

Year 4 PE Progression Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Торіс	Personal Skills/ Physical Skills/ Invasion Games	Social Skills/ Physical Skills/ Gymnastics/Dance	Cognitive Skills/ Physical Skills/ Swimming	Creative Skills/ Physical Skills/ Swimming	Physical Skills/ Yoga	Health & Fitness Skills/ Physical Skills/ Athletics/Rounders
Learning Objective (from DC Pro)	 1. I cope well and react positively when things become difficult. 2. I can persevere with a task and I can improve my performance through regular practice. 1. I can perform a variety of movements and skills with good body tension. I can complete all Green and most Red FUNS Challenges 	 1. I cooperate well with others and give helpful feedback. 2. I help organise roles and responsibilities and I can guide a small group through a task. 1. I can perform a variety of movements and skills with good body tension. I can complete all Green and most Red FUNS Challenges 	 1. I can understand ways (criteria) to judge performance and I can identify specific parts to continue to work upon. 2. I can use my awareness of space and others to make good decisions. 1. I can perform a variety of movements and skills with good body tension. I can complete all Green and most Red FUNS Challenges 1. I can submerge to retrieve an object from the bottom of the pool 2. I can swim 10m on the back 	 I can link actions and develop sequences of movements that express my own ideas 2. I can change tactics, rules or tasks to make activities more fun or challenging. 1. I can perform a variety of movements and skills with good body tension. I can complete all Green and most Red FUNS Challenges 1. I can submerge to retrieve an object from the bottom of the pool. 2. I can swim 10m on the back 	 I can perform a variety of movements and skills with good body tension. I can complete all Green and most Red FUNS Challenges 	 I can describe the basic fitness components and explain how often and how long I should exercise to be healthy. I can record and monitor how hard I am working. 2. I can link actions together so that they flow in running, jumping and throwing activities. I can complete all Green and most Red FUNS Challenges
Skills	 On both legs (FS1): Standstill for 30 seconds with eyes closed Complete five squats Complete five uncle extensions Floorwork(FS10): Hopcotch forward and backwards, alternating hopping leg each time. Move in a three step zigzag pattern forwards. Move in a three step zigzag pattern backwards. 	 Seated(FS2): Pick up a cone from one side and placed on the other side with the same hand. Return it to the opposite side using the other hand. Sit in a dish shape and hold it for five seconds. Jumping and Landing(FS6): Jump from 2 feet to 2 feet with 180° turn in either direction. Complete a tucked jump. Complete tucked jump with 180° turn in either direction. 	 On a line(FS5) March, lifting knees and elbows up to a 90° angle. Walk fluidly with heel to toe landing. Walk fluidly, lifting knees and using heel to toe landing. Walk fluidly lifting heels to bottom and using heel to toe landing. Walk fluidly lifting heels to bottom and using heel to toe landing. Ball skills (FS9): In 20 seconds or less: Legs apart and move the ball around one leg 16 times (right and left leg). Move a ball round waist 17 times. Stand with legs apart and move the ball around alternate legs 16 times. 	In Pairs (FS7): • Hold on and, with a short base, lean back, hold balance and then move back together. • Hold on with one hand and, with a short bass, lean back, hold balance and then move back together. • Perform above challenges with eyes closed. Sending and Receiving(FS8): • Strike a ball with alternate hands in a rally • Kick a ball with the same foot. • Kick a ball with alternate feet. • Roll two balls alternately using both hands, sending one as the other is returning	 Floorwork(FS3): Hold full front support position Lift one arm and point to the ceiling with either hand in front support. Transfer cone on and off back in front support. Reaction and Response (FS12): From 1,2,and 3 metres: React and catch tennis ball dropped from shoulder height after 1 bounce, balancing on one leg. 	 Stance (FS4): Receive small force from various angles. Raise alternate feet five times. Raise alternate knees five times. Catch ball at chest height and throw it back. Ball chasing(FS11): Chase a large rolled ball, let it roll through legs and then collect it in a balanced position facing the opposite direction Chase a large bouncing ball, let it roll through legs and then collect it in a balanced position facing the opposite direction Chase a large bouncing ball, let it roll through legs and then collect it in a balanced position facing the opposite direction. Complete above challenges with tennis ball.



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Aca	denny			
	 Develop different ways of 	Gym	•	Athletics
	throwing and catching.	 Develop different ways of throwing 		 Confidently demonstrate an
	 Move with the ball using a 	and catching.		improved technique for sprinting.
	range of techniques showing	 Move with the ball using a range of 		 Carry out an effective sprint
	control and fluency.	techniques showing control and		finish.
	 Pass the ball with increasing 	fluency.		 Perform a relay, focusing on the
	speed, accuracy and success in a	 Pass the ball with increasing speed, accuracy and success in a game 		baton changeover technique.
	game situation.	accuracy and success in a game situation.		 Speed up and slow down
	Occasionally contribute towards	Occasionally contribute towards		smoothly.
	helping their team to keep and	helping their team to keep and win		 Learn how to combine a hop,
	win back possession of the ball	back possession of the ball in a		step and jump to perform the
	in a team game.	team game.		standing triple jump.
	 Make the best use of space to 	Make the best use of space to pass		 Land safely and with control.
	pass and receive the ball.	and receive the ball.		Begin to measure the distance
	 Vary the tactics they use in a 	• Vary the tactics they use in a game.		jumped.
	game.	 Adapt rules to alter games. 		Perform a pull throw.
S	 Adapt rules to alter games. 	• Vary the tactics they use in a game.		Measure the distance of their
dill	 Vary the tactics they use in a 	 Adapt rules to alter games. 		throws.
s,	game.			•Continue to develop techniques to
Sport specific skills	 Adapt rules to alter games. 	Dance		throw for increased distance.
SCI		 Identify and repeat the movement 		
be		patterns and actions of a chosen dance style.		Cricket
ţ		 Compose a dance that reflects the 		Develop different ways of
o		chosen dance style.		throwing and catching.
Sp		 Confidently improvise with a 		 Move with the ball using a range
		partner or on their own.		of techniques showing control and
		Compose longer dance sequences		fluency. Pass the ball with increasing
		in a small group.		• Pass the ball with increasing speed, accuracy and success in a
		 Demonstrate precision and some 		game situation.
		control in response to stimuli.		Occasionally contribute towards
		 Begin to vary dynamics and 		helping their team to keep and
		develop actions and motifs in		win back possession of the ball in
		response to stimuli.		a team game.
		Demonstrate rhythm and spatial		Make the best use of space to
		awareness.Change parts of a dance as a result		pass and receive the ball.
		of self-evaluation.		• Vary the tactics they use in a
		Use simple dance vocabulary when		game.
		comparing and improving work.		 Adapt rules to alter games.
				• Vary the tactics they use in a
				game.
				-
	Keep possession; Scoring goals;	Stratch, puch, pull, star.		Adapt rules to alter games. Batting; Fielding; Defending;
Vocabulary	Keeping score; Making space;	Stretch; push; pull; step;		Hitting
	Pass/send/receive; Travel with a	spring; crawl; still; slowly; tall;		Thrung
nc	ball; Points; Rules; Tactics;	long; forwards; high; low; roll;		
Cak		copy; jump; land; balance		
ŏ		Repetition; Action and		
>		reaction		
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