Progression map: breaks down the key concepts to specify the most important knowledge and how that knowledge builds within the curriculum.

Key Concepts	Year 7	Year 8	Year 9	Year 10	Year 11
Core fitness for purpose	Team games -	Team games -	Team games - Application	Team games -	Team games -
and Coordination skills	fundamentals	Development		competition	competition
	Dance	Dance		Individual games -	Individual games -
	Gymnastics	Gymnastics		competition	competition
Health fitness and	HRE - Introduction to	HRE - Developing a rage	HRE - Planning and	Fitness training	Fitness training
Well-being	training methods and	of different methods of	evaluating training for	Health related exercise	Health related exercise
	fitness components.	training	personal fitness		
Movement skills and	Athletics	Athletics	Athletics	Athletic activities	Athletic activities
analysis	Dance	Dance	Dance		
	Gymnastics	Gymnastics	Gymnastics		
Skill replication and	Team games -	Team games -	Team games - application	Team games -	Team games -
application	fundamentals	development	Individual games -	competition	competition
	Athletic activities	Athletic activities	Athletic activities	Athletic activities	Athletic activities
Collaboration,	Team Games -	Team games -	Team games - application	Team games -	Team games -
communication and	fundamentals	development	Dance	competition	competition
teamwork	Dance	Dance		Individual games -	Individual games -
				competition	competition
Tactics, decision making	Team Games	Team Games	Team / individual Games	Team / individual games	Team / individual games
and composition	Athletics	Athletics	Athletics		
	Dance	Dance	Dance		
Sports injuries and	Warm up / cool down	Designing personal warm	Introduction - factors	Factors affecting injury	Factors affecting injury
rehabilitation	Term 1-3	up / cool down routines	influencing injury	risk. Responding to	risk.
				injuries	Preventing injury.
				Preventing injury.	Common medical
				Common medical	conditions
				conditions	
Applying Principles of	HRE - Introduction to	HRE - Training methods	HRE - Planning for	Design and evaluate	-
training	training methods and	and fitness components.	personal fitness	training programmes	
	fitness components.				
Nutrition for sport and	HRE - Healthy balanced	HRE - Healthy balanced	HRE - Healthy balanced	Nutrition for sport,	Nutrition for sport,
performance	diet	diet	diet - role of food in sport	balanced diet,	balanced diet,

Application of sports		Sports Psychology	Sports injuries,
specific concepts /		Applying principles of	Nutrition
examples		training	

Year 7 Autumn Term Students will complete 2 different units in the term		Spring Term - Students will complete 2 different units in the term		Summer Term - Students will complete 2 different units in the term	
Unit Title: Introduction to invasion games. (Rugby / Football / Basketball) Dance / Aesthetics fundamentals	Unit length: 2 x 12 hr blocks	Unit Title: Introduction to aesthetics Fitness for health Introduction to invasion games (Football, Basketball) Gymnastics -	Unit length: 2x 12 hr blocks	Unit Title: Athletic activities Games activities - Striking and fielding Invasion games introduction (Basketball / Football)	Unit length: 2 x 12hr
Domains of Knowledge: ■ Team games - Bask ○ Passing / co ○ Moving wit ○ Shooting ■ Team games - Rugb ○ Passing / co ○ Moving wit ○ Contact ■ Team games - Foot ○ Passing / m	etching th the ball by etching th the ball th the ball	Domains of Knowledge: Team games - Footle Passing Dribbling Shooting Team games - Bask Passing / ca Moving wit Shooting Health, fitness and	etball atching h the ball exercise	 Team games - Basketball Passing / catching Moving with the ball Shooting Team games - Football Passing Dribbling Shooting Striking and fielding Throwing / catching 	

 Dribbling Control Dance / Aesthetic activities Movement Space and levels Balancing Movement / rotation 	 Circuit training Resistance training Aesthetics and movement Balancing Rotation / moving Movement for street 	 Hitting / bowling Fielding Athletics: Running for speed Running for distance Throwing Jumping
Relevant Key Concepts:	Key Concepts:	Key Concepts: Movement skills and analysis Coordination skills Replication Collaboration Skill replication and application
 Gateway knowledge: Throwing / catching Awareness of space / dodging How to pass and dribble Cooperation / teamwork Replication of sequences Different balances 	Gateway knowledge: Basic control of a ball How to pass and dribble Awareness of space / dodging Cooperation / teamwork	 Gateway knowledge: Catching a ball over varying heights / distances Hitting to targets using a variety of equipment. Mechanics of running Take off and landing
Assessment end-points:	Assessment end-points:	Assessment end-points: Understand and demonstrate catching at different heights Demonstrate basic ball control and possession in team games

 Understand and demonstrate warm up and cool down 	 Understand and demonstrate warm up and cool down 	Demonstrate a range of passing skills in team games
Apply key terminology and conceptsDemonstrate basic ball control and possession	 Understand and perform aerobic / anaerobic training methods 	Understand and demonstrate warm up and cool down
 Performance of choreographed sequences and aesthetic skills. 	Demonstrate a range of aesthetic skills in sequences	 Replicate accurate running, jumping and throwing techniques in different events

Year 8					
Autumn Term - Students will complete 2 different units in the term		Spring Term - Students will complete 2 different units in the term		Summer Term - Students will complete 2 different units in the term	
Unit Title:	Unit length: 2 x 12 hr	Unit Title:	Unit length: 2x 12 hr	Unit Title:	Unit length:
Invasion games -	blocks	Health, fitness and exercise	blocks	Rhythmic Gymnastics	1 x 12hr
development of Rugby (B)		development.			
Football / Basketball (G)				Basketball development	2x6hrs
		Football development			
Aesthetics - Flight / Dance				Athletics activities	
introduction (B)		Invasion games - Tag Rugby		development	
Development of Dance				Striking and fielding	
				development	
Domains of Knowledge:		Domains of Knowledge:		Domains of Knowledge:	

 Team games - Rugby Development of passing range Moving with and using the ball in contact Safe contact Team games - Basketball Development of passing Moving with the ball and creating space Shooting Aesthetics - Gymnastics / Dance Flight onto / over apparatus Vaulting Developing sequences Technique style / genre Team games - Football Develop a range of passing To dribble into space / past opponents Possession Shooting 	 Health, fitness and exercise Continuous training Circuit training Resistance training Team games - Football Develop a range of passing To dribble into space / past opponents Possession Shooting Team games - Basketball Development of passing Moving with the ball and creating space Shooting Tag Rugby Passing Running 'Tagging' Conditioned games Development of Dance / Rhythmic gym Technique Style / genre Developing sequences (ribbons, balls, hoops) 	 Refining technique and performance; Rhythmic Gymnastics Ribbons Balls Hoops Striking / fielding development Throwing / catching Fielding / movement Hitting to space Team games - Basketball Development of passing Moving with the ball and creating space Shooting Athletics Running for speed Running for distance Throwing Jumping
Relevant Key Concepts:	Key Concepts:	Key Concepts:
Coordination skills	Coordination skills	Coordination skills
Movement skills	Movement skills	Movement skills
 Health fitness and well-being 	Health fitness and well-being	Health fitness and well-being
Collaboration and teamwork	Collaboration and teamwork	Collaboration and teamwork
Gateway knowledge:	Gateway knowledge:	Gateway knowledge: Balancing, moving and rolling

 Understand a range of passing and control in team games How to move with the ball in different situations in team games Components of warm up and cool down Understand how space and levels can be used in sequences Warm up and cool down 	 Understand a range of passing and control in team games Can move with the ball in different situations in team games Components of warm up and cool down Warm up / cool down and aerobic / anaerobic training methods 	 Understand a range of passing and control in team games Can move with the ball in different situations in team games Components of warm up and cool down
 Assessment end-points: Perform a range of passes with increased precision, control and fluency Can move with the ball under control and outwit opponents Evidence an increased range of skills with improved consistency in competitive situations Demonstrate different genres of dance evidencing developed techniques and understanding of choreography Evidence different gymnastic skills involving apparatus and flight 	 Assessment end-points: Can complete a range of different training methods working in appropriate training zones Perform a range of passes with increased precision, control and fluency Can move with the ball under control and outwit opponents Evidence an increased range of skills with improved consistency in competitive situations 	 Assessment end-points: Develop and demonstrate sequences using a range of equipment in gymnastics Perform a range of passes with increased precision, control and fluency Evidence an increased range of skills with improved consistency in competitive situations Replicate and apply with consistency accurate running, jumping and throwing techniques in different events

Year 9					
Autumn Term - Students will complete 3 out the 4		Spring Term - Students will complete 2 different units		Summer Term Students will complete 2 different	
activities in the term.		in the term		units in the term	
Unit Title:	Unit length:	Unit Title:	Unit length:	Unit Title:	Unit length:
Fitness training / dodgeball					1 x 12hrs
2 x 12 hrs		Health, fitness and exercise -	2x12hrs	Basketball application	
Team games - football / rugby		applying principles of training			2 x 6hrs
		(HT3 all groups)		Football / rugby application	
Individual games - Badminton					

Domains of Knowledge: Team games - Rugby / Football Apply more advanced passing, dribbling and movement skills Combine different skills and techniques and apply them in competitive situations Develop tactics and strategies in games Individual games - Badminton Overhead shots - Clear, smash, drop shot Underarm shots - Serve, clear drop shot Scoring in singles / doubles and applying to games. Fitness training - plan and complete training sessions including; Circuits Resistance Interval Continuous Dodgeball Throwing, catching and blocking Attacking strategies / tactics Defending strategies / tactics	Team games - football / Tag rugby Dance - application Individual games - Badminton Domains of Knowledge: • Team games - Tag rugby • Apply more advanced passing, dribbling and movement skills • Combine different skills and techniques and apply them in competitive situations • Develop tactics and strategies in games • Understand and apply sport specific terminology • Dance • Creating, responding and improvising • Exploring style and genre • Health, fitness and exercise • Understanding fitness components • Planning training sessions based on individual needs • Performing at appropriate levels / training zones • Evaluating fitness for purpose • Individual games - Badminton • Overhead shots - Clear, smash, drop shot • Underarm shots - Serve, clear drop shot • Scoring in singles / doubles and applying to games. Key Concepts:	Athletics Striking and fielding Individual games - Badminton Domains of Knowledge: • Team games • Apply more advanced passing, dribbling and movement skills • Combine different skills and techniques and apply them in competitive situations • Develop tactics and strategies in games • Understand and apply sport specific terminology • Individual games - Badminton • Overhead shots - Clear, smash, drop shot • Underarm shots - Serve, clear drop shot • Scoring in singles / doubles and applying to games. • Athletics - refining technique and applying in competition. • Running Jumping • Throwing • Striking and fielding - implementation of tactics and strategies • Rounders • Softball / longball • Cricket
	1 2	,

 Tactics and composition Applying the principles of training Health, fitness and well-being Teamwork and collaboration Replication of skills Movement skills 	 Tactics and composition Health, fitness and well-being Teamwork and collaboration Replication of skills Movement skills 	 Tactics and composition Health, fitness and well-being Teamwork and collaboration Replication of skills Movement skills
 Gateway knowledge: Understanding training methods Throwing / catching and movement skills Passing and moving with increased control Key rules, terminology and strategies Replicating a range of sports specific techniques in competitive situations. 	 Gateway knowledge: Understanding training methods Passing and moving with increased control Key rules, terminology and strategies Replicating a range of sports specific techniques in competitive situations. 	 Gateway knowledge: Understanding training methods Passing and moving with increased control Key rules, terminology and strategies Replicating a range of sports specific techniques in competitive situations.
 Assessment end-points: Individual games - to be able to demonstrate a range of underarm and overhead shots in Badminton Plan and perform personal exercise sessions with appropriate challenge To understand key components of fitness and be able to apply specific methods of training To demonstrate a range of skills in team games within competitive situations with control and consistency To evidence composure and good decision making in competitive games. Evidence more advanced tactics in competitive games 	 Assessment end-points: Can plan and perform different exercise sessions showing an understanding of principles of training To be able to choreograph and perform a routine evidencing movement, technique and control. To demonstrate a range of skills in team games within competitive situations with control and consistency To evidence composure and good decision making in competitive games. Evidence more advanced tactics in competitive games Individual games - to be able to demonstrate a range of underarm and overhead shots in Badminton 	 Assessment end-points: To demonstrate a range of skills in team games within competitive situations with control and consistency To evidence composure and good decision making in competitive games. To apply sports specific techniques for fielding, hitting and bowling in striking and and fielding games. Evidence more advanced tactics in competitive games Compare times and distances in athletic events against PB's and national normative data Individual games - to be able to demonstrate a range of underarm and overhead shots in Badminton

Autumn Term (14)		Spring Term (12)		Summer Term (12)	
Unit Title: R183 Nutrition and sports performance	Unit length: R183 - Task 1 - 6hrs R183 - Task 2 - 12hrs R183 - Task 3 - 12hrs	Unit Title: R181 Applying principles of training: Fitness and how it affects skilled performance	Unit length: R181 Task 1- 18hrs R181 Task 2- 12hrs	Unit Title: R181 Applying principles of training: Fitness and how it affects skilled performance	Unit length: R181 Task 3&4 - 16hrs R181 Task 5 - 14 hrs
intense/anaero	healthy, balanced ents are ary requirements to a activity and after quirements of bobic activities quirements of short obic activities quirements of strength	 used, to measure each 2 Fitness component Collect and interpret tests: Strengths Areas for imp 	I suitable fitness tests the component of fitness: requirements of sports: the results of fitness	Domains of Knowledge: R181 Principles of training: Principles of training and sporting context Methods of training and anaerobic and anaerobic and anaerobic programme Considerations Applying training and anaerobic anaerob	nd their benefits exercise applied g a fitness training

 Developing a balanced nutrition plan for a selected sporting activity How to design and develop a balanced nutrition plan Key factors when considering the success / impact of a nutrition plan Developing a balanced nutrition plan for a selected sporting activity How to design and develop a balanced nutrition plan Key factors when considering the success / impact of a nutrition plan R183 Task 4 - How nutritional behaviours can be managed to improve sports performance The effect of overeating on sports performance The effects of undereating on sports performance The effect of dehydration on sports 		 Planning and recording a fitness based training programme Evaluate own performance in planning and delivery of a fitness training programme Effectiveness Strengths Areas for improvement Further development
performance Relevant Key Concepts:	Relevant Key Concepts: Principles of training Health fitness & well-being Application of sports concepts / examples	Key Concepts: Principles of training Health fitness & well-being Application of sports concepts / examples
Gateway knowledge: Appropriate warm up and cool down routines Difference between intrinsic / extrinsic	Gateway knowledge: Different components of fitness Applying training methods Warm up and cool down	Gateway knowledge: Understanding training methods Aerobic and anaerobic training Warm up and cool down
Assessment end-points:	Assessment end-points:	Assessment end-points:

•	explains the importance of nutrition before,
	during and after exercise

- explains why some foods are ideal and what foods to limit for each sporting activity
- The effects of diet on sports performance
- Describes all principles of training with a range of appropriate examples
- Carry out and record a range of fitness tests
- Devise and carry out skill based fitness tests
- Understand and apply different methods of training relate to specific sports,
- Understand and apply different methods of training relate to specific sports,
- Plan, perform and evaluate a training programme
- Evidence benefits and key components of warm up and cool down.
- Reflect and make suggested improvements

Year 11 Sports Science					
Autumn Term		Spring Term		Summer Term	
Unit Title: R183 - Nutrition and sports performance R180 -Reducing the risk of sports injuries and dealing with common medical conditions	Unit length: R183 - Task 3 & 4 (Oct half term) R180 - Task 1	Unit Title: R180 -Reducing the risk of sports injuries and dealing with common medical conditions	Unit length: LO1,2,3,4 30hrs	Unit Title: R180 - Reducing the risk of sports injuries and dealing with common medical conditions	Unit length: LO4 - 10hrs Revision / consolidation - 15 hrs
Domains of Knowledge: Nutrition and sports performan	nce	Domains of Knowledge: R180 : Reducing the risk of sport		Domains of Knowledge:	
Task 2 • Applying differing dietal varying types of sporti	·	with common medical conditions Task 4 - : Reducing risk, treatment sports injuries and medical conditions Task 1 Different factors which influence the risk and			
endurance/ae	quirements of	severity of injury Extrinsic factors Intrinsic factors		 Measures that can be a participation in sport o reduce risk and severity conditions 	
intense/anaerd The dietary red based activitie	quirements of strength	Task 2 - Warm up and cool down routines		•	

R183 Task 3	Key componentsSpecific needs	O DRABC O RICE
 Developing a balanced nutrition plan for a selected sporting activity How to design and develop a balanced nutrition plan Key factors when considering the success / impact of a nutrition plan Developing a balanced nutrition plan for a selected sporting activity How to design and develop a balanced nutrition plan Key factors when considering the success / impact of a nutrition plan R183 Task 4 - How nutritional behaviours can be managed to improve sports performance The effect of overeating on sports performance The effects of undereating on sports performance The effect of dehydration on sports performance 	Task 3 - Different types and causes of sports injuries Acute injuries: Types Compare and contrast causes, symptoms and treatments of each acute injury Ways of reducing risk of acute injuries Chronic injuries: Types Compare and contrast causes, symptoms and treatments of each acute injury Ways of reducing risk of chronic injuries	R180 Task 5 - Causes, symptoms and treatment of medical conditions • Compare and contrast causes, common symptoms and treatments of different medical conditions • How to manage asthma when participating in sport/exercise • Asthma • Diabetes • Epilepsy • Sudden Cardiac Arrest (SCA) • Heat exhaustion Revision and exam techniques
Relevant Key Concepts: Nutrition for sport and performance Sports injuries in different contexts Application of sports concepts / examples Application of sports specific concepts / examples	Key Concepts: Nutrition for sport and performance Sports injuries and rehabilitation Application of sports specific concepts / examples	Key Concepts:
Gateway knowledge: • Appropriate warm up and cool down routines • Difference between intrinsic / extrinsic	Gateway knowledge: Importance of nutrition for sport Appropriate warm up and cool down routines	Gateway knowledge: • Injuries and medical conditions

	 different types of sports injuries 	How to tackle short and extended questions in
		an exam
Assessment end-points:	Assessment end-points:	Assessment end-points:
 explains the importance of nutrition before, during and after exercise explains why some foods are ideal and what foods to limit for each sporting activity The effects of diet on sports performance 	 The effects of diet on sports performance Evidence a range of factors affecting injury - intrinsic / extrinsic unit assessment. Can describe and explain warm up and cool down routines - unit assessment 	 Types and causes of injury assessment Common medical conditions assessment Trial exam assessment R180 - external examination assessment

Year 10 / 11 Core PE Options					
Autumn Term		Spring Term		Summer Term	
Unit Title: Options - students	Unit length: 2x 6hrs	Unit Title: Options - students	Unit length: 2x 6hrs	Unit Title: Options - students	Unit length: 2x 6hrs
will choose two options in		will choose two options in the		will choose a minimum of two	
the term.		term.		options in the term.	
Domains of Knowledge:		Domains of Knowledge:		Domains of Knowledge:	
 Individual games - com 	 Individual games - competition Individual games - competition 		petition	 Individual games - competition 	
 Badminton 		 Badminton 		 Badminton 	
 Table tennis 		 Table tennis 		 Table tennis 	
 Team games - competi 	tion	Team games - competition		 Team games 	
 Football 		o Football		 Longball 	
 Dodgeball 		 Dodgeball 		o Softball	
 Volleyball 		 Volleyball 		 Rounders 	
 Basketball 		 Basketball 		 Cricket 	
 Tag Rugby 	○ Tag Rugby ○ Tag Rugby		 Athletics activities 		
 Exercise and training 	se and training • Exercise and training		 Running 		
 Resistance trai 	ining	 Resistance training 		 Jumping 	
 Circuit training 	S	 Circuit training 		 Throwing 	

Continuous trainingInterval training	Continuous trainingInterval training	
Relevant Key Concepts: Tactics and composition Applying the principles of training Health, fitness and well-being Teamwork and collaboration Replication of skills Movement skills	Key Concepts: Tactics and composition Applying the principles of training Health, fitness and well-being Teamwork and collaboration Replication of skills	Key Concepts: Tactics and composition Applying the principles of training Health, fitness and well-being Teamwork and collaboration Replication of skills
 Gateway knowledge: Understanding training methods Applying a range of skills in team games in competitive conditions Understand and evidence tactics and terminology in a range of games. Understand scoring systems Understand a range of training methods 	 Gateway knowledge: Understanding training methods Applying a range of skills in team games in competitive conditions Understand and evidence tactics and terminology in a range of games. Understand scoring systems Understand a range of training methods 	 Gateway knowledge: Understanding training methods Applying a range of skills in team games in competitive conditions Understand and evidence tactics and terminology in a range of games. Understand scoring systems Understand personal performance in athletics activities
 Assessment end-points: Individual games - to be able to demonstrate a wide range of shots in Badminton and table tennis To understand key components of fitness and be able to apply specific methods of training to personal sessions To consistently demonstrate a range of skills in team games within competitive situations. To evidence composure and good decision making in competitive games. Evidence more advanced tactics and strategies in a range of competitive games 	 Assessment end-points: Individual games - to be able to demonstrate a wide range of shots in Badminton and table tennis To understand key components of fitness and be able to apply specific methods of training to personal sessions To consistently demonstrate a range of skills in team games within competitive situations. To evidence composure and good decision making in competitive games. Evidence more advanced tactics and strategies in a range of competitive games 	 Assessment end-points: To understand key components of fitness and be able to apply specific methods of training to personal sessions To apply sports specific techniques for fielding, hitting and bowling in striking and and fielding games. Evidence more advanced tactics in competitive games Compare times and distances in athletic events against PB's and national normative data

 To transfer previously developed skills and techniques to additional activities covered in kS4 	