

# Progression Framework – Physical Education



## Gymnastics

### Curriculum Themes

We follow a four-year curriculum cycle. Each topic theme falls under a termly category

- Autumn – Me and My World
- Spring – The Wider World
- Summer – Action and Adventure

The curriculum theme titles are listed in the table below. Teachers use the subject framework to inform the learning intent for their individual classes in the form of medium-term plans. These frameworks ensure that there is a clear progression in skills and knowledge for each subject area.

Autumn - <b>Me and My World</b>	Spring - <b>The Wider World</b>	Summer - <b>Action and Adventure</b>
Year 1		
<i>All About Me</i>	<i>Come Fly with Me</i>	<i>Pirates</i>
Year 2		
<i>Help is at Hand</i>	<i>Going Wild</i>	<i>Time Travel</i>
Year 3		
<i>Unity in the Community</i>	<i>Global Warning</i>	<i>To Infinity and Beyond</i>
Year 4		
<i>Law and Order</i>	<i>Under the Sea</i>	<i>Superheroes</i>

The PE curriculum is broken down into the following key areas:

- Athletics
- Dance
- Games
- Gymnastics

When deciding on their termly learning intent, teachers should ensure that there are opportunities for pupils to learn and progress in all areas and this should be clearly referenced in medium term plans.

Milestone 1	Milestone 2	Milestone 3	Milestone 4	Milestone 5	Milestone 6	Milestone 7
<b>Health and Fitness</b>						
<b>HF.1</b> - Describe how the body feels when still and when exercising	<b>HF.2</b> - Describe how the body feels when still and when exercising	<b>HF.3.1</b> - Recognise and describe how the body feels during and after different physical activities. <b>HF.3.2</b> - Explain what they need to stay healthy.	<b>HF.4.1</b> - Recognise and describe the effects of exercise on the body. <b>HF.4.2</b> - Know the importance of strength and flexibility for physical activity. <b>HF.4.3</b> - Explain why it is important to warm up and cool down.	<b>HF.5.1</b> - Describe how the body reacts at different times and how this affects performance. <b>HF.5.2</b> - Explain why exercise is good for your health. <b>HF.5.3</b> - Know some reasons for warming up and cooling down	<b>HF.6.1</b> - Know and understand the reasons for warming up and cooling down. <b>HF.6.2</b> - Explain some safety principles when preparing for and during exercise.	<b>HF.7.1</b> - Understand the importance of warming up and cooling down. <b>HF.7.2</b> - Carry out warm-ups and cool-downs safely and effectively. <b>HF.7.3</b> - Understand why exercise is good for health, fitness and wellbeing. <b>HF.7.4</b> - Know ways they can become healthier.
<b>Acquiring and Developing Skills in Gymnastics (General)</b>						
<b>G.1.1</b> - Create a short sequence of movements. <b>G.1.2</b> - Roll in different ways with control. <b>G.1.3</b> - Travel in different ways. <b>G.1.4</b> - Stretch in different ways. <b>G.1.5</b> - Jump in a range of ways from one space to another with control. <b>G.1.6</b> - Begin to balance with control. <b>G.1.7</b> - Move around, under, over, and through different objects and equipment.	<b>G.2.1</b> - Create and perform a movement sequence. <b>G.2.2</b> - Copy actions and movement sequences with a beginning, middle and end. <b>G.2.3</b> - Link two actions to make a sequence. Recognise and copy contrasting actions (small/tall, narrow/wide). <b>G.2.4</b> - Travel in different ways, changing direction and speed. <b>G.2.5</b> - Hold still shapes and simple balances. <b>G.2.6</b> - Carry out simple stretches. <b>G.2.7</b> - Carry out a range of simple jumps, landing safely. <b>G.2.8</b> - Move around, under, over, and through different objects and equipment. <b>G.2.9</b> - Begin to move with control and care.	<b>G.3.1</b> - Copy, explore and remember actions and movements to create their own sequence. <b>G.3.2</b> - Link actions to make a sequence. <b>G.3.3</b> - Travel in a variety of ways, including rolling. <b>G.3.4</b> - Hold a still shape whilst balancing on different points of the body. <b>GH.3.5</b> - Jump in a variety of ways and land with increasing control and balance. <b>G.3.6</b> - Climb onto and jump off the equipment safely. <b>G.3.7</b> - Move with increasing control and care.	<b>G.4.1</b> - Choose ideas to compose a movement sequence independently and with others. <b>G.4.2</b> - Link combinations of actions with increasing confidence, including changes of direction, speed or level. <b>G.4.3</b> - Develop the quality of their actions, shapes and balances. <b>G.4.4</b> - Move with coordination, control and care. <b>G.4.5</b> - Use turns whilst travelling in a variety of ways. <b>G.4.6</b> - Use a range of jumps in their sequences. Begin to use equipment to vault. <b>G.4.7</b> - Create interesting body shapes while holding balances with control and confidence. <b>G.4.8</b> - Begin to show flexibility in movements.	<b>G.5.1</b> - Create a sequence of actions that fit a theme. Use an increasing range of actions, directions and levels in their sequences. <b>G.5.2</b> - Move with clarity, fluency and expression. <b>G.5.3</b> - Show changes of direction, speed and level during a performance. <b>G.5.4</b> - Travel in different ways, including using flight. Improve the placement and alignment of body parts in balances. <b>G.5.5</b> - Use equipment to vault in a variety of ways. <b>G.5.6</b> - Carry out balances, recognising the position of their centre of gravity and how this affects the balance. <b>G.5.7</b> - Begin to develop good technique when travelling, balancing and using equipment. <b>G.5.8</b> - Develop strength, technique and flexibility throughout performances	<b>G.6.1</b> - Select ideas to compose specific sequences of movements, shapes and balances. <b>G.6.2</b> - Adapt their sequences to fit new criteria or suggestions. Perform jumps, shapes and balances fluently and with control. <b>G.6.3</b> - 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. <b>G.6.4</b> - Confidently use equipment to vault in a variety of ways. <b>G.6.5</b> - Apply skills and techniques consistently. <b>G.6.6</b> - Develop strength, technique and flexibility throughout performances. <b>G.6.7</b> - Combine equipment with movement to create sequences.	<b>G.7.1</b> - Create their own complex sequences involving the full range of actions and movements: travelling, balancing, holding shapes, jumping, leaping, swinging, vaulting and stretching. <b>G.7.2</b> - Demonstrate precise and controlled placement of body parts in their actions, shapes and balances. <b>G.7.3</b> - Confidently use equipment to vault and incorporate this into sequences. <b>G.7.4</b> - Apply skills and techniques consistently, showing precision and control. <b>G.7.5</b> - Develop strength, technique and flexibility throughout performances.

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<b>Rolls</b>						
<b>R.1</b> Curled side roll (egg roll) Log roll (pencil roll) Teddy bear roll	<b>R.2</b> Log roll (controlled) Curled side roll (egg roll) (controlled) Teddy bear roll (controlled)	<b>R.3</b> Log roll (controlled) Curled side roll (egg roll) (controlled) Teddy bear roll (controlled) Rocking forward roll Crouched forward roll	<b>R.4</b> Crouched forward roll Forward roll from standing Tucked backward roll	<b>R.5</b> Forward roll from standing Straddle forward roll Tucked backward roll Backward roll to straddle	<b>R.6</b> Forward roll from standing Straddle forward roll Pike forward roll Tucked backward roll Backward roll to straddle	<b>R.7</b> Forward roll from standing Straddle forward roll Pike forward roll Dive forward roll Tucked backward roll Backward roll to straddle Backward roll to standing pike Pike backward roll
<b>Jumps</b>						
<b>J.1</b> Straight jump Tuck jump Jumping jack Half turn jump	<b>J.2</b> Straight jump Tuck jump Jumping jack Half turn jump Cat spring	<b>J.3</b> Straight jump Tuck jump Jumping jack Half turn jump Cat spring Cat spring to straddle	<b>J.4</b> Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Straight jump half-turn Cat leap	<b>J.5</b> Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Straight jump half-turn Straight jump full-turn Cat leap Cat leap half-turn	<b>J.6</b> Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Stag jump Straight jump half-turn Straight jump full-turn Cat leap Cat leap half-turn Split leap	<b>J.7</b> Straight jump Tuck jump Jumping jack Star jump Straddle jump Pike jump Stag jump Straight jump half-turn Straight jump full-turn Cat leap Cat leap half-turn Cat leap full-turn Split leap Stag leap
<b>Vault – with springboard and vault or other suitable raised platform e.g. gymnastics table</b>						
	<b>V.2</b> Straight jump off springboard	<b>V.3</b> Hurdle step onto springboard Straight jump off springboard Tuck jump off springboard	<b>V.4</b> Hurdle step onto springboard Squat on vault Star jump off Tuck jump off Straddle jump off Pike jump off	<b>V.5</b> Hurdle step onto springboard Squat on vault Straddle on vault Star jump off Tuck jump off Straddle jump off Pike jump off	<b>V.6</b> Hurdle step onto springboard Squat on vault Straddle on vault Star jump off Tuck jump off Straddle jump off Pike jump off Squat through vault	<b>V.7</b> Hurdle step onto springboard Squat on vault Straddle on vault Star jump off Tuck jump off Straddle jump off Pike jump off Squat through vault Straddle over vault

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<b>Handstands, Cartwheels and Round-offs</b>						
<b>HCR.1</b> Bunny hop	<b>HCR.2</b> Bunny hop Front support wheelbarrow with partner	<b>HCR.3</b> Bunny hop Front support wheelbarrow with partner T-lever Scissor kick	<b>HCR.4</b> Handstand Lunge into handstand Cartwheel	<b>HCR.5</b> Lunge into handstand Lunge into cartwheel	<b>HCR.6</b> Lunge into handstand Lunge into cartwheel Lunge into round-off	<b>HCR.7</b> Lunge into cartwheel Lunge into round-off Hurdle step Hurdle step into cartwheel Hurdle step into round-off
<b>Travelling and Linking Actions</b>						
<b>TLA.1</b> Tiptoe, step, jump and hop	<b>TLA.2</b> Tiptoe, step, jump and hop Hopscotch Skipping Galloping	<b>TLA.3</b> Tiptoe, step, jump and hop Hopscotch Skipping Galloping Straight jump half-turn	<b>TLA.4</b> Tiptoe, step, jump and hop Hopscotch Skipping Chassis steps Straight jump half turn Cat leap	<b>TLA.5</b> Tiptoe, step, jump and hop Hopscotch Skipping Chassis steps Straight jump half turn Straight jump full turn Cat leap Cat leap half turn Pivot	<b>TLA.6</b> Tiptoe, step, jump and hop Hopscotch Skipping Chassis steps Straight jump half turn Straight jump full turn Cat leap Cat leap half turn Pivot	<b>TLA.7</b> 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
<b>Shapes and Balances</b>						
<b>SB.1</b> Standing balances	<b>SB.2</b> Standing balances Kneeling balances Pike, tuck, star, straight, straddle shapes	<b>SB.3</b> 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	<b>SB.4</b> 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	<b>SB.5</b> 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	<b>SB.6</b> 1, 2, 3 and 4- point balances Balances on apparatus Part body weight partner balances Pike, tuck, star, straight, straddle shapes Front and back support	<b>SB.7</b> 1, 2, 3 and 4- point balances Balances on apparatus Develop technique, control and complexity of part- weight partner balances Group formations Pike, tuck, star, straight, straddle shapes Front and back support

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<b>Compete/Perform</b>						
<p><b>CP.1.1</b> - Control my body when performing a sequence of movements.</p> <p><b>CP.1.2</b> - Participate in simple games.</p>	<p><b>CP.2.1</b> - Perform using a range of actions and body parts with some coordination.</p> <p><b>CP.2.2</b> - Begin to perform learnt skills with some control</p>	<p><b>CP.3.1</b> - Perform sequences of their own composition with coordination.</p> <p><b>CP.3.2</b> - Perform learnt skills with increasing control</p>	<p><b>CP.4.1</b> - Develop the quality of the actions in their performances.</p> <p><b>CP.4.2</b> - Perform learnt skills and techniques with control and confidence.</p> <p><b>CP.4.3</b> - Compete against self and others in a controlled manner.</p>	<p><b>CP.5.1</b> - Perform and create sequences with fluency and expression.</p> <p><b>CP.5.2</b> - Perform and apply skills and techniques with control and accuracy.</p>	<p><b>CP.6.1</b> - Perform own longer, more complex sequences in time to music.</p> <p><b>CP.6.2</b> - Consistently perform and apply skills and techniques with accuracy and control</p>	<p><b>CP.7.1</b> - Link actions to create a complex sequence using a full range of movement that showcases different agilities, performed in time to music.</p> <p><b>CP.7.2</b> - Perform and apply a variety of skills and techniques confidently, consistently and with precision.</p> <p><b>CP.7.3</b> - Begin to record their peers' performances, and evaluate these</p>
<b>Evaluate</b>						
<p><b>E.1.1</b> - Talk about what they have done.</p> <p><b>E.1.2</b> - Talk about what others have done.</p>	<p><b>E.2.1</b> - Watch and describe performances.</p> <p><b>E.2.2</b> - Begin to say how they could improve</p>	<p><b>E.3.1</b> - Watch and describe performances, and use what they see to improve their own performance.</p> <p><b>E.3.2</b> - Talk about the differences between their work and that of others</p>	<p><b>E.4.1</b> - Watch, describe and evaluate the effectiveness of a performance.</p> <p><b>E.4.2</b> - Describe how their performance has improved over time.</p>	<p><b>E.5.1</b> - Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements.</p> <p><b>E.5.2</b> - Modify their use of skills or techniques to achieve a better result</p>	<p><b>E.6.1</b> - Choose and use criteria to evaluate own and others' performances.</p> <p><b>E.6.2</b> - Explain why they have used particular skills or techniques, and the effect they have had on their performance</p>	<p><b>E.7.1</b> - Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.</p>