Wray with Botton Primary School - PE Vocabulary Progression

	KS1	LKS2	UKS2
	Year 1-2	Year 3-4	Year 5-6
Gymnastics	• Stretch	Stretch	Flexibility
	Forwards /Backwards	• Travel	Secured Travel
	Begin to explore levels	Understand levels	Secured use of Levels
	• sideways	• Pull	• Speed
	• Roll	• Push	Muscles
	• Slow	• Spring	• Joints
	Balance (various)	● Step	Rotation
	• Jump	• Slow	Landing
	● Shape	• Still	Take off
	Body parts	• Long	Performance
	Wide /narrow	● Tall	Evaluation
	Equipment/Apparatus	• Wide	Partner Balances
	Simple sequences	● High	Point balances
		• Low	• Routines
		• Roll	Symmetrical/ Asymmetrical
		Body part Balance	• Inversion
		Body control	Roll (stretch, tuck, straddle & forward roll)
		• Gymnastic shapes (Tuck, Pike, Straddle, Star, Dish & Arch)	• Linking Gymnastic shapes (Tuck, Pike, Straddle, Star, Dish
		Apparatus	& Arch)
		• Sequence	
		Direction	
Games/Athletics	Hitting	• Striking	Attacking a team
	Catching	Fielding	Defending as team
	Own space	Spatial awareness	Possession
	Running	Sprinting	Passing
	Throwing	Jogging	Dribbling
	Rolling	Attacking individually	Shooting
	Bouncing	Defending individually	Supporting
	Stopping	 Shoot / Throw accurately (in a variety of ways) 	Marking
	• Speed	Directional change	Formations
	• Fast	Accuracy	• Tactics
	• Slow	Send /Receive	• Strategies
	● Aim	Tactics (suggest what they need to practice to enjoy or	Cooperation
	Evading	develop the game)	Self-officiating

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	• Avoid	Possession (adapt techniques to keep it)	• Out whit
	• Dodge	Self Evaluate performance to improve	• Dummy
	• Tag	Observe	• Score
	• Stop	• Rules	Peer evaluation
	• Start	Traics	• Team work
	• Kicking		• Disguise
	• Watching		Off the ball movement
	Being aware		• Technique
	• Control		Judgement
			• Communication
			Decision making
			• Score keeping
	Forwards/Backwards	Travel and Stillness combined	• Exploration
	• Travel	Sideways/Forwards/Backwards	• Rhythm
	• Stillness	• High	Direction
	• Space	• Middle	Contrasts
	Begin to understand sequence	• Low	Creating solo and group sequences
	• Feelings	• Cannon	• Improvisation
	• Jump	• Unison	• Fluidity
	Warm up	Eye contact	Secured Unison
	• Cool down	• Spatial awareness (near, far, in and out, on the spot, own,	Secured Cannon
e)	• Fast	group)	• Timing
Dance	• Slow	Sequence (beginning, middle, end)	Peripheral vision
De		 Moods and feelings (expressive qualities, jolly, stormy, 	Using moods and feelings within sequence
		excited, angry)	Patterns and lines
		Dynamics	Symmetry and asymmetry
		• Sharp	Formation
		• Smooth	 Nature of movement (dynamic qualities) (fast, strong,
		• Solo	gentle)
		• Duet	Agility / Agile
		Self assessment	• Fitness
			Balance Coordination
			Peer assessment