KS1 Progression of skills curriculum map 2023 -2024

All lessons are based around objectives on: Performance (skills), social and development (teamwork/communication) and competition (peer and self)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Fundamental movement skills 1 - Run skilfully - Manipulate objects pick up and carry - Control emotions in games - Balance on 1 leg - Navigate obstacles - Encourage teammates - Play games fairly	Invasion games 1 - Passing ball from chest - Receiving balls - Change direction - Move with spatial awareness of others Dribbling a ball with a stick - Dribble a ball with hands - Dribble ball with feet Sending, trapping and receiving a ball	Fundamental Movement Skills2 - Hop and move with balance - Travel backwards around others - Variety of jumps with safe landings - Dodge and evade others - Punt and strike a ball with foot correctly	Gym - wide, narrow and curled - Travel and balance with a wide body shape - Sequence of curled body movements Develop long and narrow shapes Sequences that uses balance, motion, flight and different levels.	Theme based on their Big Develop: - Use music as a stimulus to create actions - 16 count motif in unison - Use different levels and pathways - mirroring - Work in unison and individually and pairs - self and peer evaluation	Strike and field skills 1 - Strike a ball off a tee Coordinate a strike and run - Begin to field a ball as a group Ready position for catching and track ball Roll ball - Pick up ball with good technique Pick and throw over arm.
Year 1 PPA - Coach led	Gymnastics - Balancing & spinning on Points & Patches - Controlled spins - Symmetrical and	Dance - based on Big Q topic Develop: - Use music as a stimulus to create actions	Gymnastics Pathways - Long elegant movements - Move along the floor with body parts	Target Games 2 - Putting a ball consistentlypunting a ball with both feet	Netwall 1 - Send a ball with some accuracy strike and	Object manipoulation - Dribble,trap and turn with a ball - Punt a ball

	asymmetrical spins on body weight and apparatus - Spin at different levels on points - Hold balances at different levels - Perform a routine with a partner	- 16 count motif in unison - Use different levels and pathways - Work in unison and individually and pairs - self and peer evaluation	-	Jump in coordination Step and turn gracefully Perform routine on apparatus	- Strike a ball at a target with force - Throw over arm and under arm	volley a ball with hand in the air Ready position Throw with accuracy and power	- Throw a ball sideways on
Year 2	Dance Theme based on their	Net wall skills 2 - Send and receive a	OAA -	Teamwork	Gym – Spinning and twisting	Athletics 2 - React quickly	Strike and field 2 - Catch ball after
Teacher	Big Question topics	ball some with	_	Listening	- spin on patches	- Jump with a	bounce
led	GREAT FIRE OF	accuracy.	-	Communication	- rolls and twists	balanced	- strike a ball off a
	LONDON	- Catching in line	-	Simple map	-changing	cushion landing.	tee
		with the ball.		skills and	pathways	- Coordinate a	- bowl overarm
	Develop:	- Volley a ball with 2		orienteering	- twist in flight	run with a jump	-stop ball
	- Use music as a	arms			and balance	- Throw for	defending wicket
	stimulus to create	- Use a racket to			- front and back	accuracy	- pick up ball one
	actions	keep a rally going			supports with	- Run within a	handed and return
	- 16 or 32 count motif	with self or partner.			twists	lane	under arm
	in unison	(aiming for 1 bounce)			- counter balances	- Dip to finish a	- strike the ball
	- Use different levels	- Control ball with			with a partner and	race.	struck hard at
	and pathways - Mirroring	good grip, and stance			apparatus -create a sequence	- Transfer a baton in a relay	your leg - chase ball and
	- Work in unison and	- Send and receive a			of twists. Spins,	- Jump to clear	throw it back
	individually and pairs	ball over a line/small			turns	an obstacle	- use skills in a
	- self and peer	net.			-introduce	- Different	game situation
	evaluation	- Develop forehand			mirroring partner.	throws for	J
		and backhand				distance.	

Year 2 PPA - coach led	FMS 3 - Skip with a rope - Dribble a ball with hand - Travel with ball and look up controlling ball - Pass and receive a ball, cushioning and trapping - Jump for height and distance - Catch consistently - Signal for a catch	and curling - Travel forwards/backwards in curled position - Curled position in flight - Stretching in a balance and in flight - Sequence of stretches and curls - Stretching and curling whilst taking weight on hands - Hold a bridge - Use apparatus to perform sequences	*with some accuracy - Throw ball underarm with either hand at a target - Kick ball with both feet - Roll ball with either feet - Punt the ball with both feet Strike a ball with a racket/bat with some force Bounce ball at a target	Invasion games 2 - Introduce principles of attacking and defending Catch the ball on the full (cricket) - Tracking and intercepting (netball) - Dodge to beat opponent (rugby) - Keep possession while dribbling (basketball) - Compete with some spatial awareness	Theme based on their Big Question topics VICTORIANS Develop: - Use music as a stimulus to create actions - 16 or 32 count motif in unison - Use different levels and pathways - Mirroring - Work in unison and individually and pairs - self and peer evaluation	Target Games- Golf -Grip the club using correct stance -vControl direction and speed of putt - Chip ball to a target using correct stance -
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