## **GYMNASTICS PROGRESSION GRID**



## **Early Years Outcome**

The main Early Years Outcomes covered in the Gymnastics units are:

- Initiates new combinations of movement and gesture in order to express and respond to feelings, ideas and experiences. (EAD BI 40-60)
- Experiments with different ways of moving. (PD M&H 40-60)
- Jumps off an object and lands appropriately. (PD M&H 40-60)
- Travels with confidence and skill around, under, over and through balancing and climbing equipment. (PD M&H 40-60)

## **KS1 National Curriculum Aims**

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

• 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 feels when still and when exercising.	Describe how the body feels before and after exercise.	Recognise and describe how the body feels during and after different physical activities.	Recognise and describe the effects of exercise on the body.	Describe how the body reacts at different times and how this affects performance.	Know and understand the reasons for warming up and cooling down.	Understand the importance of warming up and cooling down.	
	Carry and place equipment safely.	Explain what they need to stay healthy.	Know the importance of strength and flexibility for physical activity.	Explain why exercise is good for your health.	Explain some safety principles when preparing for and during exercise.	Carry out warm-ups and cool-downs safely and effectively.	
		,	Explain why it is important to warm up and cool down.	Know some reasons for warming up and cooling down.		Understand why exercise is good for health, fitness and wellbeing.	
						Know ways they can become healthier.	
		Acquirin	g and Developing Skills in Gymnastics	General)			
Create a short sequence of movements.	Create and perform a movement sequence.	Copy, explore and remember actions and movements to create their own sequence.	Choose ideas to compose a movement sequence independently and with others.	Create a sequence of actions that fit a theme.	Select ideas to compose specific sequences of movements, shapes and balances.	Create their own complex sequences involving the full range of actions and movements: travelling,	
Roll in different ways with control.	Copy actions and movement sequences with a beginning, middle	Link actions to make a sequence.	Link combinations of actions and	Use an increasing range of actions, directions and levels in their	Adapt their sequences to fit new	balancing, holding shapes, jumping, leaping, swinging, vaulting and	
Travel in different ways.	and end.	Travel in a variety of ways, including	increasing confidence, including changes of direction, speed or level.	sequences.	criteria or suggestions.	stretching.	
Stretch in different ways.	Link two actions to make a sequence.	rolling.	Develop the quality of their actions,	Move with clarity, fluency and expression.	Perform jumps, shapes and balances fluently and with control.	Demonstrate precise and controlled placement of body parts in their	
Jump in a range of ways from one space to another with control.	Recognise and copy contrasting actions (small/tall, narrow/wide).	Hold a still shape whilst balancing on different points of the body.	shapes and balances.  Move with coordination, control	Show changes of direction, speed and level during a performance.	Confidently develop the placement of their body parts in balances, recognising the position of their	actions, shapes and balances.  Confidently use equipment to vault	
Begin to balance with control.	Travel in different ways, changing direction and speed.	Jump in a variety of ways and land with increasing control and balance.	and care.  Use turns whilst travelling in a	Travel in different ways, including	centre of gravity and where it should be in relation to the base of the balance.	and incorporate this into sequences.  Apply skills and techniques	
Move around, under, over, and through different objects and equipment.	Hold still shapes and simple balances.	Climb onto and jump off the equipment safely.	variety of ways.  Use a range of jumps in their sequences.	Improve the placement and alignment of body parts in balances.	Confidently use equipment to vault in a variety of ways.	consistently, showing precision and control. Develop strength, technique and flexibility throughout performances	
	Carry out simple stretches.  Carry out a range of simple jumps,	Move with increasing control and care.	Begin to use equipment to vault.	Use equipment to vault in a variety of ways.	Apply skills and techniques consistently.	periormanees	
	landing safely.  Move around, under, over and		Create interesting body shapes while holding balances with control and confidence.	Carry out balances, recognising the position of their centre of gravity	Develop strength, technique and flexibility throughout performances.		
	through different objects and equipment.			and how this affects the balance.	Combine equipment with movement to create sequences.		

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					Split leap	Cat leap half turn		
				Cat leap half turn	Cat leap half turn	Cat leap		
				Cat leap	Straight full turn	Straight full turn		
			Cat leap	Straight full turn	Straight half turn	Straight half turn		
			Straight jump	Straight half turn	Stag jump	Stag jump		
		Cat spring to straddle	Pike jump	Pike jump	Pike jump	Pike jump		
	Cat spring	Cat spring	Straddle jump	Straddle jump	Straddle Jump	Straddle jump		
Half turn	Half turn	Half turn	Star jump	Star jump	Star Jump	Star jump		
Jumping Jack	Jumping Jack	Jumping Jack	Jumping Jack	Jumping Jack	Jumping Jack	Jumping Jack		
Tuck jump	Tuck jump	Tuck jump	Tuck jump	Tuck jump	Tuck jump	Tuck jump		
Straight jump	Straight jump	Straight jump	Straight jump	Straight jump	Straight jump	Straight jump		
			Jumps			Pike backward roll		
						Backward roll to standing pike		
						Backward roll to straddle		
		Crouched forward roll			Backward roll to straddle	Tucked backward roll		
		Rocking forward roll		Backward roll to straddle	Tucked backward roll	Dive forwards roll		
Teddy bear roll	Teddy bear roll (controlled)	Teddy bear roll (controlled)	Tucked backward roll	Tucked backward roll	Pike forward roll	Pike forwards roll		
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		
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		
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.  Rolls								
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				Develop strength, technique and flexibility throughout performances				
	care.			equipment.				
	Begin to move with control and		Begin to show flexibility in movements.	Begin to develop good technique when travelling, balancing and using				

	Straight jump off springboard	Hurdle step onto springboard	Hurdle step onto springboard	Hurdle step onto springboard	Hurdle step onto springboard	Hurdle step onto springboard
		Straight jump off springboard	Squat on vault	Squat on vault	Squat on vault	Squat on vault
		Tuck jump off springboard	Star jump off	Straddle on vault	Straddle on vault	Straddle on vault
			Tuck jump off	Star jump off	Star jump off	Star jump off
			Straddle jump off	Tuck jump off	Tuck jump off	Tuck jump off
			Pike jump off	Straddle jump off	Straddle jump off	Straddle jump off
				Pike jump off	Pike jump off	Pike jump off
					Squat through vault	Squat through vault
						Straddle over vault
			Handstands, cartwheels and round-o	ıffs		
Bunny hop	Bunny hop	Bunny hop	Handstand	Lunge into handstand	Lunge into handstand	Lunge into cartwheel
	Front support wheelbarrow with	Front support wheelbarrow with	Lunge into handstand	Lunge into cartwheel	Lunge into cartwheel	Lunge into round-off
	partner	partner	Cartwheel	Lunge into round-off	Lunge into round-off	Hurdle step
		T-lever				Hurdle step into cartwheel
		Scissor kick				riuldie step into cartwileer
						Hurdle step into round-off
Tintos stan jump and han	Tinton stan jump and han	Tintoo ston iumn and han	Travelling and Linking actions	Tinton stan jump and han	Tinto a stan jump and han	Tintoo stan jump and han
Tiptoe, step, jump and hop	Tiptoe, step, jump and hop	Tiptoe, step, jump and hop	Tiptoe, step, jump and hop	Tiptoe, step, jump and hop	Tiptoe, step, jump and hop	Tiptoe, step, jump and hop
	Hopscotch	Hopscotch	Hopscotch	Hopscotch	Hopscotch	Hopscotch
	Skipping	Skipping	Skipping	Skipping	Skipping	Skipping
	Galloping	Galloping	Chassis steps	Chassis steps	Chassis steps	Chassis steps
		Straight jump half-turn	Straight jump half-turn	Straight jump half-turn	Straight jump half-turn	Straight jump half-turn
			Cat leap	Straight jump full-turn	Straight jump full-turn	Straight jump full-turn
				Cat leap	Cat leap	Cat leap
				Cat leap half-turn	Cat leap half-turn	Cat leap half-turn
					Pivot	Cat leap full-turn
				Pivot		Pivot
			Shapes and Balances			

Standing balances	Standing balances	Standing balances	Large and small body part balances	1, 2, 3 and 4 – point balances	1, 2, 3 and 4 – point balances	1, 2, 3 and 4 – point balances
	Kneeling balances	Kneeling balances	Standing balances	Balances on apparatus	Balances on apparatus	Balances on apparatus
	Pike, tuck, star, straight, straddle shapes	Large body part balances	Kneeling balances	Balances with and against a partner	Part body weight partner balances	Full body weight partner balances
	S	Balances on apparatus	Balances on apparatus	Pike, tuck, star, straight, straddle shapes	Pike, tuck, star, straight, straddle shapes	Pike, tuck, star, straight, straddle shapes
		Balances with a partner	Matching and contrasting partner balances	Front and back support	Front and back support	Front and back support
		Pike, tuck, star, straight, straddle shapes	Pike, tuck, star, straight, straddle shapes	Tront and suck support		Tront and Sack Support
		Front and back support	Front and back support			
			Complete/Perform			
Control their 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 their actions in 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 showcases different
Participate in simple games.	Begin to perform leant skills with some control.	Perform learnt skills with increasing control.	Perform leant skills and techniques with control and confidence.	Perform and apply skills and techniques with control and accuracy.	Consistently perform and apply skills and techniques with accuracy and control.	agilities, performed in time to music.
			Compete against self and others in a controlled manner.	decaracy.		Perform and apply a variety of skills and techniques confidently, consistently and with precision.
						Begin to record their peers' performances, and evaluate these.
		,	Evaluate			<u>,                                      </u>
Talk about what they have done.  Talk about what others have done.	Watch and describe performances.  Begin to say how they could improve.	Watch and describe performances and use what they see to improve their own performances.	Watch, describe and evaluate the effectiveness of a performance.  Describe how their performance has improved over time.	Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements.	Choose and use criteria to evaluate own and others' performances.  Explain why they have used	Thoroughly evaluate their own and others work, suggesting thoughtful and appropriate improvements.
	improve.	Talk about differences between their work and that of others.	improved over time.	Modify their use of skills or techniques to achieve a better result.	particular skills or techniques, and the effect they have had on their performance.	