

Vocabulary Progression at John Bunyan Primary



PE

PE: EYFS

THROUGHOUT THE YEAR IN NURSERY AND FOUNDATION STAGE

Run
Stop
Space
Jump
Balance
Skip
Throw
Roll
Team
Kick
Catch
Move
Copy
Shape
Space
Safely
Around
Travel
Sideways
Forwards
Backwards
Over
Under
Aim
Team
Pass
Run
Pass
Roll
Bounce

PE: YEAR 1

TERM 1: AMAZING ADVENTURES- GAMES/GYM	TERM 2: CASTLES AND KNIGHTS- DANCE/GYM	TERM 3: ANIMAL ANTICS- DANCE/GAMES/ATHLETICS	
<p><u>Games</u></p> <ul style="list-style-type: none"> Actions Throw Catch Pass Receive Bounce Roll Dribble Hit Space Move Safety Looking Stopping Control Target Aiming Warm-up Cool down 	<p><u>Gym</u></p> <ul style="list-style-type: none"> Along Direction Level Link Onto and off Over Pike Posture Rolling: egg, log, forward, teddy bear rolls. Sequence Straddle Straight Tension Travel Tuck 	<p><u>Dance</u></p> <ul style="list-style-type: none"> Compose Timing Gesture Movement Dance Phrase Choreography Routine Formation Explore Rhythm/Beat Performance Perform Music Exercise Direction Spinning Turning Warm up Cool down Speeds Levels Copy Watch Describe Travel Slide Spinning Turning Evaluate Rolling Jump Timing/Beats 	<p><u>Athletics</u></p> <ul style="list-style-type: none"> Running Jumping Throwing Co-ordination Strength Power Control Copy Warming up Cooling down Heart rate Space Speed Take -off Distance Direction Pick up Put down Relays

PE: YEAR 2

TERM 1: SUPERHEROES- GAMES/GYM		TERM 2: TIME TRAVELLERS- DANCE/GYM		TERM 3: BUG BUDDIES- DANCE/GAMES/ATHLETICS	
<p><u>Gym</u> Apparatus Balance Patches Points Shapes Travelling Shoulder stand Tension</p>	<p><u>Games</u> Throw Catch Pass Receive Bounce Roll Control Dribble Hit Space Move Safety Looking Stopping Evaluate</p>	<p><u>Dance</u> Slide Spinning Turning Rolling Jump Spring Speeds Levels Evaluate Tension Control Extension Warm up/Cool down Timing Beats Compose Perform Performance Pattern Express Dance Phrase Explore Direction Pathways Music Travel</p>	<p><u>Athletics</u> Running Jumping Throwing Agility Control Travel Warming up Cooling down Strength Power Heart rate Space Co-ordination Speed Take -off Pathways Aim Landing Force Target Tactic Distance Direction Pick up Put down Relay</p>		

PE: YEAR 3

TERM 1: BUILDERS- GYM/DANCE/GAMES		TERM 2: GLOBE TROTTERS- GYM/DANCE/GAMES/ATHLETICS		TERM 3: DOWN AT THE BOTTOM OF THE GARDEN- GYM/GAMES/ATHLETICS	
<u>Gym</u>	<u>Games</u>		<u>Dance</u>		<u>Athletics</u>
Analyse	Dribble	Under arm	Turn	Running	
Balance	Send	Rolling	Gesture	Jumping	
Co-operation	Pass	Barrier	Jump	Throwing	
Empathy	Receive	Space	Travel	Control	
Jumps	Calling	Movement	Express	Travel	
Landing	Signalling		Explore	Warming up	
Shapes	Space		Mimic	Cooling down	
Roll	Movement		Mime	Heart rate	
Teamwork	Scoring		Timing	Strength	
Travel	High		Music	Power	
Dance	Low		Flow	Space	
	Tactics		Movement	Speed	
	Fielding		Patterns	Take-off	
	Net		Motif	Landing	
	Games		Beats	Tactic	
	Chasing		Rhythm	Force	
	Warm up		Machinery	Technique	
	Cool down		Robotic	Measure	
	Team work		Aesthetic	Co-ordination	
	Scoring		Dynamic	Pathways Target	
	Space		Transition	Distance	
	Opponent		Rotation	Direction	
	Target		Performance	Pick up	
	Throw		Perform	Put down	
	Catch		Warm up	Relays	
	Evaluate		Cool down	Estimating	
	Feed		Evaluate		
	Aiming				
	Striking				
	Hitting				
	Rules				
	Overarm				

PE: YEAR 4

TERM 1: THE EMPIRE STRIKES (BACK)- SWIMMING/GYM/DANCE/GAMES		TERM 2: CHOCOLATE- SWIMMING/GYM/DANCE/GAMES/ ATHLETICS		TERM 3: UNDER OUR FEET- SWIMMING/GYM/GAMES/ ATHLETICS	
<p><u>Swimming</u></p> <p>Exit Enter Front Travel Rules Safely Kicking Back Pulling Splash Unaided Gliding Floating Breathing Sculling Crawl Breaststroke Submersion Rotation Backstroke Stroke Huddle Alternate Survival Treading Water Buoyancy Exhale Flutter Kick Surface</p>	<p><u>Gym</u></p> <p>Somersault Personal Best Inhale Endurance Propel Continuous Streamline Synchronised Retrieve</p>	<p><u>Games</u></p> <p>High Low Space Opponent Target Throw Catch Feed Aiming Chest Pass Agility Push Pass Bounce Opponent Movement Accurate Dodging Control Signalling Evaluate Tactics Overarm Under arm Rules Warm up Cool down</p>	<p><u>Dance</u></p> <p>Beats Rhythm Matching Gestures Performance Perform Warm up Cool down Evaluate Stimuli Improvise Unison Flow Choreograph Bouncy Formation Explore Audience Narrative Character Transition Mirroring Music</p>	<p><u>Athletics</u></p> <p>Running Jumping Throwing Control Travel Warming up Cooling down Heart rate Space Speed Spatial Awareness Take -off /landing Strength Power Pathways Force Target Measure Distance Tactic Direction Co-ordination Pick up Put down Relays Estimating Actions Fitness</p>	

PE: YEAR 6

TERM 1: TROUBLED TIMES- GYM/DANCE/GAMES	TERM 2: IT'S A WILD WORLD- GYM/DANCE/GAMES/ATHLETICS	TERM 3: MYTHS & LEGENDS- DANCE/GAMES/ATHLETICS	
<p><u>Gym</u> Asymmetrical Balance Canon Direction Dynamic Front and back Support Level Movement Rolling and Bridging Rotation Sequence Shape Symmetrical Unison</p>	<p><u>Games</u> Dribble Pass Invasion Signal Receive Tackle Defend Attack Accuracy Team work Strategy Agility Dodging Chasing Rolling Bowling Overarm Under arm Space movement Space control Scoring Fitness Technique Throw Send Catch Calling Striking Hitting Fielding</p> <p style="text-align: center;">Well-being Evaluate Warm up/Cool down</p>	<p><u>Dance</u> Movement Structure Fluent Patterns Music motif Music beats Performance Perform rhythm Fitness Health and well-being Warm up/ Cool down Evaluate Improve Turn Gesture Jump Stillness Travel Expression Combine Clarity Mimic Mime Explore timing</p>	<p><u>Athletics</u> Running Jumping Throwing Control Travel Warming up Cooling down Heart rate Space Speed Spatial awareness Take -off /landing Pathways Strength Circuit Covert Force Power Target Measure Angles Acceleration Tactic Distance Direction Co-ordination Apply Pick up Put down Relays</p>