

Early Learning 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.

Development matters.

Revise and refine the fundamental movement skills they have already acquired: - rolling - crawling - walking - jumping - running - hopping - skipping - climbing.

Progress towards a more fluent style of moving, with developing control and grace.

Develop the overall body strength, co-ordination, balance and agility needed to engage successfully with future physical education sessions and other physical disciplines including dance, gymnastics, and sport.

Combine different movements with ease and fluency.

KS1 National Curriculum Aims

The main KS1 national curriculum aims covered in the Gymnastics units are:

Gymnastics Progression Grid

• Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and coordination, and begin to apply these in a range of activities

KS2 National Curriculum Aims

The main KS2 national curriculum aims covered in the Gymnastics units are:

- Develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics].
- Compare their performances with previous ones and demonstrate improvement to achieve their personal best

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6			
	Health & Fitness								
Describe how the body	Describe how the body feels before, during and	Recognise and describe how the body feels	Recognise and describe	Describe how the body	Know and understand the	Understand the importance of warming up			
feels when still and when	after exercise.	during and after different physical activities.	the effects of exercise on	reacts at different times and	reasons for warming up and	and cooling down.			
exercising.			the body.	how this affects	cooling down.				
	Carry and place equipment safely.	Explain what they need to stay healthy		performance.		Carry out warm-ups and cool-downs safely			
			Know the importance of		Explain some safety principles	and effectively.			
			strength and flexibility for	Explain why exercise is good	when preparing for and during				
			physical activity.	for your health.	exercise.	Understand why exercise is good for			
						health, fitness and wellbeing.			
			Explain why it is	Know some reasons for					
			important to warm up	warming up and cooling		Know ways they can become healthier.			
			and cool down.	down.					



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Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
кесерион	Teal 1				Teal 5	real 0
		Acquiring and Developin				
f movements. Copy a beginn ontrol. Link two ravel in different ways. Arretch in different ways. Imp in a range of ways om one space to nother with control. Link two ravel in different ways. Travel speed. Hold st egin to balance with ontrol. Carry of Carry	e and perform a movement sequence. actions and movement sequences with a ning, middle and end. wo actions to make a sequence. gnise and copy contrasting actions (small/tall, w/wide). I in different ways, changing direction and l. still shapes and simple balances. out simple stretches. out a range of simple jumps, landing safely. around, under, over, and through different ts and equipment. to move with control and care	Copy, explore and remember actions and movements to create their own sequence. Link actions to make a sequence. Travel in a variety of ways, including rolling. Hold a still shape whilst balancing on different points of the body. Jump in a variety of ways and land with increasing control and balance. Climb onto and jump off the equipment safely. Move with increasing control and care.	Choose ideas to compose a movement sequence independently and with others. Link combinations of actions with increasing confidence, including changes of direction, speed or level. Develop the quality of their actions, shapes and balances. Move with coordination, control and care. Use turns whilst travelling in a variety of ways. Use a range of jumps in their sequences. Create interesting body shapes while holding balances with control and confidence. Begin to show flexibility in movements	Create a sequence of actions that fit a theme. Use an increasing range of actions, directions and levels in their sequences. Move with clarity, fluency and expression. Show changes of direction, speed and level during a performance. Travel in different ways, including using flight. Improve the placement and alignment of body parts in balances. Carry out balances, recognising the position of their centre of gravity and how this affects the balance. Begin to develop good technique when travelling, balancing and using equipment. Develop strength, technique and flexibility throughout	Select ideas to compose specific sequences of movements, shapes and balances. Adapt their sequences to fit new criteria or suggestions. Perform jumps, shapes and balances fluently and with control. Confidently develop the placement of their body parts in balances, recognising the position of their centre of gravity and where it should be in relation to the base of the balance. Apply skills and techniques consistently. Develop strength, technique and flexibility throughout performances. Combine equipment with movement to create sequences.	Create their own complex sequences involving the full range of actions and movements: travelling, balancing, holding shapes, jumping, leaping, swinging, vaulting and stretching. Demonstrate precise and controlled placement of body parts in their actions, shapes and balances. Apply skills and techniques consistently, showing precision and control. Develop strength, technique and flexibility throughout performances



The Gymnastic skills taught throughout the units can be broken down into these specific areas; rolls, jumps, vault work, handstands, cartwheels and round-offs, travelling and shapes and balances. This table maps out the progression of skills in each area to be taught in each year group. Please note – the age range is only a guide. All skills should be taught depending on the gymnastic ability of the children. Many of the skills are repeated across year groups to allow for children to progress at their own pace. For example, if a child has not mastered a forward roll from standing in year 3, the skill can be revisited in year 4, 5 and 6 if necessary.

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
			Rolls			
Curled side roll (egg roll)	Log roll (controlled)	Log roll (controlled)	Crouched forward roll	Forward roll from standing	Forward roll from standing	Forward roll from standing
Log roll (pencil roll)	Curled side roll (egg roll) (controlled)	Curled side roll (egg roll) (controlled)	Forward roll from standing	Straddle forward roll	Straddle forward roll	Straddle forward roll
Teddy bear roll	Teddy bear roll (controlled)	Teddy bear roll (controlled)	Tucked backward roll	Tucked backward roll	Pike forward roll	Pike forward roll
		Rocking for forward roll		Backward roll to straddle	Tucked backward roll	Dive forward roll
		Crouched forward roll			Backward roll to straddle	Tucked backward roll
						Backward roll to straddle
						Backward roll to standing pike
						Pike backward roll
			Jumps			
Straight Jump Tuck Jump Jumping Jack Half turn	Straight jump Tuck jump Jumping jack Half turn Cat spring	Straight jump Tuck jump Jumping jack Half turn Cat spring Cat spring to straddle	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Straight jump Cat leap	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Straight half turn Straight full turn Cat leap Cat leap half turn	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Stag jump Straight half turn Straight full turn Cat leap half turn Split leap	Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Stag jump Straight half turn Straight full turn Cat leap Cal leap half turn Split leap Stag leap Stag leap



Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6			
Handstands, cartwheels and round-offs									
Bunny hop	Bunny hop Front support wheelbarrow with partner	Bunny hop Front support wheelbarrow with partner t-lever scissor kick	Handstand Lunge into handstand cartwheel	Lunge into handstand Lunge into cartwheel Lunge into round-off	Lunge into handstand Lunge into cartwheel Lunge into round-off	Lunge into cartwheel Lunge into round-off Hurdle step Hurdle step into cartwheel Hurdle step into round-off			
	Travelling and Linking actions								
Tiptoe, step, jump and hop	Tiptoe, step, jump and hop. Hopscotch Skipping Galloping	Tiptoe, step, jump and hop. Hopscotch Skipping Galloping Straight jump half-turn	Tiptoe, step, jump and hop. Hopscotch Skipping Chassis steps Straight jump half turn Cat leap	Tiptoe, step, jump and hop Hopscotch. Skipping. Chassis steps Straight jump half turn. Straight jump full turn Cat leap Cat leap half turn Pivot	Tiptoe, step, jump and hop. Hopscotch Skipping Chassis steps Straight jump half turn. Straight jump full turn Cat leap Cat leap half turn Pivot	Tiptoe, step, jump and hop. Hopscotch Skipping Chassis steps Straight jump half turn Straight jump full turn Cat leap Cat leap half turn Cat leap full turn Pivot			
		Shape	es & Balances						
Standing balances	Standing balances Kneeling balances Pike, tuck, star, straight, straddle shapes	Standing balances Kneeling balances Large body part balances. Balances on apparatus Balances with a partner Pike, tuck, star, straight, straddle shapes. Front and back support	Large and small body part balances, including standing and kneeling balances. Balances on apparatus. Matching and contrasting partner balances. Pike, tuck, star, straight, straddle shapes Front and back support	1, 2, 3 and 4- point balances. Balances on apparatus. Balances with and against a partner. Pike, tuck, star, straight, straddle shapes Front and back support	1, 2, 3 and 4- point balances. Balances on apparatus Part body weight partner balances. Pike, tuck, star, straight, straddle shape. Front and back support	1, 2, 3 and 4- point balances Balances on apparatus Full body weight partner balances. Pike, tuck, star, straight, straddle shapes Front and back support			
Compete/Perform									
Control my body when performing a sequence of movements.	Perform using a range of actions and body parts with some coordination.	Perform sequences of their own composition with coordination.	Develop the quality of the actions in their performances.	Perform and create sequences with fluency and expression.	Perform own longer, more complex sequences in time to music.	Link actions to create a complex sequence using a full range of movement that			



	Begin to perform learnt skills with some control.	Perform learnt skills with increasing control.	Perform learnt skills and techniques with control and confidence. Compete against self and others in a controlled manner.	Perform and apply skills and techniques with control and accuracy.	Consistently perform and apply skills and techniques with accuracy and control.	showcases different agilities, performed in time to music. Perform and apply a variety of skills and techniques confidently, consistently and with precision. Begin to record their peers' performances and evaluate these.
			Evaluate			
Talk about what they	Watch and describe performances.	Watch and describe performances and use	Watch, describe and	Watch, describe and	Choose and use criteria to	Thoroughly evaluate their own and others'
have done.		what they see to improve their own	evaluate the	evaluate the effectiveness	evaluate own and others'	work, suggesting thoughtful and
	Begin to say how they could improve	performance.	effectiveness of a	of performances, giving	performances.	appropriate improvements.
Talk about what others			performance.	ideas for improvements.		
have done.		Talk about the differences between their			Explain why they have used	
		work and that of others.	Describe how their	Modify their use of skills or	particular skills or techniques,	
			performance has	techniques to achieve a	and the effect they have had	
			improved over time.	better result	on their performance.	