

Year 5 PE Progression of Skills, Knowledge & Vocabulary

Content	Core Tasks	Knowledge and	Key Concepts	Vocabulary	Assessment
		Skills	_		
Invasion games Unit Title - Football	The aim of the game is to beat your opposing team by scoring more goals. Play the 5 v 5 mini version of football. The game starts, and restarts after a goal, in the centre (ball passed back into own half). Players will have clear positional roles e.g. attacking/defending roles within the team and use different techniques for passing, controlling, dribbling and shooting the ball in games. They will apply basic principles of team play to keep possession of the ball	Improve skills of moving with the ball, with control, passing and shooting with accuracy. Introduce and develop game play skills of attacking and defending, moving in and out of space	Develop a wider range of football specific skills and use them in small sided invasion games applying attacking and defending tactics in increasingly challenging situations	Dribble, control, space, defend, slalom, accurate, target, attack, goal, pass, rules, shooting accuracy, wing, team formation, attacking, defending, shoot, two-touch, power.	Control, catch, send and receive a ball accurately whilst moving and keeping to the rules. Move with a ball in opposed situations and attack and defend in a small sided game. Take part in a conditioned game with an understanding of tactics and rules and use this to help improve performance Understand and can use principles of exercise activities for warming up and recognise how exercise is good for health
Striking and fielding	The aim of the game is	Improve skills of: travel,	Experience: small-sided and	Send, receive, throw, catch, roll,	Control, catch, send and receive a ball accurately whilst moving
Games	for the batter to hit	travel with, send,	modified competitive net,	control, strike, target, accurate, space,	and keeping to the rules.
Unit Title - Striking and fielding activities –	the ball forward into the field of play and	chase, receive, avoid dodge, attack, defend,	striking/fielding and invasion games; using simple tactics;	rules, contact point, fielding, release point, field of play.	Attack and defend in a small sided game. Take part in a conditioned game with an understanding of
Throwing and Catching	score points by running around a marker as many times as possible before the fielding team return the ball to base. The batter hits the ball off a low/high tee into the field of play. The players field the ball and then pass it to each other. When all fielders have touched	movement into/out of space.	applying simple rules and conventions. Develop: making up small-sided games; own game practices; playing games in pairs/small groups.	point, field of play.	tactics and rules and use this to help improve performance. Understand and use principles of exercise activities for warming up and recognise how exercise is good for health.



	the ball and returned				
	the ball to base, the				
	batter stops scoring.				
	Change round after 4				
	strikes. Play the game				
	in groups of 4.				
Athletics	To develop the	Copy, repeat and	Further develop a variety of	Refine, develop, technique, target,	I can improve and sustain different running technique at
Unit Title - Heptathlon	stamina to keep going	evaluate simple athletic	running, jumping and throwing	monitor progress, rules, conventions,	different speeds in a variety of athletic events.
	(jogging) for 5	skills and actions (run,	techniques.	performance, gastrocnemius,	
	minutes; to be able to	throw, jump) showing		quadriceps, hamstring, groin, latissimus	Demonstrate accuracy and technique in a range of throwing
	participate in,	control and co-	Setting targets and monitoring	dorsi, triceps, deltoid/trapezius, gluteus	and jumping actions.
	officiate, record and	ordination.	progress.	maximus.	
	evaluate an athletic				Identify and explain what makes a good athletic performance. I
	"heptathlon" event	Improve skills of	Prepare for and recover from		can explain how to improve technique in a variety of events.
	participating in THREE	running, jumping and	athletic performance		
	running events (sprint	throwing.			Understand how to work safely, I recognise changes in my body,
	and distance), THREE		Understand the limits of own		I can give reasons why PE is good for my health.
	jumping events (for	Carry out appropriate	performance.		
	distance, for height	warming up and			
	and combination) and	cooling down activities.	Apply rules and conventions of		
	THREE throwing		athletic events		
	events (using a push,	Recognise how			
	pull or sling action as	personal health and	Evaluate own and others'		
	appropriate)	wellbeing is promoted	performance		
	identifying the SEVEN	through participation in			
	best events to count.	athletic activities.			
		Observe and evaluate a			
		partner's running/			
		throwing/jumping			
		action.			
Gymnastics	Create and perform a	Develop a broad range	Non-contact partner work.	Pair, partner, compositionally develop,	Copy, remember, explore and repeat increasingly complex
Unit Title – Pair	partner floor	of skills.	Movement phrases – creating pair	recall, remember, sequence, variety,	gymnastics actions with some control, co-ordination, quality
composition	sequence linking 6 – 8	Link actions to make	sequences using a variety of	speed, level, direction, movement	and clarity.
	gymnastics actions.	sequences of	actions	pattern, unison, canon, match, mirror,	Select and link increasingly complex gymnastics actions fluently
	Make sure you	movement.	Compositional development –	meet and part, partner relationships,	into individual, pair and group sequences and can apply a
	develop the	Understand how to	using compositional devices to	complement, contrast, improve,	variety of compositional ideas
	composition of the	improve and evaluate	make a pair sequence more	perform, quality, fluency, effective,	Identify and act upon criteria to refine, improve and modify
	sequence in a variety	own success	complex and interesting	original, isolate, practice, change, add,	gymnastics actions and sequences.
	of ways.	Develop flexibility,		extend, space, safety.	Demonstrate specific aspects of warm-up and cool down and
		strength, technique,			describe the effects of exercise on the body.
		control and balance.			
Dance	To perform a group	Develop skills of	Performing, compose and plan	Question/answer, unison, formation,	Demonstrate precision, control and fluency in response to
Unit Title – On The	dance using rhythm,	unison, mirroring,	group phrases focusing on timing	quality, contrasting, dynamics, sea,	stimuli
Beach	timing, levels,	contact, level, speed,	and quality of movement	sand, sun, shaking, surfing, swimming,	



	dynamics, gesture, formation and question and answer on the theme of 'on the beach', containing the following elements: section 1: on the beach, applying sun tan lotion and sunbathing; section 2: going in to the sea and swimming, getting dry; section 3: playing games on the beach, packing up to go.	direction, control, jumping, turning gesture, action/reaction, and repetition.	including gestures and travel which express/ communicate different actions.	level, gesture, hot sand, cold sea, timing, drying, sunbathing, exaggerate, whole body.	Vary dynamics and develop actions with a partner or as part of a group Link phrases and motifs to create a wide performance. Demonstrate rhythm and spatial awareness Modify performance and that of others. Warm up safely
OAA – Cooperation, communication and consideration	Complete a number of problem solving tasks, to allow pupils to further develop the 3 Cs of teamwork-cooperation, communication and consideration whilst undertaking a range of challenges requiring skills in one to one work and larger group work, also working in pairs or small groups to complete an orienteering course using a map and compass.	Problem solving. Map reading and journeying skills. Compass directions and degrees. Developing new ideas and implementing them.	Co-operation, communication, collaboration and consideration. Teamwork- working together. Trust - supporting each other. Developing skills for the outdoors	Problem solving, knots, rope, structures, plan, review, teamwork, cooperation, team, structure, communication, flag, semaphore, plan, review, teamwork, cooperation. Protractor, compass, bearing, arrows, set, magnetic north, direction of travel arrow, north arrow, baseplate, wheel, needle, map, symbol, direction, orientation, thumbing, flag, punch, marker, control, card, orientate, compete, cunning running.	Works well as part of a team and contributes ideas to solve problems and perform a range of tasks. Use all parts of the compass, can walk along the compass directions and can read, follow and set a bearing. Can identify map symbols, can follow the map accurately, use thumbing, can walk along the compass directions and can read, follow and set a bearing. Can identify map symbols, can follow the map accurately, can use a punch to collect answers and visit some control points with accuracy, use thumbing and can read, follow and set a bearing.
Swimming - Advanced	The aim for advanced swimmers is to achieve and enhance an effective front crawl, backstroke and breaststroke, developing the swimmer so that they are able to swim	use a range of strokes to swim competently, confidently and proficiently over a distance of at least25 metres. To perform safe self-rescue indifferent water based situations.	buoyancy, floating, streamlined, submerging, front crawl, backstroke, breaststroke, safe entry, personal survival	breaststroke, streamlined, pull, breathe, kick, glide control, surface div font crawl, dolphin, breathing in and out, regular breathing pattern, slow, controlled, feet first sculling, straddle entry, front crawl, treading water,	Stroke Development Understand the importance of streamlined body position. Swim 1 stroke with a controlled and efficient technique. Swim 2 stroke with a controlled and efficient technique. Swim 3 stroke with a controlled and efficient technique. Swim at least 25 metres using front crawl, breast stroke and back stroke. Confidence and skill development



longer distances and be safe in deeper water. The swimmers should be able to identify good technique in their peers and areas for development, which
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technique in their peers and areas for
peers and areas for
development which
will help with their
understanding of their
own ability. The
swimmer should
continue to further
develop an develop an develop an develop and develop a
understanding and be
able to apply skills and
tactics to their
swimming. All
swimmers should be
aware of the dangers
of open water and
techniques for staying
safe should they fall
into water, including
being comfortable
with water on their
faces and floating on
their backs to gain
control of their
breathing. Advanced
swimmers should be
comfortable
performing survival
techniques such as
sculling and treading
water

