Invasion games

- Perform different passing techniques
- Progressive play
- Understand the impact possession has on a game
- Develop self-led warm-ups
- Understanding and implementing rules
- Marking

Gymnastics

- Improve the quality of transfer from one move to another
- Feedback on how performances can be improved or adapted
- Use contrasting actions, shapes, balances and dynamics in routines

Strength and Fitness

- Muscular system
- Skeletal system
- How to improve strength and endurance
- Isometric and plyometric exercises
- Body tension and control
- Flexion and extension of different muscles

Net games

- Using tactics against an opponent
- Use forehand, backhand, serve and volley in competitive situations

Dance

Country Dancing

- Line Dancing
- Grape vine
- Pairs

Musical Theatre (based on Stage 2 of Musical Theatre and Grade 3 Theatre Craft)

- Off balance holds
- Rhythm work
- Group patterns, cannon/unison etc

Athletics

- Pace for longer distance runs
- Understand and perform triple jump
- Be able to hurdle
- Develop power when throwing a javelin

Striking and fielding games

- Tactical awareness
- Improve consistency in catching
- Link skills to competitive situations

Min-y-don (Outdoor and Adventurous activities)



	Rock 'n' Roll	
	PoniesLiftsTurns	
	Zumba	
	PopFlamencoBhangra	

Key Vocabulary

Underarm, jump, land, pass, catch, roll, balance, run, jog, teams, attack, defend, space, coordination, long barrier, chest pass, bounce pass, spatial awareness, possession, space, body tension, pace, sequence, marking, control, endurance, canon, unison, individual flair and style, transitions between movements