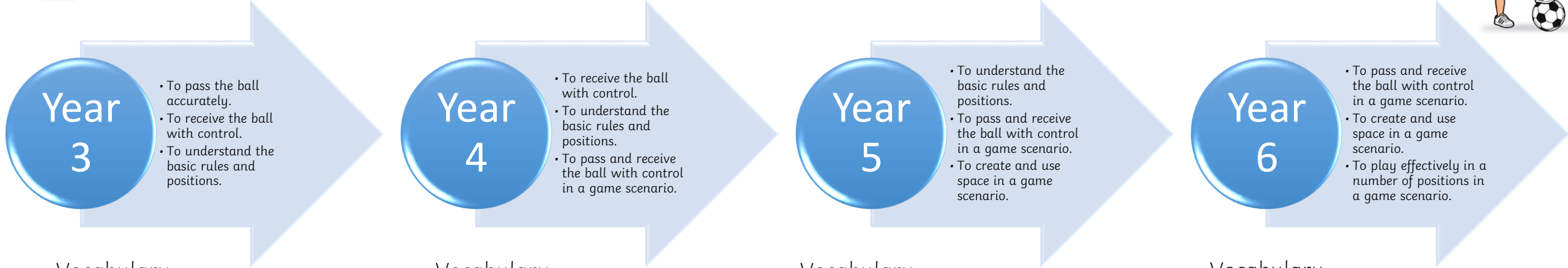




Progression Map

Invasion Games (hockey, netball, football, rugby)
Assessed through FFT Aspire



Year
3

- To pass the ball accurately.
- To receive the ball with control.
- To understand the basic rules and positions.

Year
4

- To receive the ball with control.
- To understand the basic rules and positions.
- To pass and receive the ball with control in a game scenario.

Year
5

- To understand the basic rules and positions.
- To pass and receive the ball with control in a game scenario.
- To create and use space in a game scenario.

Year
6

- To pass and receive the ball with control in a game scenario.
- To create and use space in a game scenario.
- To play effectively in a number of positions in a game scenario.

Vocabulary:

Defending	Fielding
Attacking	Bowler
Travel	Wicket
Bouncing	Court
Control	Target
Possession	Net
Co-ordination	Striking
Co-operation	Pitch
Scoring	
Batting	
Space	
Pass	
Dribble	
Team	
Points	
Goals	
Rules	
Tactics	

Vocabulary:

Possession	Points
Scoring	Goals
Space	Rules
Pass/send/receive	Tactics
Dribble	Batting
Travel	Fielding
Team	Bowler
Striking	Wicket
Bowling	Court
Throwing	Target
Fielding	Net
Combinations	Defending
Co-ordination	Hitting
Fluency	Stance
Co-operation	Pitch
Competition	
Technique	
Partner	

Vocabulary:

Possession	Marking	Offside
Speed	Repossession	Pitch
Direction	Attackers	Forehand
Range of techniques	Defenders	Backhand
Combinations	Team play	Volley
Competition	Batting	Overhead
Tactics	Fielding	Singles
Co-operation	Bowler	
Create	Wicket	
Control	Tee	
Decisions	Base	
Passing	Court	
Dribbling	Target	
Shooting	Net	
Shield ball	Defending	
Support	Hitting	
	Stance	

Vocabulary:

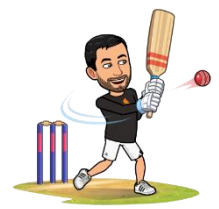
Effective	Shooting	Court
Use of space	Shield ball	Target
Control	Width	Net
Accuracy	Depth	Defending
Technique	Support	Hitting
Combinations	Marking	Stance
Co-operation	Covering	Offside
Tactics	Repossession	Pitch
Composition	Attackers	Forehand
Fluency	Defenders	Backhand
Create	Marking	Volley
Rules	Team play	Overhead
Keeping	Batting	Singles
possession	Fielding	Doubles
Passing range	Bowler	Rally
Decisions	Wicket	
Dribbling	Tee	



Progression Map

Striking and Fielding Games (cricket)

Assessed through FFT Aspire



Year 3

- To strike a stationary ball with a bat.
- To bowl underarm.
- To stop, throw and catch with control.

Year 4

- To bowl underarm.
- To stop, throw and catch with control.
- To bat with control in a game scenario.

Year 5

- To stop, throw and catch with control.
- To bat with control in a game scenario.
- To overarm bowl.

Year 6

- To bat with control in a game scenario.
- To overarm bowl.
- To use a range of fielding techniques (stopping, throwing, catching) in a game scenario.

Vocabulary:

Defending	Fielding
Attacking	Bowler
Travel	Wicket
Bouncing	Court
Control	Target
Possession	Net
Co-ordination	Striking
Co-operation	Pitch
Scoring	
Batting	
Space	
Pass	
Dribble	
Team	
Points	
Goals	
Rules	
Tactics	

Vocabulary:

Possession	Points
Scoring	Goals
Space	Rules
Pass/send/receive	Tactics
Dribble	Batting
Travel	Fielding
Team	Bowler
Striking	Wicket
Bowling	Court
Throwing	Target
Fielding	Net
Combinations	Defending
Co-ordination	Hitting
Fluency	Stance
Co-operation	Pitch
Competition	
Technique	
Partner	

Vocabulary:

Possession	Marking	Offside
Speed	Repossession	Pitch
Direction	Attackers	Forehand
Range of techniques	Defenders	Backhand
Combinations	Team play	Volley
Competition	Batting	Overhead
Tactics	Fielding	Singles
Co-operation	Bowler	
Create	Wicket	
Control	Tee	
Decisions	Base	
Passing	Court	
Dribbling	Target	
Shooting	Net	
Shield ball	Defending	
Support	Hitting	
	Stance	

Vocabulary:

Effective	Shooting	Court
Use of space	Shield ball	Target
Control	Width	Net
Accuracy	Depth	Defending
Technique	Support	Hitting
Combinations	Marking	Stance
Co-operation	Covering	Offside
Tactics	Repossession	Pitch
Composition	Attackers	Forehand
Fluency	Defenders	Backhand
Create	Marking	Volley
Rules	Team play	Overhead
Keeping	Batting	Singles
possession	Fielding	Doubles
Passing range	Bowler	Rally
Decisions	Wicket	
Dribbling	Tee	



Progression Map

Net/Wall Games (tennis)

Assessed through FFT Aspire



Year 3

- To throw and catch the ball in the air with control.
- To bounce the ball in the air on the racket with control.
- To use forehand and backhand in isolation.

Year 4

- To bounce the ball in the air on the racket with control.
- To use forehand and backhand in isolation.
- To start a game or point with a serve of their choice.

Year 5

- To use forehand and backhand in isolation.
- To start a game or point with a serve of their choice.
- To use a wide range of shots in a game scenario.

Year 6

- To start a game or point with a serve of their choice.
- To use a wide range of shots in a game scenario.
- To organise themselves well when playing with a partner in a game scenario.

Vocabulary:

Defending
Attacking
Travel
Bouncing
Control
Possession
Co-ordination
Co-operation
Scoring
Batting
Space
Pass
Dribble
Team
Points
Goals
Rules
Tactics

Fielding
Bowler
Wicket
Court
Target
Net
Striking
Pitch

Vocabulary:

Possession
Scoring
Space
Pass/send/receive
Dribble
Travel
Team
Striking
Bowling
Throwing
Fielding
Combinations
Co-ordination
Fluency
Co-operation
Competition
Technique
Partner

Points
Goals
Rules
Tactics
Batting
Fielding
Bowler
Wicket
Court
Target
Net
Defending
Hitting
Stance
Pitch

Vocabulary:

Possession
Speed
Direction
Range of techniques
Combinations
Competition
Tactics
Co-operation
Create
Control
Decisions
Passing
Dribbling
Shooting
Shield ball
Support

Marking
Repossession
Attackers
Defenders
Team play
Batting
Fielding
Bowler
Wicket
Tee
Base
Court
Target
Net
Defending
Hitting
Stance

Offside
Pitch
Forehand
Backhand
Volley
Overhead
Singles

Vocabulary:

Effective
Use of space
Control
Accuracy
Technique
Combinations
Co-operation
Tactics
Composition
Fluency
Create
Rules
Keeping
possession
Passing range
Decisions
Dribbling

Shooting
Shield ball
Width
Depth
Support
Marking
Covering
Repossession
Attackers
Defenders
Marking
Team play
Batting
Fielding
Bowler
Wicket
Tee

Court
Target
Net
Defending
Hitting
Stance
Offside
Pitch
Forehand
Backhand
Volley
Overhead
Singles
Doubles
Rally