

Branton Community Primary School and Breamish Valley Community Nursery Progression Map





EYFS – Nursery and Reception

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 Physical Education 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 Birth to Three-Year-Olds, Three and Four-Year-Olds and Reception to match the programme of study for Physical Development in addition to the non-statutory guidance of PE.

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

- Physical Development Gross Motor Skills
- Physical Development Fine Motor Skills

Physical D	Physical Development			
Birth to Three	Physical Development – Gross Motor Skills	 Enjoy moving when outdoors and inside. Sit without support. Begin to crawl in different ways and directions. Pull themselves upright and bouncing in preparation for walking. Gradually gain control of their whole body through continual practice of large movements, such as waving, kicking, rolling, crawling and walking. Clap and stamp to music. Fit themselves into spaces, like tunnels, dens and large boxes, and move around in them. Enjoy starting to kick, throw and catch balls. Walk, run, jump and climb – and start to use the stairs independently. Spin, roll and independently use ropes and swings (for example, tyre swings). Sit on a push-along wheeled toy, use a scooter or ride a tricycle. 		
	Physical Development- Fine Motor Skills	 Pass things from one hand to the other. Let go of things and hands them to another person, or drops them. Build independently with a range of appropriate resources. Develop manipulation and control. Use large and small motor skills to do things independently, for example manage buttons and zips, and pour drinks. Start to eat independently and learning how to use a knife and fork. Show an increasing desire to be independent, such as wanting to feed themselves and dress or undress. 		
Three and Four- Year-Olds	Physical Development – Gross Motor Skills	 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. Are increasingly able to use and remember sequences and patterns of movements which are related to music and rhythm. 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. 		

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			ht resources to carry out their own plan. For example, choosing a spade to enlarge a small hole they dug with a trowel. th others to manage large items, such as moving a long plank safely, carrying large hollow blocks.		
	Physical Development- Fine Motor Skills	Use a comfortShow a prefereBe increasingly	ed tools and equipment, for example, making snips in paper with scissors. able grip with good control when holding pens and pencils. ence for a dominant hand. y independent as they get dressed and undressed, for example, putting coats on and doing up zips. choices about food, drink, activity and toothbrushing		
Reception	Physical Development – Gross Motor Skills	climbing Progress towa Develop the orphysical disciplin Use their core Combine differ Confidently an Develop overa Further develor	 Revise and refine the fundamental movement skills they have already acquired: - rolling – crawling – walking – jumping – running – hopping – skipping - climbing Progress towards a more fluent style of moving, with developing control and grace. Develop the overall body strength, co-ordination, balance and agility needed to engage successfully with future physical education sessions and other physical disciplines including dance, gymnastics, sport and swimming. 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 outside, alone and in a group. Develop overall body-strength, balance, co-ordination and agility. Further develop and refine a range of ball skills including: throwing, catching, kicking, passing, batting, and aiming. Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball 		
	Physical Development- Fine Motor Skills	paintbrushes, so • Develop the fo	op their small motor skills so that they can use a range of tools competently, safely and confidently. Suggested tools: pencils for drawing and writing, ushes, scissors, knives, forks and spoons. op the foundations of a handwriting style which is fast, accurate and efficient. er develop the skills they need to manage the school day successfully: - lining up and queuing - mealtimes		
ELG	Physical Development-	Gross Motor Skills	 Negotiate space and obstacles safely, with consideration for themselves and others Demonstrate strength, balance and coordination when playing Move energetically, such as running, jumping, dancing, hopping, skipping and climbing 		
		Fine Motor Skills	 Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases Use a range of small tools, including scissors, paint brushes and cutlery Begin to show accuracy and care when drawing 		



	Physical education programmes of study: key stages 1 and 2			
KS1	Physical Development	Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self and against others) and cooperative physical activities, in a range of increasingly challenging situations. Pupils should be taught to: • 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 • participate in team games, developing simple tactics for attacking and defending • perform dances using simple movement patterns		
KS2	Physical Development	Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement. They should enjoy communicating, collaborating and competing with each other. They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success. Pupils should be taught to: •use running, jumping, throwing and catching in isolation and in combination • play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending • develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics] •perform dances using a range of movement patterns • take part in outdoor and adventurous activity challenges both individually and within a team • compare their performances with previous ones and demonstrate improvement to achieve their personal best.		

Games – Invasion				
Key Stage 1	Lower Key Stage 2	Upper Key Stage 2		
Hands 1 Introduce sending (bouncing) with control Introduce aiming with accuracy Introduce power and speed when sending a ball Introduce/develop stopping, combining sending skills Combine sending and receiving skills Develop dribbling/passing and receiving Combine dribbling, passing and receiving, keeping possession Develop dribbling/passing and receiving to score a point Combine dribbling, passing and receiving to score a point Combine dribbling, passing and receiving to score a point Feet Develop moving the ball using the feet Apply dribbling into games Consolidate dribbling Explore kicking (passing) Apply kicking (passing) to score a point Develop dribbling/passing/ receiving, keeping possession Combine dribbling, passing and receiving, keeping possession/to score a point Apply dribbling, passing and receiving as a team to score a point Apply dribbling, passing and receiving as a team to score a point Apply throwing with accuracy Apply throwing with accuracy in a team Introduce stopping a ball Develop sending (rolling) skills to score a point Consolidate sending and stopping to win a game Consolidate pupils' application and understanding of underarm throwing Apply the underarm and overarm throw to win a game Apply the underarm throw to beat an opponent	Tag Rugby Introduce moving with the ball, passing and receiving Introduce tagging Create space when attacking Develop passing and moving Combine passing/moving to create attacking opportunities Hockey Introduce dribbling; keeping control Introduce passing and receiving Combine dribbling and passing to create space Develop passing, receiving and dribbling Introduce shooting Netball Introduce passing, receiving and creating space Develop/combine passing and moving Combine/develop passing and shooting Dodgeball Develop changing direction Introduce throwing with accuracy Introduce catching Develop moving, changing direction at speed Combine throwing and dodging Football Refine dribbling Turning Refine passing and receiving Develop passing and receiving Refine passing and dribbling and creating space	Tag Rugby Refine passing and moving to create attacking opportunities Explore different passes that can be used to outwit defenders Refine defending as a team Create and apply defending tactics Develop officiating Hockey Develop defending; block and tackling Recap and refine dribbling and passing to create attacking opportunities Refine attacking skills, passing dribbling and shooting Refine defending skills developing transition from defence to attack Dodgeball Introduce blocking Consolidate catching Understand where we throw and why we need to throw with accuracy and power Explore basic attacking and defending tactics Football Consolidate keeping possession, develop officiating Consolidate defending Organise formations and mange teams Organise formations, decide tactics, manage teams and officiate games		

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Key Stage 1	Lower Key Stage 2	Upper Key Stage 2
As above for invasion games	Tennis Introduction tennis, outwitting an opponent Create space to win a point Consolidate how to win a game introduce rackets Introduce the forehand Develop the forehand Create space to win a point using a racket Introduce the backhand Apply the forehand and backhand in game situations Apply the forehand and backhand creating space to win a point	Tennis ● Introduce/develop the volley ● Control the game from the serve ● Doubles, understanding and applying tactics to win a point plan as to how to achieve them. ● Game application ● Game application, mixed ability doubles, round robin games

Games – Striking and fielding			
Key Stage 1 Lower Key Stage 2		Upper Key Stage 2	
As above for invasion games	Cricket • Understand the concept of batting and fielding • Introduce throwing overarm • Introduce throwing underarm • Introduce catching • Striking with intent • Develop an understanding of batting and fielding • Introduce bowling underarm • Develop stopping and returning the ball • Develop retrieving and returning the ball • Striking the ball at different angels and speeds	Cricket Refine batting, understand and develop batting and bowling tactics Refine fielding stooping, catching and throwing Combine bowling and fielding creating and applying tactics Introduce umpiring and scoring Consolidate batting / fielding /bowling Create, understand and apply attacking/defensive tactics in game Rounders Develop fielding tactics maximising players Understand what happens if the batter misses the ball Refine fielding tactics, what players where? Applying tactics in mini games Introduction to full rounders Consolidate fielding tactics Refine our understanding of what happens if the batter misses or hits the ball backwards Batting considerations	



Gymnastics				
Key Stage 1	Lower Key Stage 2	Upper Key Stage 2		
 Wide, Narrow, Curled Introduction to wide, narrow and curled Explore the difference between wide, narrow and curled Transition between wide, narrow and curled movements Link two movements together 	Symmetry & Asymmetry Introduction to symmetry Introduction to asymmetry Application of learning onto apparatus Sequence formation Sequence completion Bridges	Counter Balance & Counter Tension Introduction to counter balance Application of counter balance learning onto apparatus Sequence formation Counter Tension Sequence completion.		
 Body Parts Introduction to big/small body parts Combine big and small with wide, narrow and curled Transition between wide narrow and curled using big and small body parts Add (linking) movements together Linking Develop linking Link on apparatus Jump, roll, balance sequences/on apparatus Creation of sequences Completion of sequences and performance Pathways Explore/develop zig-zag pathways/on apparatus Explore/develop curved pathways/ on apparatus 	 Introduction to bridges Application of bridge learning onto apparatus Develop sequences with bridges Sequence formation Sequence completion 	 Matching & Mirroring Introduction to matching/mirroring Application of matching/mirroring learning onto apparatus Sequence development 		
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Dance			
Key Stage 1	Lower Key Stage 2	Upper Key Stage 2	
 Explore expression Develop our movements, adding movements together Respond to a rhythm: Introducing partner work Respond to stimuli Create a sequence motifs Create movement sequences Develop our motif with expression and emotion Apply choreography in our motifs Extending our motifs Relationships and performance Explore relationships within our motifs Sequences, relationships and performance 	 Respond to stimuli, Develop thematic dance into a motif Develop character dance into a motif Extend dance to create sequences with a partner Develop sequences with a partner Extend sequences with a partner in character Explore two contrasting relationships and interlinking dance moves Sequences, relationships, choreography and performance 	 Develop character movements Create movements to represent different characters and performers Extend our performance incorporating props and apparatus linked to the variety of performers Create rhythmic patterns using our body Extend our choreography through controlled movements, character emotion and expression Explore the relationships between characters applying character emotion and expression Performance and reflection 	

Team Building Skills/ Adventurous Outdoor Activities				
Key Stage 1	Lower Key Stage 2	Upper Key Stage 2		
Team Building Introducing teamwork Develop teamwork Build trust and developing communication Cooperation and communication Explore simple strategies Problem solving: Consolidate teamwork Games for Understanding Understand the principles of attack/defence Apply attacking/ defending principles into a game Consolidate attacking/defending	Communication & Tactics Create and apply simple tactics Develop leadership Develop communication as a team / collaborate effectively as a team Create defending and attacking tactics as a team Problem Solving Benches and mats challenge Round the clock card challenge The pen challenges The river rope challenge Caving challenges Simple map work around the school grounds	Orienteering Develop picture trails around the school grounds Develop map work around the school grounds Face orienteering Cone orienteering Extend picture trails around the school grounds Extend map work around the school grounds Point and return Point to point Timed course Orienteering competition		



Swimming Swimming					
Key Stage 1	Lower Key Stage 2	Upper Key Stage 2			
	Enter water safely and confidently				
	Float on front for 10 seconds				
	Float on back for 10 seconds				
	Perform a sequence of changing shapes whilst floating on the surfa	ice			
	Push and glide from the wall				
	Kick 10 metres backstroke with equipment				
	Kick 10 metres front crawl with equipment				
Demonstrate a surface dive					
	Confidently swim on back for 25 metres without aids				
	Confidently swim on front for 25 metres without aids				
Tread water for 30 seconds					
Jump confidently into water greater than full reach height					
Demonstrate good front crawl					
	Demonstrate good backstroke				
	Demonstrate good breaststroke				
	Demonstrate a good dolphin action				
	Plunge dive safely into water of at least full reach height				
	Straddle jump into water				
	Demonstrate head first sculling for 10 metres				
	Demonstrate feet first sculling for 10 metres				
	Personal survival skills				

Open water hazards and dangers (as a result of our location, this is taught through our PSHE curriculum)



Additional PE activities or themed days through the School Games provider and Alnwick PE Partnership eg:

- Skipping festival
- Cricket
- Hula hoop festival
- Tag rugby

Joint sporting events with other local schools (for example beach cricket and adventurous activities)

• Rural schools' sports competitions such as cricket

Other PE activities:

- We take part in the Daily Mile every morning
- •Daily access to large field and climbing equipment at playtimes and lunchtimes
- Forest School

Extra-curricular clubs every half term eg:

- Football
- Multiskills
- Yoga
- Tennis
- Games