KNOWLEDGE PROGRESSION IN PE AT THE FOUNDATION STAGE			
EARLY LEARNING GOALS FOR PHYSICAL DEVELOPMENT			
Gross Motor Skills and Fine Motor Skills			
Early Learning	Gross Motor Skills		
Goals	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		
Early Years	• To understand how to warm up and cool down.		
Foundation Stage	<ul> <li>To know that their bodies feel different when exercising.</li> </ul>		
	<ul> <li>To begin to know that being active is good for them and fun.</li> </ul>		

KNOWLEDGE PROGRESSION IN PE AT KEY STAGE ONE		
National Curriculum	<ul> <li>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</li> <li>participate in team games, developing simple tactics for attacking and defending</li> </ul>	
Year 1	<ul> <li>perform dances using simple movement patterns</li> <li>To understand the importance of warming up and cooling down.</li> <li>To recognise how their body feels when still and when exercising.</li> <li>To recognise what their bodies feel like during different types of activity.</li> </ul>	
	<ul> <li>To lift, move and place equipment safely.</li> <li>To recognise that being active is good for them and fun.</li> </ul>	

Year 2	• To understand the importance of warming up and cooling down and the impact this can have upon their body.
	• To recognise and describe how their body feels when still and when exercising.
	• To recognise and describe what their bodies feel like during different types of activity.
	• To lift, move and place equipment safely and understand the importance of this.
	• To recognise that being active is good for them and fun and the effects this has on their overall health.
	KNOWLEDGE PROGRESSION IN PE AT LOWER KEY STAGE TWO
National	<ul> <li>play competitive games, modified where appropriate</li> </ul>
Curriculum	• compare their performances with previous ones and demonstrate improvement to achieve their personal best
	<ul> <li>develop flexibility, strength, technique, control and balance</li> </ul>
	<ul> <li>perform dances using a range of movement patterns</li> </ul>
	<ul> <li>use running, jumping, throwing and catching in isolation and in combination</li> </ul>
	<ul> <li>take part in outdoor and adventurous activity challenges both individually and within a team</li> </ul>
Year 3	• To know they need to warm up and cool down.
	<ul> <li>To know what you need to do to warm up and cool down.</li> </ul>
	<ul> <li>Describe how the body reacts during different types of activity.</li> </ul>
	<ul> <li>To recognise and describe the short term effects of exercise on the body.</li> </ul>
	• Understand how to improve stamina.
	<ul> <li>Know the importance of suppleness and strength.</li> </ul>
	• To recognise which activities help their speed, strength and stamina.
Year 4	<ul> <li>To keep up activity over a period of time and know they need to warm up and cool down.</li> </ul>
	<ul> <li>To know and describe what you need to do to warm up and cool down.</li> </ul>
	<ul> <li>Describe how the body reacts during different types of activity and how this affects the way they perform.</li> </ul>
	<ul> <li>To recognise and describe the short term effects of exercise on the body during different activities.</li> </ul>
	<ul> <li>Understand how to improve stamina and the important this has on your health.</li> </ul>
	<ul> <li>Know the importance of suppleness and strength.</li> </ul>
	• To recognise which activities help their speed, strength and stamina and why these elements are important in games.

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KNOWLEDGE PROGRESSION IN PE AT UPPER KEY STAGE TWO			
National	<ul> <li>play competitive games, modified where appropriate</li> </ul>		
Curriculum	<ul> <li>compare their performances with previous ones and demonstrate improvement to achieve their personal best</li> </ul>		
	<ul> <li>develop flexibility, strength, technique, control and balance</li> </ul>		
	<ul> <li>perform dances using a range of movement patterns</li> </ul>		
	<ul> <li>use running, jumping, throwing and catching in isolation and in combination</li> </ul>		
	<ul> <li>take part in outdoor and adventurous activity challenges both individually and within a team</li> </ul>		
Year 5	<ul> <li>Understand why warming up and cooling down are important for good quality performance.</li> </ul>		
	<ul> <li>Understand why exercise is good for health, fitness and wellbeing and how to become healthier themselves.</li> </ul>		
	<ul> <li>Know how to carry out warm ups and cool downs safely and effectively.</li> </ul>		
	• To demonstrate that they know and understand the principles of warming up by choosing appropriate activities for the games the		
	are going to play.		
	• To understand the need to prepare properly for games.		
	<ul> <li>To know, measure and describe the short-term effects of exercise on the body</li> </ul>		
Year 6	<ul> <li>Understand why warming up and cooling down are important for good quality performance.</li> </ul>		
	<ul> <li>Understand why exercise is good for health, fitness and wellbeing and how to become healthier themselves.</li> </ul>		
	<ul> <li>Know how to carry out warm ups and cool downs safely and effectively.</li> </ul>		
	• To demonstrate that they know and understand the principles of warming up by choosing appropriate activities for the games the		
	are going to play.		
	• To understand the need to prepare properly for games.		
	• To know, measure and describe the short-term effects of exercise on the body		