

# Bathwick P.E. Progression Document

#### P.E. Vision

A Bathwick Year 6 leaver will be inspired and will have developed a love of physical activity and sport. Through good physical education, whole school values and a whole child approach, at Bathwick, we aim to nurture confident, resilient children who will strive for their personal best. We provide children with a range of active experiences and clubs. We want to aid our children in obtaining the values and skills to celebrate and respect the success of others, as well as modestly celebrating their own successes.

Bathwick ensures that our delivery of physical education allows all children to have the skills and mindset to leave primary school with the capabilities to be successful in their sporting challenges and active lifestyles at secondary school and beyond.

We strive to educate both our children and families to develop a greater understanding on how to live healthy lifestyles and make healthy choices. We are dedicated to ensuring healthy minds, as well as bodies and will continue to support our children's well-being.

#### Physical Education – Early Years Foundation Stage and The National Curriculum

By the end of each Key Stage, children are expected to:

EYFS	KS1	KS2
Early Learning Goals:	Pupils should develop fundamental movement skills, become increasingly	Pupils should continue to apply and develop a broader range of skills,
Moving and Handling:	competent and confident and access a broad range of	learning how to use them in different ways and to link them to make
Children show good control and co- ordination in large and small movements. They move confidently in a range of ways, safely negotiating space. They handle equipment and tools effectively, including pencils for writing.	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 co- operative physical activities, in a range of increasingly challenging situations.	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.
Health and Self-care:		
Children know the importance for good health of physical exercise, a healthy diet and talk about the ways to keep healthy and safe. They manage their own basic hygiene and personal needs successfully, including dressing and going to the toilet independently.	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	<ul> <li>Pupils should be taught to:</li> <li>use running, jumping, throwing and catching in isolation and in combination</li> <li>play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounder's and tennis], and apply basic</li> </ul>

<ul> <li>participate in team games, developing simple tactics for attacking and defending</li> <li>perform dances using simple movement patterns</li> </ul>	<ul> <li>principles suitable for attacking and defending</li> <li>develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]</li> <li>perform dances using a range of movement patterns</li> <li>take part in outdoor and adventurous activity challenges both individually and within a team</li> </ul>
	<ul> <li>compare their performances with previous ones and demonstrate improvement to achieve their personal best</li> </ul>

The 4 'SET' skills aid the development of the whole child through P.E. (Physical, social, emotional and thinking). Below are examples of how Social, Emotional and Thinking skills are developed through our P.E. lessons.

SOCIAL SKILLS IN	EMOTIONAL SKILLS	THINKING SKILLS IN
PE	IN PE	PE
<ul> <li>Collaboration</li> </ul>	<ul> <li>Confidence</li> </ul>	<ul> <li>Problem solving</li> </ul>
<ul> <li>Respect</li> </ul>	<ul> <li>Independence</li> </ul>	<ul> <li>Decision making</li> </ul>
<ul> <li>Kindness</li> </ul>	<ul> <li>Determination</li> </ul>	<ul> <li>Reflection</li> </ul>
<ul> <li>Communication</li> </ul>	<ul> <li>Honesty</li> </ul>	<ul> <li>Selecting and</li> </ul>
<ul> <li>Leadership</li> </ul>	perseverance	applying
<ul> <li>Co-operation</li> </ul>	<ul> <li>Integrity</li> </ul>	<ul> <li>Comprehension</li> </ul>
<ul> <li>Supportive</li> </ul>	o Empathy	<ul> <li>Providing feedback</li> </ul>
		<ul> <li>Creativity</li> </ul>

# Progression Journey for Dance

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Copy basic body	Copy, remember	Copy, remember	Copy, remember	Copy, remember	Accurately copy	Perform dances
actions and	and repeat actions.	and repeat a series	and perform a	and adapt set	and repeat set	confidently and
rhythms.		of actions.	dance phrase.	choreography.	choreography in	fluently with
	Choose actions for				different styles of	accuracy and
Choose and use	an idea.	Select from a wider	Create short dance	Choreograph	dance showing a	good timing.
travelling actions,		range of actions in	phrases that	considering	good sense of	
shapes and	Use changes of	relation to a	communicate an	structure	timing.	Work creatively and
balances.	direction, speed	stimulus.	idea.	individually, with a		imaginatively
	and levels with			partner and in a	Choreograph	individually, with a
Travel in different	guidance.	Use pathways,	Use canon, unison	group.	phrase individually	partner and in a
pathways using the	_	levels, shapes,	and formation to		and with others	group to
space around	Show some sense of	directions, speeds	represent an idea.	Use action and	considering actions,	choreograph longer
them.	dynamic and	and timing with		reaction to	dynamics, space	phrases and
	expressive qualities.	guidance.	Match dynamic	represent an idea.	and relationships in	structure dance
Begin to use			and expressive		response to a stimulus.	considering actions,
dynamics and	Begin to use counts.	Use mirroring and	qualities to a range	Change dynamics	511110105.	space, relationship, and dynamics in
expression with	209	unison when	of ideas.	to express changes		relation to a theme.
guidance.		completing actions		in character or	Confidently perform	relation to a meme.
		with a partner.	Use counts to keep	narrative.	choosing	lasa ang dan san si
Begin to count to			in time with a		appropriate	Improvise and
music.		Show a character	partner and group.	Use counts when	dynamics to	combine dynamics
		through actions,		choreographing	represent an idea.	demonstrating an awareness of the
		dynamics and		short phrases.		impact on
		expression.			Use count	performance.
					accurately when	performance.
		Use counts with			choreographing to	lles sounts where
		help to stay in time			perform in time with other and the	Use counts when
		with the music.			music.	choreographing and performing to
					110510.	improve the quality
						of work.
						OT WORK.

### Progression Journey for F.M.S

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Run and stop with	Attempt to run at	Show balance and	Show balance, co-	Demonstrate how	Run at the	Demonstrate a
some control.	different speeds	co-ordination when	ordination and	and when to speed	appropriate speed	controlled running
	showing an	running at different	technique when	up and slow down	over longer	technique using the
Explore skipping as	awareness of	speeds.	running at different	when running.	distances or for	appropriate speed
a travelling action.	technique.		speeds, stopping		longer periods of	over longer
		Link running and	with control.	Link hopping and	time.	distances or for
Jump and hop with	Begin to link running	jumping		jumping actions		longer periods of time.
bent knees.	and jumping	movements with	Link running,	with some control.	Show control at	lime.
	movements with	some control and	hopping and		take-off and	
Throwing larger balls	some control.	balance.	jumping actions	Jump for distance	landing in more	Link running,
and beanbags into			using different take	and height showing	complex jumping	jumping and
space.	Jump, leap and	Show hopping and	offs and landing.	balance and	activities.	hopping actions
	hop and choosing	jumping		control.		with greater control and co-ordination.
Balance whilst	which allows them	movements with	Jump for distance		Perform a range of	and co-ordination.
stationary and on	to jump the furthest.	some balance and	and height with an	Throw with some	more complex	
the move.		control.	awareness of	accuracy and	jumps showing	Perform jumps for
	Show some control		technique.	power towards a	some technique.	height and distance
Change direction	and balance when	Change technique		target area.		using good
at a slow pace.	travelling at	to throw for	Throw a variety of		Show accuracy	technique.
	different speeds.	distance.	objects, changing	Demonstrate good	and power when	0
Explore moving			action for accuracy	balance when	throwing for	Show accuracy
different body parts	Begin to show	Show control and	and distance.	performing other	distance.	and good
together.	balance and co-	balance when		fundamental skills.		technique when
regenier.	ordination when	travelling at	Demonstrate		Demonstrate good	throwing for distance.
	changing direction.	different speeds.	balance when	Show balance	balance and	usiunce.
			performing other	when changing	control when	
	Use co-ordination	Demonstrates	fundamental skills.	direction at speed	performing other	Show fluency and
	with and without	balance and co-		in combination with	fundamental skills.	control when
	equipment.	ordination when	Show balance	other skills.		travelling, landing,
		changing direction.	when changing		Demonstrate	stopping and changing direction.
			direction in	Begin to co-	improved body	
		Perform actions	combination with	ordinate their body	posture and speed	Character direction
		with increased	other skills.	at speed in	when changing direction.	Change direction with a fluent action
		control when co-		response to a task.	direction.	and can transition
		ordinating their				

body with and without equipment.	Can co-ordinate their bodies with increased	Can co-ordinate a range of body parts at increased speed.	smoothly between varying speeds.
	consistency in a variety of activities.		Can co-ordinate a range of body parts with a fluent action at a speed appropriate to the challenge.

# Progression Journey for Games

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Drop and catch	Drop and catch a	Dribble a ball with	Dribble the ball with	Link dribbling he ball	Use dribbling to	Use dribbling to
with two hands.	ball after one	two hands on the	one hand with	with other actions	change the	change the
	bounce on the	move.	some control in	with increasing	direction of play	direction of play
Move a ball with	move.		game situations.	control.	with some control	with control under
feet.		Dribble a ball with			under pressure.	pressure.
	Move a ball using	some success,	Dribble a ball with	Change direction		
Throw and roll a	different parts of the	stopping it when	feet with some	when dribbling with	Dribble with feet	Use a variety of
variety of beanbags	foot.	required.	control in game situations.	feet with some control in game	with some control under increasing	dribbling techniques to
and larger balls to			situations.	situations.	pressure.	maintain possession
space.	Throw and roll	Throw and roll		situations.	pressure.	under pressure.
	towards a target	towards a target	Use a variety of	lles averisty of	lles a veriatives	
Kick larger balls to	with some varying	using varying techniques with	throwing techniques in game	Use a variety of throwing	Use a variety of throwing	Use a variety of
space.	techniques.	some success.	situations.	techniques with	techniques with	throwing
		30ITIE 30CCE33.	31100110113.	increasing success	some control under	techniques
Stop a beanbag or	Kick towards a	Show balance	Kick towards a	in game situations.	increasing pressure.	including fake
large ball sent to	stationary target.	when kicking	partner in game			passes to outwit an
them using hands.		towards a taraet.	situations.	Kick with increasing	Use a variety of	opponent.
	Catch a beanbag	iowards a raiger.	Sirounoris.	success in game	kicking techniques	
Attempt to stop a	and a medium- sized ball.	Catch an object	Catch a ball passed	situations.	with some control	Select and apply
large ball sent to	Sized Dali.	passed to them,	to them using one		under increasing	the appropriate
them using feet.	A 11	with and without a	and two hands with	Catch a ball passed	pressure.	kicking technique
	Attempt to track balls and other	bounce.	some success.	to them using one	·	with control.
Hit a ball with	equipment sent to			and two hands with	Catch and	
hands.	them.	Move to track a ball	Receive a ball sent	increasing success.	intercept a ball	Catch and
	inem.	and stop it using	to them using		using one and two	intercept a ball
Run and stop when	Strike a stationary	feet with limited	different parts of the	Receive a ball using	hands with some	using one and two
instructed.	ball using a racket.	success.	foot.	different parts of the	success in game	hands with
				foot pressure.	situations.	increasing success
Move around	Run, stop and	Strike a ball using a	Strike a ball with			in game situations.
showing limited	change direction	racket.	varying techniques.	Strike a ball using	Receive a ball using	
awareness of	with some balance			varying techniques	different parts of the	Receive a ball with
others.	and control.	Run, stop and	Change direction		foot under pressure	consideration to the
		change direction	with increasing			next move.
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Make simple decisions in	Recognise space in relation to others.	with balance and control.	speed in game situations.	with increasing accuracy.	with increasing control.	Strike a ball using a wider range of skills
response to a	reidhorr to offiers.	connoi.	31100110113.	accoracy.	connoi.	to outwit an
situation.	Begin to use simple tactics with	Move to space to help score goals or	Use space with some success in	Change direction to lose an	Strike a ball using wider range of skills.	opponent. Apply these with
	guidance.	limit others scoring.	game situations.	opponent with some success.	Apples these with some success under	increasing control under pressure.
		Use simple tactics.	Use simple tactics	30me 30ccess.	pressure.	·
			individually and within a team.	Create and use space with some	Use a variety of	Confidently change direction to
				success in game situations.	techniques to change direction to	successfully outwit an opponent.
				Use simple tactics to	lose an opponent.	Effectively create
				help their team	Create and use	and use space for
				score or gain possession.	space for self and others with some success.	self and others to outwit an opponent.
					Understand the need for tactics and can identify when to use in	Work collaboratively to create tactics within their team and
					different situations.	evaluate the effectiveness of these.

# Progression Journey for Body Management

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
showir of st differ the Beg weigh bo Show action the Cop simp	EYFS eate shapes ng basic level illness using rent parts of eir bodies. gin to take at on different ody parts. The shapes and his that stretch eir bodies. py and link ple actions ogether.	Year 1 Perform balances making their body tense, stretched and curled. Take body weight on hands for short periods of time. Demonstrate poses and movements that challenge their flexibility. Remember, repeat and link simple actions together.	Year 2 Perform balances on different body parts with some control and balance. Take body weight on different body parts, with and without apparatus. Show increased awareness of extension and flexibility in actions. Copy, remember, repeat and plan linking simple actions with some control and technique.	Year 3 Complete balances with increasing stability, control and technique. Demonstrate some strength and control when taking weight on different body parts for longer periods of time. Demonstrate increased flexibility and extension in their actions. Choose actions that flow well into one another both on and off apparatus.	Year 4 Use body tension to perform balances both individually and with a partner. Demonstrate increasing strength, control and technique when taking own and others weight. Demonstrate increased flexibility and extension in more challenging actions. Plan and perform sequences showing control and technique with and without a partner.	Show increasing control and balance when moving from one balance to another. Use strength to improve the quality of an action and the range of actions available. Use flexibility to improve the quality of the actions they perform as well as the actions they choose to link them. Create and perform more complex sequences of actions with a good	Combine and perform more complex balances with control, technique and fluency. Demonstrate more complex actions with a good level of strength and technique. Confidently transition from one action to another showing appropriate control and extension for the complexity of the action.
					without a partner.	actions with a good level of quality, control and technique with and without a partner.	Plan and perform with precision, control and fluency, a sequence of actions including a wide range of skills

# Progression Journey for Swimming

Beginners	Developers	Intermediate
Submerge and regain feet in the water.	Confidently and consistently retrieve an object from the floor with the same breath.	Confidently combine skills to retrieve an object from greater depth.
Breathe in sync with an isolated kicking action from poolside.	Begin to co-ordinate breath in time with basic strokes showing some consistency in timing.	Confidently co-ordinate a smooth and consistent breathing technique with a range of strokes.
Use arms and legs together to move effectively across a short distance in the water.	Demonstrate a fair level of technique, consistently co-ordinating the correct body parts in a range of	Confidently demonstrate good technique in a wider range of strokes over increased distances.
Glide on front and back over short distances.	strokes.	Combine gliding and transitioning into an
Float on front and back for short periods of time.	Combine gliding and floating on front and back over an increased distance.	appropriate stroke with good control.
Confidently roll from front to back and then regain a standing position.	Float on front and back using different shapes with increased control.	Confidently link a variety of floating actions together demonstrating good technique and control.
	Comfortable demonstrate sculling head first, feet first and treading water.	Select and apply the appropriate survival technique to the situation.

	EYFS	1 2	3 4	56
SOCIAL	Take turns. Learn to share equipment with others. Share their ideas with others.	Encourage others to keep trying. Talk to a partner about their ideas and take turns to listen to each other. Work with a partner and small group to play games and solve challenges.	Encourage and motivate others to work to their personal best. Work with others to achieve a shared goal. Work with others to self manage games.	Share ideas with others and work together to decide on the best approach to a task. Lead others and show consideration of including all within a group. Communicate with others clearly and effectively.
EMOTIONAL	Try again if they do not succeed. Practise skills independently. Confident to try new tasks and challenges.	Show determination to continue working over a longer period of time. Determined to complete the challenges and tasks set. Explore skills independently before asking for help. Confident to share ideas, contribute to class discussion and perform in front of others.	Persevere when finding a challenge difficult. Understand what their best looks like and they work hard to achieve it. Begin to use rules showing awareness of fairness and honesty. Show an awareness of how other people feel.	Understand what maximum effort looks and feels like and show determination to achieve it. Use different strategies to persevere to achieve personal best. Compete within the rules showing fair play and honesty when playing independently. Confident to attempt tasks and challenges outside of their comfort zone.
THINKING	Begin to identify personal success. Choose own movements and actions in response to simple tasks e.g. choosing to travel by skipping. Begin to provide simple feedback saying what they liked or thought was good about someone else's performance.	Make decisions when presented with a simple challenge. E.g. move to an open space towards goal. Begin to select and apply skills to use in a variety of differing situations. E.g. choose to use a balance on their bottom on a wider piece of apparatus. Provide feedback beginning to use key words from the lesson.	Pupils make quicker decisions when selecting and applying skills to a situation. E.g. who to pass to and where to move. Select and apply from a wider range of skills and actions in response to a task. Provide feedback using key terminology.	Reflect and evaluate their performances both as a group and as an individual and suggest areas for improvement. Recognise and explain their thought process when playing games or completing tasks. E.g I moved here because my teammate was over there. Identify their own and others' strengths and areas for development providing sensitive feedback and can suggest ways to improve. Select and apply appropriate skills for the situation when under pressure.