# **Newbottle and Charlton Primary School**

# **KS1 ATHLETICS PROGRESSION**

**Focus**: To master basic movements including running, jumping, throwing and catching as well as developing balance, agility and coordination, and begin to apply these to a range of activities.

Successful and positive early experiences of athletic activities foster a child's desire to develop their movement skills. Activities here focus on the exploration of fundamental movements, finding and experimenting with different ways to move at different levels, speeds and directions. Running, jumping and throwing are expressions of a basic movement vocabulary and safe, enjoyable activities are carried out individually, with a partner or in small groups.

Resources: The English Schools' Athletic Association's Award Scheme

RECEPTION	YEAR 1	YEAR 2
RUNNING Walk with balance and control Run with some control Explore and copy movements of a leader Start, stop and change foot patterns in response to instructions. Show awareness of space and safety Complete an obstacle course Run from a start to a finish line.	RUNNING  Demonstrate good walking posture with balance and control  Run with good posture and balance, demonstrating speed and agility  Copy movements of a leader with co-ordination, speed and control  Start, stop and change pace and direction with control  Show awareness of space and the safety of others  Complete an obstacle course  Run with intent from a start to a finish line in a straight line.	RUNNING  Demonstrate good running posture.  Run at different speeds and start to select the appropriate speed for distance Run on a curve with coordination and control Change movements, directions and pace with control in response to instructions or signals Accelerate quickly and run fast to retrieve an object Run for a longer period of time Run fast over short distances, showing awareness of others Complete an obstacle course with speed, control and agility
JUMPING Jump and land safely Explore different ways of jumping jump from side to side Use arms to assist jump and landing	JUMPING Perform different types of jumps: for example, two feet to two feet, two feet to one foot, one foot to same foot or one foot to opposite foot Demonstrate various jumps in response to instructions Take off, jump and land safely Explore jumping for height and distance	JUMPING Demonstrate a variety of jump combinations. Jump for height with control and balance Jump for distance from standing Describe how the use of arms can affect jumping for height and distance Demonstrate control in landing Increase ability to jump far Jump quickly from side to side
THROWING Roll a large ball	THROWING	THROWING

Collect a large ball Explore throwing and catching a large ball

Throw a bean bag towards a target with an underarm throw.

Roll and collect a ball accurately Use an underarm action to throw with some accuracy at a

target
Use an underarm action to
throw over increasingly longer
distance

# **Personal Best**

Name some things I am good at with help

Perform movements which mobilise arms
Throw with accuracy at floor and raised targets
Apply appropriate effort in order to attempt to control an object's flight
Use good body position to throw overarm, and develop overarm technique
Explore throwing from different positions: sitting, kneeling, standing
Perform a basic 2 handed push throw

## **Personal best**

name some things (I) am good at keep trying and ask for help if needed with help time/measure best scores for events With help, recognise similarities and differences in performance Explain why someone is working well

## **ATHLETIC ACTIVITY KS2**

**Focus:** KS2: Use running, jumping, throwing and catching in isolation and in combination. Develop flexibility, strength, technique, control and balance. Compare their score to previous ones and demonstrate improvement to achieve their personal best

Towards the end of the primary phase, children should show increasingly mature movement patterns. They can demonstrate confidence and refinement of actions that are fluent, co-ordinated and efficient. Running faster and over greater distance is possible and a better awareness of pace develops. Obstacle and relay activities can be developed. Jumping for height, distance and in combinations becomes more possible, along with the ability to combine running and jumping. Using a range of throws and doing so with increasing control and power should be apparent.

YEAR 3/4	YEAR 5/6
RUNNING	RUNNING
Run with control using varying stride lengths	Run with speed and agility
Focus on their arm and leg action to improve	Demonstrate quick reactions and rapid
their sprinting technique	acceleration and deceleration
Adjust running pace smoothly to suit	Accelerate from a variety of static positions.
distance being run	Demonstrate the ability to change speed
Accelerate and decelerate smoothly	effectively
Sprint rapidly over short distances, as an	Sustain jogging and running at a consistent pace
individual and as part of a team.	for a longer period of time
Change direction quickly and safely	Confidently and independently select the most
Respond rapidly to a stimulus	appropriate ace for different distances and
Begin to combine running with jumping over	different parts of the run
hurdles, identifying lead and trail leg	Sprint over and between obstacles using
Maintain a good running technique over	consistent stride lengths
distance	Run over hurdles with fluency, focusing on the
Demonstrate a standing sprint start and	lead leg technique and preference
sprint finish	Accelerate to pass team members / competitors
perform a relay, focusing on baton	Pass a relay baton at speed, working within a
changeover	team
	Explore a range of sprint start techniques.
JUMPING	JUMPING
Perform a variety of jump combinations with	Use effective jumping combinations to move
control, including hop and jump.	around a space
Use arms effectively for height and distance	Perform dynamic combination jump sequences
Improve effective take off, flight and land	with control
techniques for standing long and vertical	Jump from standing for distance and height with
jump	good technique in each phase
Explore hop, step and jump in the correct	Perform triple jump combination sequences with
Sequence	improving balance and control
Jump from side to side with fluidity and	Jump from side to side with balance, speed and
rhythm	rhythm for at least 30 seconds
Begin to measure distance jumped	Perform long, vertical and triple jump within
	competition rule parameters
	Set up and lead jumping activities including
	measuring the jumps with confidence and
	accuracy

## **THROWING**

Demonstrate a variety of good throwing techniques with a variety of objects.
Throw & retrieve implements safely
Throw with speed and agility, using a good technique

Perform arm conditioning exercise correctly to improve power and strength Describe the effect of throwing from sitting, kneeling or standing Demonstrate a two handed push throw with good technique

Measure the distance of their throws Explore a pull throw (javelin)

#### **Personal Best**

Review, analyse and evaluate own strengths and weaknesses

have a clear idea of how to develop own work

## **THROWING**

Demonstrate speed and co-ordination when passing and receiving a ball

Demonstrate a dynamic two handed push throw with powerful technique.

Perform push throws to reach a target on the ground

Explore a fling throw (discus) and a heave throw Demonstrate a controlled overarm action Throw for accuracy and distance

Describe how the weight and shape of an object affects its flight path

Throw & retrieve implements safely and within competition throwing rules

Measure and record the distance of their throw

#### **Personal Best**

Identify specific ways to develop self understand criteria to judge performance and identify specific parts to continue to work upon

Resources: English Schools Athletics association Sportshall Athletics Primary Program