

#### **Progression in Skills and Knowledge**

Acquiring and Developing Skills (A&D)

Selecting and applying skills, tactics and compositional ideas (S&A)

Evaluating and improving performance (E&I)

Knowledge and understanding of fitness and health (H&F)

#### Year EYFS SUBJECT Progression in Skills and Knowledge

Development Matters	ordination in la handle equipm	ELOPMENT: EARLY rge and small mo ent and tools effeored in larged ce.	g space. They ow good						
	Invasion games	Gymnastics	Dance	Net and Wall	Striking and fielding	Athletics	Health and fitness	Pupils not securing learning	Pupils achieving depth in learning
EYFS In all areas children will be taught to give feedback to their peers and how to receive it. (what they liked and didn't like, what can be improved) (E&I)	Move freely using suitable spaces and speed or direction to avoid obstacles.  (S&A)	Move freely and with pleasure and confidence in a range of ways including, rolling, floor shapes, ways of travel.	Move freely and with pleasure and confidence in a range of ways. Experiments with different ways of moving.	Catch a large ball. Demonstrate good control and coordination in large and small movements. Pass a ball:	Throw over and under arm in a general direction Catch a variety of sized balls when bounced or	Children will be taught how to use their bodies to: • Sprint 30m • Jump for height 5- 9cm • Jump for distance 30- 59cm	Understand the importance for good health of physical exercise, healthy diet and talk about different ways		



Experiments	Complete	chest pass	thrown Strike	• Leap hurdles	to keep	
with different	simple	Kick a ball	a ball	30m within	healthy and	
ways of	sequences to	along the floor	(selfbowled)	16-12secs	safe. (H&F)	
moving.	different	less than 10m	in a general	<ul><li>Overarm</li></ul>		
Jumps off an	stimulus.	with the	direction	throw		
object and		correct		<ul> <li>Chest push</li> </ul>		
lands		technique.		• Run for		
appropriately.		Dribble a ball		longer		
Stand on one		at feet with		distance		
foot to hold a		control		Participate in		
balance.				Sports day		

# **Year 1 SUBJECT Progression in Skills and Knowledge**

National Curriculum	Key stage 1: Pupils s access a broad range should be able to en range of increasingly jumping, throwing a range of activities pa simple movement pa	h others. They tivities, in a running, y these in a							
	Invasion games	Health and fitness	Pupils not securing learning	Pupils achieving depth in learning					
Year 1 In all areas children will be taught about how to give and receive feedback to their peers.  (E&I)	Explore different ways using a ball (A&D) Explore ways to send a ball or other equipment Retrieve and stop	Learn a variety of basic gymnastic movements. Be still in different	Learn basic movements relating to feelings. Learn what makes a good start and	Focus on throwing a ball with control both over and underarm with	Focus on technique on striking a ball with control when shown. Focus on technique on fielding a ball	Children will be taught how to use their bodies to: • Sprint 30m within 9-6seconds •	Talk about what our bodies do during exercise e.g breathing (H&F)		



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a ball using	body shapes	finish	prompts.	using under and	Jump for	Practice skills	
different parts of	and balances	position in a	Focus on	over arm	height10-	to make	
the body. (A&D)	and combine	sequence.	catching a	throwing. Able to	14cm • Jump	them	
Play a variety of	different	Learn how to	ball from	play simple games	for distance	warmer and	
running and	ways of	move their	shorter and	in small groups,	60 – 89cm •	cooler	
avoiding games.	travelling.	bodies in a	longer	applying rules and	Leap hurdles	before and	
Participate in	(A&D) Move	variety of	distances, on	skills that have	30m	after	
simple team	between	ways.	their own and	been taught.	within11-8	exercises.	
games (1v1, 2v2)	mats and	Respond to	in groups.	(cricket,	secs ●	(H&F)	
Develop simple	small	different	Play games	rounders, baseball,	Overarm	Discuss how	
attacking and	apparatus	music	based on net	softball,	throw 10-	the body	
defending	and change	showing a	games	kickball,golf)	19m • Chest	changes	
techniques (A&D)	the speed of	range of	(tennis,	_	push3-4m •	during	
Pass and receive a	movement.	emotions and	badminton)		Run for	exercise.	
ball in different	Handle	stimulus.	children have		longer		
ways with	apparatus	Perform	the		distance		
increased control.	safely	dance	opportunity		200m within		
(S&A) (rugby,	Recognise	movements	to play 1v1,		1:45-1:31		
netball,	how it feels	and simple	1v2, 2v2, 1v3,		Participate in		
football,basketball)	when the	sequences	3v3. Pass and		Sports day		
	body is tense	using simple	receive a ball		Sports day		
	in a balance.	movement	in different				
	Develop	patterns. Be	ways with				
	balance,	taught to	control and				
	agility, co-	remember	increased				
	ordination of	and perform	accuracy.				
	travelling,	short dance	(tennis,				
	stillness,	routines to	badminton)				
	jumping,	other	2201111110111				
	timing,	children (1-8					
	changing	steps)					
		30000					
	shape,	steps)					



	direction and			
S	size. (A&D)			

## **Year 2 Progression in Skills and Knowledge**

National Curriculum	Key stage 1: 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 co-operative 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								
	Invasion games	Gymnastics	Dance	Net and Wall	Striking and fielding	Athletics	Health and fitness	Pupils not securing learning	Pupils achieving depth in learning
Year 2 In all areas children will be taught about how to give and receive feedback to their peers (E&I)	Develop control and accuracy when moving with a ball in a variety of different games. Pass and receive a ball with more control and accuracy. Recognise the best ways to score points and stop	Develop short sequences on their own. Use imagination to find different ways of using apparatus. Form simple sequences of different	Use a range of vocabulary to describe moods and how dances make them feel. Perform dances using simple movement patterns with	Use their skills to play end to end games, games over a barrier and fielding games. Use their ability to solve problems and make decisions.	Choose, use and vary simple tactics. S&A Recognise good quality in performance. Participate in team games. Pass and receive a ball in different ways with control and increased	Take part in multiskills festivals. (competitions: class, houses, base, against other schools) Designed to develop the fundamental movement skills of	Talk about what our bodies do during exercise e.g breathing ,start to find their pulse (H&F) Practice skills to make them		



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scored. Recognise	floor and	middle and	Watch others	Perform fielding	coordination	cooler	I	
how they work	apparatus.	end.	and describe	techniques with	and agility.	before and	I	
best with their	Have a clear	On their own	what is	increased control	Children will	after	I	
partner. Use	start, middle	can	happening.	and co-ordination	be taught how	exercises.	I	
different rules and	and end. S&A	remember	Talk about	(cricket,	to use their	(H&F)	I	
tactics for invasion	Have a clear	and perform	what they	rounders, baseball,	bodies to: ●	Discuss how	I	
games. Make it	focus when	short dance	have done	softball,	Sprint 30m	the body	I	
difficult for	watching	routines to	and how they	kickball,golf )	under 6 secs	changes	I	
opponents. Keep	others	other	did it.		<ul><li>Jump for</li></ul>	during	I	
the ball and find	perform. (E&I)	children (1-8	Participate in		height 15-	exercise.	I	
best places to	Say when a	steps)	team games.		19cm		I	
score. S&A Watch	movement or	Evaluate and	Pass and		<ul><li>Jump for</li></ul>		I	
others accurately.	skill is	improve a	receive a ball		distance 60 –		I	
Describe what they	performed	dance	in different		89cm		I	
see and ask to	well	performance	ways with		• Leap		I	
copy others' ideas,	(aesthetic	by recording	control and		hurdles 30m		I	
skills and tactics.	appreciation).	and viewing	increased		within 8 secs		I	
Participate in team	(E&I)	their	accuracy.		• Overarm		I	
games.	Describe	rehearsals.	Perform		throw 10-		I	
Understand and	what they	(E&I)	fielding		19m		I	
develop tactics for	have done		techniques		<ul> <li>Chest push</li> </ul>		I	
attacking and	and what they		with		3-4m		I	
defending. (rugby,	have seen.		increased		• Run for		I	
netball,	(Make easier		control and		longer		I	
football,basketball)	or harder. Use		coordination.		distance 200m		I	
	advice to		(tennis,		under 1:30		I	
	improve.)		badminton)		Participate in		I	
	(E&I)				Sports day		I	
	Develop						I	
	balance,						I	
	agility and						I	
	coordination						I	
	of travelling,						I	



stillness,				
jumping,				
timing,				
changing				
shape, size				
and direction.				

## **Year 3 Progression in Skills and Knowledge**

National Curriculum	Key stage 2: Pu different ways a collaborating and different physic taught to: use r modified where tennis], and app control and ball patterns take p their performan								
	Invasion games	Gymnastics	Dance	Net and Wall	Striking and fielding	Multi-skills and Athletics	Health and fitness	Pupils not securing learning	Pupils achieving depth in learning
Year 3 In all areas children will be taught about how to give and receive feedback to their peers. (E&I)	Partner using a number of sending and receiving techniques.	Develop and perform actions. Practice and concentrate on quality of	Improvise freely on their own and with a partner, translating ideas from a	Practise throwing and catching with a variety of different balls and using	Consolidate and develop the range and consistency of their skills in striking and	Choose skills and equipment to meet the challenges they are set.	Keep up an activity over a period of time and know what they need to warm		



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Take part in	accuracy of	movement.	stimulus to a	different	fielding	E.g by	up and cool		
multiskills/competitive	passes and	Link different	movement.	types of	games. A&D	increasing the	down for		
festivals. X3 during the	•	balances	A&D	throwing.	(rounders,	distance	dance. (H&F)		
school year, at least	keep	moving in and	Learn a short	Hit the ball	golf, baseball,	thrown.	Recognise and		
one to be against	possession	out of	sequence with	with a racket.	cricket)	Use different	describe what		
another school (s).	better.	positions of	a clear,	Use different		techniques,	their bodies		
(competitions: class,	Remain in	stillness.	middle and	shots. A&D		speeds and	feel like		
houses, base, against	control of ball	Transfer	end that they	Play games		effort to meet	during		
other schools)	while	weight	can perform	using		challenges set	different		
	travelling.	smoothly	on their own	throwing and		for running,	types of		
	To help	from one part	and in a	catching skills.		jumping and	activity.		
	others know	of body to	group, with	Vary strength,		throwing.	Describe what		
	where they	another.	between 8-	length and		S&A	happens to		
	are going.	Use actions	20steps. Learn	direction of		Children will	their heart,		
	Look when	on floor and	how to	throw.		be taught	breathing and		
	travelling and	over, through,	develop	Know how		how to use	temperature		
	what happens	across and	actions and	can they		their bodies	during		
	after they	along	movements	make it		to: • Sprint	different		
	have passed	apparatus.	within short	difficult for		50m within	types of		
	ball. A&D	A&D	dances by	opponent to		17-14secs	athletic		
	Play games	Vary and	changing the	receive ball.		develop to	activity.		
	that involve	apply actions	dynamics,	Stand when		13-10secs			
	keeping	on floor and	space and	receiving.		<ul><li>Jump for</li></ul>			
	possession	apparatus.	relationships.	Understand		height 20-			
	and scoring in	Сору а	Learn a	attack and		24cm			
	targets. 3vs 1	partner's	variety of	defence		• Jump for			
	and 4vs 1	sequence on	travels,	tactics.		distance90 -			
	games.	floor and	gestures,	Understand		119cm			
	Know which	apparatus.	turns, jumps	rules about		• Leap			
	passes are	Perform easy	and balances	the games.		hurdles 60m			
	best, tactics	combinations	with good	(tennis,		within 25–18			
	to keep	of contrasting	composure	badminton)		secs develop			
	possession.	actions.	and control			to 17-14 secs			



Find space to	Choose	Overarm		
receive and	combinations	throw 20-		
support.	that work in	29m		
Know what to	their	• Chest push		
think about	sequences.	34-6m		
when team		• Run for		
has and hasn't		longer		
got the ball.		distance		
How to		400m 3:30-		
organise		2:31 develop		
themselves		to 2:30-2:01		
differently to				
play each of				
the games				
successfully.				
Understand				
patterns of				
play- if ball is				
in a certain				
position				
where should				
players be.				
S&A (football,				
basketball,				
hockey,				
netball,				
rugby)				

# **Year 4 Progression in Skills and Knowledge**

National	Key stage 2: Pupils should continue to apply and develop a broader range of skills, learning how to use them in	
Curriculum	different ways and to link them to make actions and sequences of movement. They should enjoy communicating,	



	collaborating ardifferent physic taught to: use remodified where tennis], and approperties and bala patterns take								
	Invasion games	Gymnastics	Dance	Net and Wall	Striking and fielding	Multi-skills and Athletics	Health and fitness	Pupils not securing learning	Pupils achieving depth in learning
Year 4 In all areas	Play 3vs1 and	Devise,	Explore and	Play games	Throw and	Children to	Learn some		
children will be taught	4vs1 and how	perform and	create	using	catch a balls	develop their	of the main		
about how to give and	to use the	repeat	characters	throwing and	at different	technique for	muscles		
receive feedback to	space and	sequences	and narratives	catching skills.	speeds,	running at	groups during		
their peers. (E&I)	help each	that include	in response to	Vary strength,	directions	shorter and	warm up and		
	other.	travel, body	a range of	length and	and heights.	longer	cool down.		
Гake part in	Score more	shapes and	stimuli.	direction of	Choose and	distances,	Start to take		
multiskills/competitive	regularly	balances.	Compose	throw.	use a range of	throwing for	their pulse		
estivals. X3 during the	without	Help them	short dances	Understand	simple tactics	distance,	before,		
school year, and at	making	change	with clear	how they can	and	jumping and	during and		
east 2 others to be	mistakes.	sequences.	start, middle	make it	strategies.	leaping for	after exercise		
against another school	Choose and	Include	and end on	difficult for	Keep, adapt	height and	and explain		
s). (competitions:	adapt their	changes of	their own,	opponent to	and make	distance.	the effect.		
class, houses, base,	techniques to	dynamics.	partners and	receive ball.	rules for	Children will	Know a warm		
against other schools)	keep	Work with a	in groups.	Understand	striking and	be taught	routine		
	possession	partner and	Developing	where to	fielding	how to use	involving		
	and give their	small groups	basic actions	stand when	games.	their bodies	dynamic		
	team chance	to create	and skills	receiving.	(rounders,	to:	stretches , led		
	to shoot.	sequences.	using:	Understand	golf, baseball,	• Sprint 50m	by an adult or		
	Plan ideas and	Adapt their	dynamics,	attack and	cricket)	within 13-	child.		
	tactics similar	sequences to	space and	defence		10secs			

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across	include	relationships,	tactics.		develop to		
invasion	apparatus and	travels,	Understand		under 10secs		
games.	to suit partner	gestures,	rules about		<ul><li>Jump for</li></ul>		
Know what	or small	turns, jumps	the games.		height 25-		
rules are	group. S&A	and balances	S&A (tennis,		29cm		
needed to	Compare and	with good	badminton)		<ul><li>Jump for</li></ul>		
make games	contrast	composure			distance120-		
fair.	similar	and control.			149cm		
Understand	performances.	Can			• Leap hurdles		
simple		remember			60m within		
patterns of		and perform a			17-14 secs		
play. S&A		longer dance			develop to		
Evaluate how	v	routine to			under 14secs		
successful		others (8-			Overarm		
their tactics		20steps)			throw 20-		
have been,					29m develop		
use					to 30- 34m		
appropriate					• Chest push		
language to					4-6m develop		
describe					to 6-8m		
performance	!				• Run for		
and identify					longer		
what they do					distance		
that makes					400m 2:30-		
things difficu	lt				2:01 develop		
for their					to under		
opponents.					2mins		
(football,					Participate in		
basketball,					Sports day		
hockey,							
netball,							
rugby)							



# **Year 5 Progression in Skills and Knowledge**

National Curriculum	Key stage 2: Pudifferent ways collaborating a physical activituse running, juappropriate [fobasic principles example, throuand adventuro ones and demonstrates.								
	Invasion games	Gymnastics	Dance	Net and Wall	Striking and fielding	Athletics	Health and fitness	Pupils not securing learning	Pupils achieving depth in learning
Year 5 In all areas	Show ways to	Explore range	Explore and	Hold and	Develop the	Choose their	Can take		
children will be	keep ball	of symmetric	improvise	swing racket	range and	favourite ways	pulse, and		
taught about	away from	and	ideas for	and where to	consistency of	of running,	name some		
how to give and	defenders.	asymmetric	dances in	stand on the	their skills,	jumping and	muscles		
receive feedback	How to shield	actions,	different	court when	especially in	throwing.	correctly, and		
to their peers.	the ball.	shapes and	styles,	hitting,	specific	Choose the	they can		
(E&I)	Change	balances.	working on	catching and	striking and	best	explain the		
Tales as and in	speed,	Control	their own,	receiving.	fielding	equipment for	effects of		
Take part in	direction	actions and	with a partner	Hit the ball on	games. E.g	different	exercise on		
competitive	with ball to	combine them	and in a	both sides of	throwing,	activities.	their body.		
competitions. X3	get away	fluently.	group. A&D	the body and	catching and	Knowhow to	Can start to		
during the school	from	Be aware of	Explore and	above head.	striking a ball	plan a run so	lead their own		
year, and at least	defender.	extension,	experiment	Use different	accurately to a	they pace	warm up using		
2 others to be	Shoot	body tension	imaginatively	types of shots	static and	themselves	dynamic		
against another	accurately in	and control.	with a	during a	moving	evenly or	stretches in		
school (s).	a variety of	Move from	stimulus for a	game.	partner at	unevenly.	small groups,		
(competitions:	ways.	floor to	given	Improve	1		know what		1



class, houses,	Mark an	apparatus,	audience.	accuracy. A&D	different	Plan to cover	muscles to	
base, against	opponent.	change levels	Composing	Explain why	distances	distances as a	warm up	
other schools)	A&D	and move	more complex	they or others	S&A	team to get	effectively for	
	Watch and	safely.	routines with	are playing	(rounders,	the best	different	
	evaluate the	Combine	clear sections,	well in the	golf, baseball,	results	exercises.	
	success of	movements	starting to use	games.	cricket)	possible.	Understand	
	the games	with other in a	unison, canon,	Know what		Mark a run up	why exercise	
	they play in.	group	repetition.	they need to		for jumping	is good for	
	Identify parts	(matching and	Changing the	get better at		and throwing.	their fitness,	
	of the game	mirroring).	dynamics,	and what to		Set themselves	health and	
	that are	A&D	space and	practice.		and others	wellbeing	
	going well	Watch a	relationships.	Know how to		targets in		
	and parts	performance	Can	change court		different		
	that need	and evaluate	remember	to make		events. S&A		
	improving.	its success.	and perform a	easier.		Watch a		
	Explain how	Identify what	dance routine	Understand		partners		
	confident	was	to any	practices to		athletic		
	they feel in	performed	audience with	help with		performance		
	different	well and what	20+ steps.	precision and		and identify		
	positions.	needs		consistency		the main		
	Suggest what	improving.		and speed		strengths.		
	they need to	Choose a		about the		Identify parts		
	practice to	focus for		court. E&I		of the		
	enjoy game	improvement.		(tennis,		performance		
	more.	Identify one or		badminton)		that need to		
	Change pitch	two aspects of				be practised		
	size to make	their				and refined,		
	games	performance				and suggest		
	better. E&I	to practice				improvements.		
	(football,	and improve.						
	basketball,	E&I						
	hockey,							



netball,				
rugby)				

# **Year 6 Progression in Skills and Knowledge**

National Curriculum	different ways collaborating a physical activit use running, ju where appropriapply basic pribalance [for expart in outdoor	ey stage 2: Pupils should continue to apply and develop a broader range of skills, learning how to use them in fferent ways and to link them to make actions and sequences of movement. They should enjoy communicating, ollaborating and competing with each other. They should develop an understanding of how to improve in different hysical activities and sports and learn how to evaluate and recognise their own success. Pupils should be taught to: se running, jumping, throwing and catching in isolation and in combination play competitive games, modified here appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and oply basic principles suitable for attacking and defending develop flexibility, strength, technique, control and alance [for example, through athletics and gymnastics] perform dances using a range of movement patterns take art in outdoor and adventurous activity challenges both individually and within a team compare their performances ith previous ones and demonstrate improvement to achieve their personal best									
	Invasion games	Gymnastics	Dance	Net and Wall	Striking and fielding	Multi-skills and Athletics	Health and fitness	Pupils not securing learning	Pupils achieving depth in learning		
Year 6 In all areas children will be taught about how to give and receive feedback to their peers. (E&I)	Understand that when team has ball they are attacking and when they haven't they are defending.	Make up a sequence and adapt it to different apparatus layouts. Use combinations of dynamics	Explore, improvise and combine movement ideas fluently and effectively.  S&A Understand	Devise a scoring system. Hit the ball in the court away from opponent, how to outwit them using	Use and adapt rules, strategies and tactics, using their knowledge of basic principles of batting and	Develop the consistency of their actions in a number of events. Increase the number of techniques they use.	Know some ideas for warm up exercises and routines. Know what makes a good warm up. Know what				
Take part in competitive competitions. X3 during the school	Understand different ways of attacking and	(pathways) to use space effectively. Make up own	how a dance is formed and performed. To evaluate,	speed height and direction of ball.	fielding. S&A Develop and adapt their striking,	Sustain pace over longer distances, e.g. sprint for	clothing and footwear is best to wear. Know how to				



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year, and at least	encourage	rule for	refine and	Know where	fielding,	seven	check playing	
3 others to be	them to use	longer, more	develop their	to stand when	throwing and	seconds, run	area.	
against another	positions for	complex	own and	attacking and	catching skills	for one or two	Know how	
school (s).	their team	sequences.	others' work.	defending.	to different	minutes.	playing	
(competitions:	carefully.	Plan a	E&I	S&A	heights,	Throw with	invasion	
class, houses,	Understand	sequence and	Composing	Explain why	distances in	greater	games helps	
base, against	different	adapt it to	more complex	they or others	small and	control,	your fitness	
other schools)	ways to	limited	routines with	are playing	large games.	accuracy and	and benefits	
	attack and	equipment.	clear sections,	well in the	Thinking	efficiency.	of playing	
	defend.	Work as a	using unison,	games.	about when to	Perform a	outside of	
	Choose right	group and	canon,	Know what	use an over	range of	school.	
	formations	share roles	repetition.	they need to	and under	jumps	Can take	
	and tactics	fairly.	Changing the	get better at	arm throw.	showing	pulse, and	
	for attack	Investigate	dynamics,	and what to	(rounders,	power, control	name some	
	and defence.	different ways	space and	practice.	golf, baseball,	and	muscles	
	Know how	of working	relationships	Understand	cricket)	consistency at	correctly, and	
	they support	with a partner	Can	how to change	·	both take off	they can	
	other players	or small	remember	court to make		and landing.	explain the	
	in attack and	group.	and perform a	easier.		A&D	effects of	
	defence. S&A	Use	dance routine	Understand		Say why some	exercise on	
	Understand	compositional	to any	practices to		athletic	their body.	
	how to get	ideas	audience with	help with		activities can	Value of	
	ready for	(contrasts and	20+ steps.	precision and		improve	exercise	
	games.	variation in	·	consistency		strength,	outside of	
	(football,	shape, speed,		and speed		power or	school day.	
	basketball,	level, timing		about the		stamina and	Understand	
	hockey,	and actions)		court.		explain how	why exercise	
	netball,	S&A		E&I (tennis,		these can help	is good or	
	rugby)	Know how		badminton)		their	fitness, health	
	3-77	gymnastics		,		performance	and wellbeing.	
		promotes				in other types		
		strength,				of activity.		
		power and						
		POWEI dila		1	1	1		

- I average	Children will	
suppleness.	Children will	
Set out and do	be taught how	
risk	to use their	
assessments	bodies to:	
on apparatus.	• Sprint 75m	
	within 20-	
	16develop to	
	15-12secs	
	• Jump for	
	height 30 -	
	34cm	
	Jump for	
	distance150 -	
	179cm	
	• Leap hurdles	
	60m within 25	
	-18 secs	
	develop to 17	
	- 14secs	
	Overarm	
	throw 30 -	
	34m develop	
	to 35+m	
	• Chest push	
	6 - 8 m	
	develop to 8+	
	• Run for	
	longer	
	distance 600m	
	5:00 -3:31	
	develop to	
	3:30 -2:31	



			Participate in		
			Sports day		

# KS2 Progression in Skills and Knowledge- Swimming

	Pupils not securing learning	Pupils achieving depth in learning
Pupils are grouped according to their ability and are taught to -		
Swim competently, confidently and proficiently over a distance of at least 25 metres		
Use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]		
Perform safe self-rescue in different water-based situations.		