

# Christleton Primary School

Be the best you can be

PE Vocabulary Pyramids Progression in Vocab



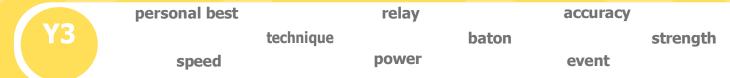
#### **Athletics**





consistent approach dominant force
changeover momentum shot put javelin
track drive field







distance height far take off



walk quickly underarm further

time leap overarm control

landing

aim



balance jog fast slow run target hop safe space bend land throw rules safely stop jump direction

sprint

Ball Skills
Fundamentals
Games



#### **Ball Skills**



y4 cushion react decision pressure momentum



power opponent possession technique block personal best accurate



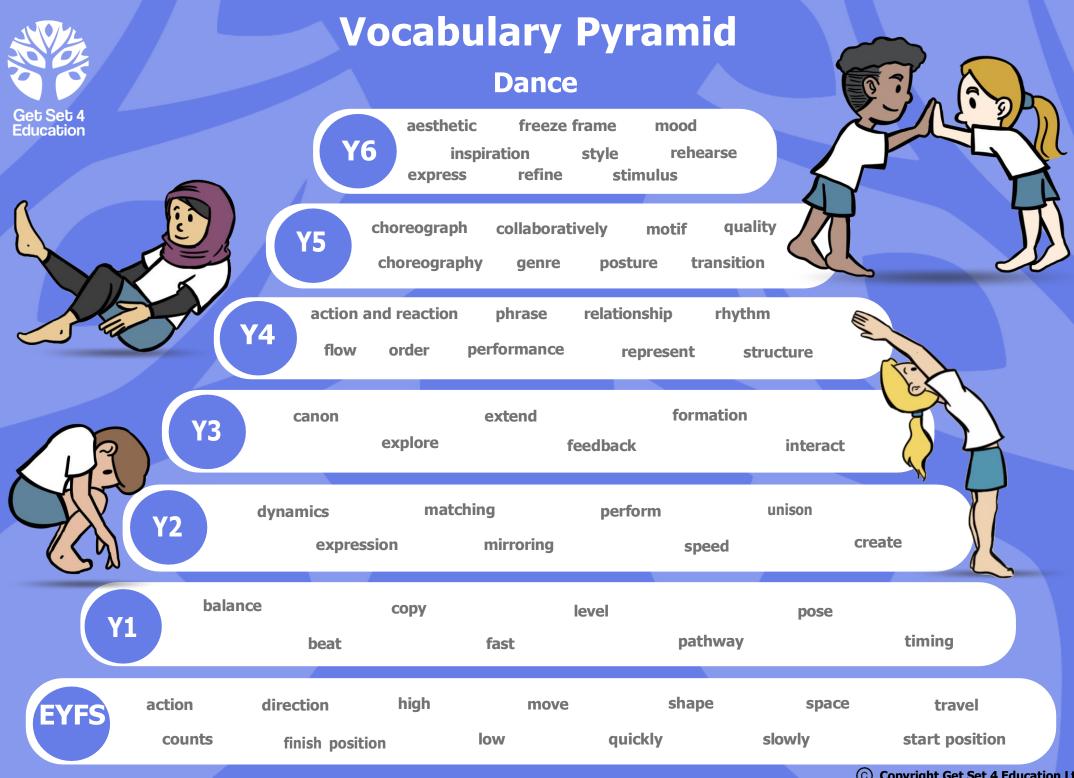
Y2 collect release receive prepare touch



ready soft swing track underarm control position



dribbling catch hit partner ready run target bounce ball kick points roll score throw





#### **Fitness**



calves analyse engage rhythm abdonimals quadriceps

drive consistent stable persevere **Y5** motivate power measure





static record react decelerate accelerate dynamic



agility control stamina technique co-ordination progress strength

sprint speed steady time tired



calm muscles active heart strong exercise bones memory brain breathing healthy quick mood



balance jump still fast safely stop hold bend land slow space hop copy run travel squeeze



#### **Fundamentals**





accelerate momentum react decelerate stability

co-ordination rhythm technique agility control



sprint weight take off hurdle speed



ready jog dodge skip swing position



direction **balance** bend hop crawl

fast

jump land rules run safely slide

slow space stop

travel



### **Gymnastics**





shoulder stand bridge inverted perform wrist grip

fludily stability momentum rotation

body tension extend point landing position **Y3** flow contrast match patch take off

**Y2** link pathway pike straddle sequence tuck

**Y1** action control direction level speed

around copy hold **balance** bend

land jump

over rock roll shape squeeze star still

through

straight travel



### **Invasion Games**



consecutive dictate appropriate transition abide ball side turnover consistently contest draw assess

drive close down situation angle stance ball carrier sportsmanship create rebound barrier dominant maintain support





decision limit denv

pressure delav gain

protect obstruct option

cushion opposing momentum

supporting accelerate



accurate communicate intercept

invasion offside tackle

opposition pitch court

receiver referee teamwork

receive

tournament control umpire

onside technique

goalkeeper possession

teammate

opponent

tactic

defend

attack

send

shoot

**Sending and Receiving** 

attacker

goal

mark

defender

track

dodge

rules

pass team safely

space kick throw

catch run stop

direction

path bounce

dribble score

points

partner

land

jump

aim win lose

• Ball Skills

Fundamentals

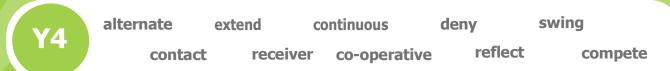


#### **Net and Wall Games**



prepare stance direct doubles thrust placement limit service abide recover opposing appropriate footwork

pressure situation option technique sportsmanship dominant adjust readjust cushion consecutive non-dominant grip baseline release create communicate groundstroke





backhand control court forehand tactic react competition cooperation face opponent rally opposition

defend trap return against quickly recieve

**Sending and Receiving** 



**Y1** 

net ready position

track

racket underarm

**Sending and Receiving** 



safely space throw

**Y2** 

**Y3** 

catch stop

points
direction
run score

aim rules

partner

lose hit win target

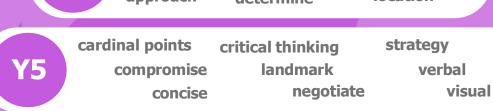
**Ball Skills** 

Fundamentals

Games









effectively leader role navigate orientate key reflect



communicate successful support solve include map

**Team Building** 

instructions listen co-operate challenge talk plan share lead

**Team Building** 

backwards forwards path safely sideways stop rules direction partner team space score

- Introduction to PE
- Games



### **Striking and Fielding Games**



abide consecutive **Y6** appropriate assess collaborate consistently

close catch long barrier **Y5** situation deep catch



limit cushion decision pressure retrieve momentum compete





backstop runs stump collect

tactics teammate



**Y1** 

batter batting bowl bowler fielder fielding hit overarm out

ready position track underarm

rules

stance

**Sending and Receiving** 

catch pass space team throw safely stop

run direction score points partner

jump land

lose

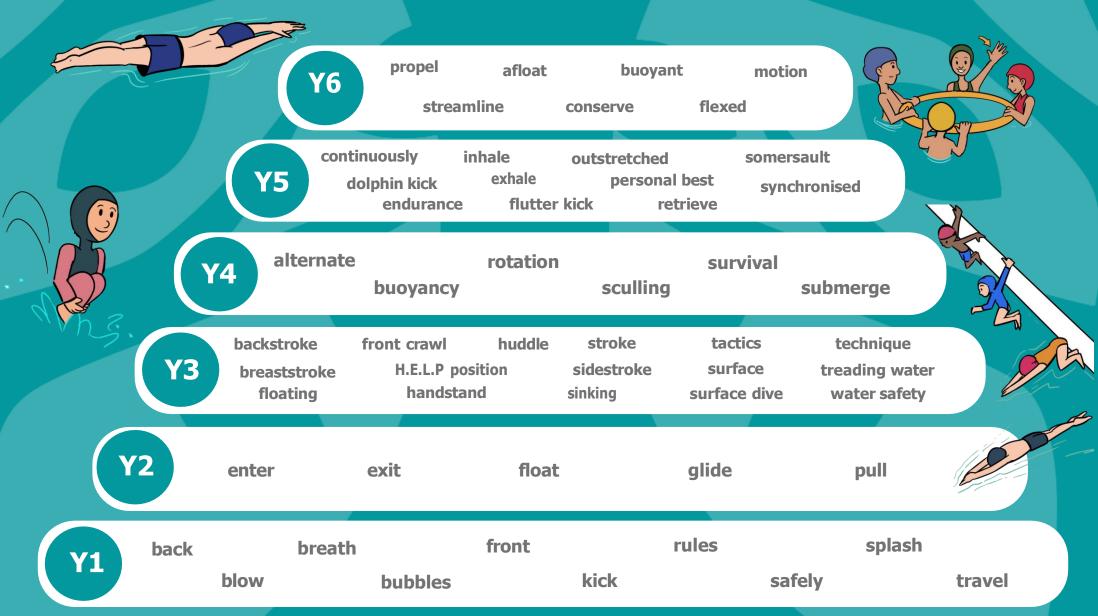
aim

- Ball Skills Fundamentals
- Games

win



### **Swimming**





### **Target Games**



trajectory abide assess **Y6** anticipate collaborate appropriate

align fake stance par **Y5** angle situation force officiate



decision relaxed avoid adjust support cushion



agility chip drive grip hit out tactic power caught out communicate opposition technique tournament putt

accurate release teammate strike opponent ahead

Sending and Receiving



distance underarm balance swing further overarm

**Sending and Receiving** 



aim ball bounce

catch caught dribble

hit jog jump

lose partner points

ready rules run

safely score space

stop target

team

throw win

- Ball Skills
- Fundamentals
- Games

