Progression of Knowledge and Skills through Games Year 1 and 2

	Year 1				Year 2		
Aim of Games	Children develop basic game-playing skills, in particular the FMS of throwing and catching. They play games based on net games and striking			Children will improve and apply their basic FMS in games. They play games that demand simple choices and decisions on how to use space to avoid			
In all games activities, children	and fielding games. They have an opportunity to play one against one, one			opponents, keep the ball and score points. They will continue to practice			
think about how to use skills,	against two, and one again	against two, and one against three.			and refine their FMS and techniques, using them to outwit others. They		
strategies and tactics to outwit				will also develop an early understanding of simple concepts of attack.			
the opposition.				4.00 40.00 41.04	and or an amy of a mpro act		
Performance of skills -	► Perform fundamental movement skills at a developing level in:			Perform fundamental	movement skills at a develo	oping level and start	
	 Travelling skills. Sending skills. 			to master some basic movements in:			
Progression				Travelling skills.			
	Receiving skills.			Sending skills.			
	P Nood-ving divine.			► Receiving skills			
Developing Physical Skills	► Side gallop	Rolling a ball	Overarm throw	Underarm throw	Throw	Strike a ball off a	
- Lancashire Scheme	► Underarm throw			Catching	▶ Catch	tee.	
- Lancashire Scheme	Running	Bounce a ball	Running	Running	Strike a ball	Strike from a basic	
		Catch ball		Dodging	Side gallop	feed.	
		Catch Dall			Running	Catch	
		Running				Overarm throw	
Application of skills -	The 'Ten point hoops' core	The aim of the game is to	The aim of the game is for	The 'Piggy in the middle'	The aim is to score points	The aim is for the batter	
Lancashire Scheme (Core	task involves children	score points by sliding a	the thrower (the batter)	core task involves children	by throwing or hitting a	to hit a ball into a field,	
·	scoring points by throwing	beanbag or rolling a ball	to score as many points as	, 3	ball over a line/net so that	and then to run as far as	
Task)	beanbags to a choice of	over your opponent's line.	possible by throwing	points as possible by	it bounces twice, with the	possible around a circuit of	
	two targets. Working in pairs, the children set up	Alternatively, you can throw a ball over the line	beanbags into a channel and then counting how	throwing and catching a ball between players on	first bounce in the court area. Play the game two	bases before the fielding team returns the ball to	
	an area for their game.	for the opposition to	many times they can move	• •	against two - each pair	the fielding bases	
	The pupils stand on either	catch. The game is played	in and out of a hoop before	work in groups of four,	should have one player	The fielding bases	
	side of the line, one as an	one against one, or two	fielders retrieve the	with three attackers and	with a racket and one		
	attacker and the other as	against two.	beanbags.	one defender.	without.	Knowledge - To use a	
	a defender.	Knowledge – To use a	Knowledge - To use a	Knowledge - To use a	Knowledge - To throw	simple tactic i.e. Strike	
	Knowledge - To use a	simple tactic i.e. Look one	simple tactic i.e. Throw	simple tactic i.e. moves	the ball into space away	the ball away from	
	simple tactic i.e. Pretend	way and roll the ball the	away from the cones	into space to receive a	from the opponent	cones/fielders	
	to throw one way then	other	(fielders)	ball. To pass a ball to a	· ···· ···· ··· · · · · · · · · · · ·		
	throw the other			player in space.			
Character Education							

PE Progression through Lancashire PE SOW: Gymnastic Type Activities - Year 1 and 2

	Year 1	Year 2
Aim of Gymnastic activities In gymnastics as a whole, children use skills and agilities individually, in combination and in sequence, with the aim of showing as much control and precision as possible.	Children investigate movement, stillness, and how to find and use space safely. They explore basic gymnastic actions on the floor and using apparatus. They copy or create, remember and repeat, short movement phrases of 'like' linked actions, e.g. two jumps, or two rolls. In gymnastics as a whole, children use skills and agilities individually, in combination and in sequence, with the aim of showing as much control and precision as possible.	Children will focus on increasing their range of basic gymnastic skills. They create simple sequences of 'unlike' actions on the floor, e.g. a roll, jump and a shape. They then transfer what they learn on the floor to apparatus. In gymnastics as a whole, children use skills and agilities individually, in combination and in sequence, with the aim of showing as much control and precision as possible.
Performance of skills - Progression	 Perform fundamental movement skills at a developing level in: Travelling skills. Perform body actions with some control and coordination 	 Perform fundamental movement skills at a developing level and start to master some basic movements in: Travelling skills Perform body actions with control and coordination
Developing Physical Skills - Lancashire Scheme	 Shape - Wide, thin Travelling - feet - Jog, skip, gallop, hop, walk forwards, backwards. Travelling - hand and feet - Frog, Bunny, Crab, Bear, Caterpillar, Crocodile, Monkey, etc. Balancing - Front support, balance on 4 & 3 points, large body parts, tummy, back, bottom, shoulder. Jumping and Landing - 2 - 2 for height Rolling - Rocking on back, pencil, egg rolls, Apparatus 	 Shape - Wide, thin, dish, arch, tuck Travelling - feet - Jog, skip, gallop, hop, walk forwards, backwards. Travelling - hand and feet - Frog, Bunny, Crab, Bear, Caterpillar, Crocodile, Monkey, etc. Balancing - Front support, balance on 4 & 3 points, large body parts, tummy, back, bottom, shoulder. Jumping and Landing Rolling - Rocking on back, pencil, egg rolls, dish roll, teddy / circle roll, forward roll. Apparatus
Application of skills - Lancashire Scheme (Core Task)	The 'Making shapes' core task involves children knowing how to create a gymnastic sequence on floor, mats and apparatus by linking two gymnastic shapes through rolling, travelling or jumping. The children begin by developing a sequence on floor and mats, starting away from a mat, performing an action towards the mat and then an action across the mat. They then transfer their work to apparatus, either performing two actions on apparatus or one on floor and one on apparatus	The 'Families of actions' core task involves children knowing how to create a gymnastic sequence on floor, mats and apparatus of four actions by linking a roll, a balance, a jump and travel. The children develop a sequence on the floor and mats before transferring it to apparatus. They link the four actions together smoothly, choosing one action from each of the families of actions. The balance focus is large body parts - side, back, tummy, hips and shoulders
Character Education		

PE Progression through Lancashire PE SOW: Dance Activities - Years 1 and 2

	Year 1	Year 2	
Aim of Educational Dance	Children will explore basic body actions, e.g. jumping and turning, and use different parts of their body to make movements. They create and repeat short dances inspired by different stimulus and themes.	Children will focus on creating and performing short dances that communicate different moods, feelings and ideas. A range of subjects, including some based on different times and cultures can be used.	
	In dance as a whole, children think about how to use movement to explore and communicate ideas and issues, and their own feelings and thoughts.	Children will learn how to use different parts of the body to imitate and lead movements. They will also create short dances individually and also create and perform with a partner.	
Performance of skills -	▶ Perform fundamental movement skills at a developing level. Perform	▶ Perform fundamental movement skills at a developing level and	
Progression	basic body actions with control and show some sense of dynamic,	start to master some basic movements	
	expressive and rhythmic qualities in their own dance.	▶ Perform body actions with control and coordination and perform	
		short dances, showing an understanding of expressive qualities.	
Developing Physical	Body Actions	Body Actions	
Skills - Lancashire	Copy and explore basic body actions from a range of stimuli	► Copy and explore basic body actions from a range of stimuli	
Scheme	(Words, poetry, pictures, sounds, objects)	(Words, poetry, pictures, sounds, objects)	
	Travel, Turn, Jump, Gesture, Stillness	Travel, Turn, Jump, Gesture, Stillness	
	► Copy simple movement patterns	► Copy simple movement patterns	
	Show and tell using body actions to explore moods, ideas and feelings.	Show and tell using body actions to explore moods, ideas and feelings.	
	Vary speed, strength, energy and tension of their movements.	Vary speed, strength, energy and tension of their movements.	
Application of skills - Lancashire Scheme	Choose movements to make their own simple dance phrase with beginning, middle and ending.	Choose movements to make their own simple dance phrase with beginning, middle and ending.	
(Core Task)	 Practice and repeat these short dance phrases so they can be performed in a controlled way. 	 Practice and repeat these movements so they can be performed in a controlled way. 	
	Choose and link actions that express a mood, idea or feeling	 Choose and link actions that express a mood, idea or feeling Remember and repeat movements showing greater control, 	
	Lancashire units - Three little pigs, Toy Story, Fire-Fire and Robots	coordination and spatial awareness.	
		Lancashire units - Moving Along, Seaside, Once Upon a Giant, Explorers and Wind in the Willows	
Character Education			

PE Progression through Lancashire PE SOW: Athletic Type Activities - Years 1 and 2

	Year 1	Year 2	
Aim of Athletic Activities	Children will explore the FMS of running, jumping and throwing activities, and take part in simple challenges and competitions. They experiment with different ways of travelling, throwing and jumping, increasing them	Children explore the FMS of running, jumping and throwing activities, and take part in simple challenges and competitions. They experiment with different ways of travelling, throwing and jumping, increasing them	
In all athletic activities, children think about how to achieve the greatest possible speed, height, distance or accuracy.	awareness of speed and distance. In all athletic activities, children think about how to achieve the greatest possible speed, height, distance or accuracy.	awareness of speed and distance. In all athletic activities, children think about how to achieve the greatest possible speed, height, distance or accuracy.	
Performance of skills - Progression	▶ Perform fundamental movement skills at a developing level.	➤ Perform fundamental movement skills at a developing level and start to master some basic movements	
Developing Physical Skills - Lancashire Scheme	 Running Hopping Rolling a ball Underhand throw Jumping 	 Running Underarm throw Overarm throw Push throw Jumping for distance 	
Application of skills - Lancashire Scheme (Core Task)	The 'Honey pot' core task involves children running in different directions to pick up objects as quickly as they can. The children work in pairs. Each pair has a hoop (their honey pot) with five objects in it. Other objects are spread out around the playing area, along with cones to act as obstacles. Each pair decides who is going to be the Bee and who is going to be the Queen. The Bee's job is to run around collecting one object at a time for their honey pots. These can be picked up from the playing area and from other people's hoops. The Queen sits in the honey pot and makes sure that other children only take one object. The Bees have two minutes to get as many objects as possible into their honey pot, after which they count how many objects they have collected and record the number on their score sheets. They then leave five objects in their honey pot, scatter the rest around the playing area, swap roles and carry out the task again.	The 'Colour match' core task involves children throwing different pieces of equipment as accurately as possible in order to hit targets. The children work in groups of three and take it in turns to be the thrower, scorer and collector. Each group has three different-coloured targets (e.g. hoops, skipping ropes or markers) set at different distances and selects 10 pieces of equipment (e.g. quoits, balls of different sizes, beanbags) in colours to match the targets. The thrower tries to throw each object to the target of the same colour (e.g. red beanbag to red hoop) The scorer counts how many times the thrower succeeds in hitting the target. The collector gathers up the equipment ready for the next person to have a go. Each child has two turns at being the thrower	
Character Education	· · · · · · · · · · · · · · · · · · ·	1	