



## Wrockwardine Wood CE Junior School - PE Progression Grid

<b>Year</b>	<b><u>FOOTBALL: End result of Scheme of Work</u></b>	<b><u>GYMNASTICS: End result of Scheme of Work</u></b>	<b><u>HOCKEY: End result of Scheme of Work</u></b>	<b><u>TENNIS: End result of Scheme of Work</u></b>	<b><u>ATHLETICS: End result of Scheme of Work</u></b>	<b><u>ORIENTEERING: End result of Scheme of Work</u></b>	<b><u>CRICKET: End result of Scheme of Work</u></b>	<b><u>DANCE: End result of Scheme of Work</u></b>
<b>Y3</b>	Shooting vs a Goalkeeper (no defender)	Introduction to ways of travelling and simple balances Develop ways to travel, balances, use of apparatus & intro to Mirror and Match + Canon/Unison	Push Pass as a group to evade a defender	Hitting with precision to a stationary target from a stationary target	Develop technique of the above & introduce the Chest Push & Triple Jump (Greater K + U of how to effectively complete techniques)	Using the compass outside to identify North	Introduction to correct fielding/bowling/batting technique in insulated environments	With guidance, create a small dance routine
<b>Y4</b>	1 v 1 Outwitting an opponent to score	Pupils use skills and knowledge to create routines as small groups with partial guidance	Receive & pass to a precise target on the move	Hitting with control and accuracy in pairs: Increase in variables (moving ball)	Develop technique of the above & introduce the 400m & Bull nosed Javelin (Greater K + U of how to effectively complete techniques)	The Checkpoint game. Pupils use basic features on a map to compete	Develop fielding/bowling/batting skills in increasingly varied environments (Batting to Offside/Legside)	Understand how to use Canon/Unison in Dance & create a small routine containing it
<b>Y5</b>	Small sided conditioned games (varied environment, children must apply a range of skills with team mates to be successful)	Pupils create gymnastic routines as small groups independently & intro to partner balances	Receive, dribbling through and round obstacles and pass to a precise target whilst on the move	Hitting with precision to a stationary target from a moving ball	Develop technique of the above & introduce the 600m & Shotput (Greater K + U of how to effectively complete techniques)	'Name that feature': Children develop ability to use the key on the map	Refine batting technique to outwit opponents	Define 'a' stimulus in dance. Create a dance routine with a clear stimulus with partial guidance



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Y6	Select and apply skills and tactics to outwit opponent	Pupils create gymnastics routines as medium sized groups involving canon/unison, mirror/match, partner balances and apparatus w/ no guidance	Conditioned games!	Hitting to outwit an opponent from a moving ball	The children use their K + U to evaluate and improve the performance of their peers	Full Orienteering competition: Using compass, features on a map and punching/marketing cards	Use tactics and refined technique to apply tactics to outwit opponents	Experiment with 'group gestures' Create a dance routine with a clear stimulus with little to no guidance
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