

Vocabulary Progression 2022-2023 Subject: PE



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Gymnastics	Gymnastics	Gymnastics	Gymnastics	Gymnastics	Gymnastics
Nursery						
	Gymnastics Backwards On Tall Hold Travel Dance Space	Gymnastics Forwards Sideways Table Slow Dance Stillness	Gymnastics Mat Long Stretched Tuck Dance Direction	Gymnastics Body parts Small Still Hop Dance Levels	Gymnastics Bench Off Shape Jump Dance Pathways	Gymnastics Roll Curled Bounce Copy Dance Levels
	Feelings Directions Games	Beginning End Games	Middle Body parts Games	Rhythm Travel Games	Speed Space Games	Rhythm Travel Games
Reception	Rolling Bouncing Free space Athletics Walk Jog Throw Target Jump	Striking Catching Own space	Opposite Team Passing Shooting	Overarm throw Rebound Direction	Aiming Speed Controlling	Follow Own Space Direction
	Hop Skip Fast Pass In pairs Still	Improvise	Backwards	Avoiding	Improvise	Catching
Year 1	Slowly Long Wide Narrow Up Down Jump Land Balance Curved Straight Zig-zag Shape Stretch Push	Far Statue Fast Stillness Feelings Stormy Forwards Strong Gentle Hop In and out Jolly On the spot Kick Pass shoot	Sideways Beginning Skip Bounce Space Direction Spin End Free space Freeze Travel Gallop Turn team score direction	Evaluate Improve forwards high low elbows bottom back around through extension roll copy pathway target Bouncing Overarm throwing	Stimuli express Jump Middle Mood Near Striking Tracking a ball Underarm Repeat Target	Run speed Walking Overarm Throw High Low Skip Aim Fast Slow Safely Step Bounce Jump Leap Hop
Year 2	In front Speed Slow fast Wide Shape Narrow Long Body parts	High Hot Lonely Low Medium Pathways Sad Sweaty Tired	Angry Calm Cool down Curved Direction Excited Happy Heart rate Accuracy	Land Over Through Behind Tension Copy Smooth Sequence Height Passing	Following the movement of a ball coordination Jump Off High Low Stretch Point Balance Twisted	Walking Jogging Accelerate Baton Relay Push Take off Landing Evaluate

	Travel	Warm up	Distances	Rebound	Curled	Improve
			Avoiding	Scoring	Level	Control
		Zigzag				
		Shoot	decisions	Shooting	Medium	Aiming
	Avoid	Pass with accuracy		Attacking	Backwards	Controlling
	Decisions	Teamwork		Defending	Sideways	Direction
						Direction
		Tactics		Tactics	Forwards	
		Influence			Zig zag	
		feed				
		reed			Angular	
					Under	
					Stimulus	
	Cymanactrical	Canan	A week a wada	On water		Clina
	Symmetrical	Canon	Armbands			Sling
	Asymmetrical	Circle	Breathe	Push and pull with the arms	Motives	Pull
	Combination	Сору	Floats	Run	Repeat	Distance
				Claire		
		Dynamics	Нор	Skip	Remember	Sprint
	Improve	Explore	In water	Support	Perform	Steady pace
		Follow	Kick with the legs	Under water	Hitting	Accuracy
		Improvisation	Lie on front and back	Walk	Fielding	Measure
	Adapt	Lead	Possession	Keeping the score	Defending	Underarm
	Pathway	Line	Position	Making space	Innings	Overarm
	1					
		Motif	catch	Pass	Making it difficult for the opponent	neart beat
		Partner		Scoring goals	Approach	Pulse rate
		Relationships			Speed	Jogging Walk
		•				
		Repeat			Relay	Backstop
	Strength	Space			Hitting	Target
		Square			Fielding	Batting
		Structure			Defending	Net
	Land	Unison				Boundary
	Over	Back up				Striking
		Dribble				Bowler
	Flow	Keeping possession				Rounder
		Keeping the ball				Tactics
		Send and receive				Score
		Travel with the ball				Scoring points
		Traver with the ball				Secring points
	Support partners					
	Dodge					
	Movment					
	in a rin a r					
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Year						
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	90 degrees	Action	Improve	Describe	Mobilize joints	Aim
	180 degrees	Analyse	Height	Diet	Myth	Backwards
				Evaluate	Narrative	Throw
	Leaving	Canon	Strength			
	Approaching	Character	Suppleness	Gesture	Props	Heart beat
	Balance	Communication	Stamina	Interpret	Question and answer	Pulse rate
	Forwards	Costume	Speed	Legend	Reaction	
						Jogging
		Movement	Level	Change of direction	Repetition	Walk
	Combine	I	h A C I	Attach and defend	Unison	Hurdles
1	Combine	Successful attack	Wide			
		Successful attack	Wide		Rackston	ll anding
	Rotation	tactics	Tucked	Conditioned game	Backstop	Landing
	Rotation Against	tactics Cool down	Tucked Straight	Conditioned game Rules	Court	Control
	Rotation Against	tactics Cool down	Tucked	Conditioned game Rules		
	Rotation Against Towards,	tactics	Tucked Straight Twisted	Conditioned game Rules Fluency	Court Base	Control Preferred
	Rotation Against Towards, Across	tactics Cool down	Tucked Straight Twisted Constructive	Conditioned game Rules	Court Base Target	Control Preferred Landing foot
	Rotation Against Towards,	tactics Cool down	Tucked Straight Twisted Constructive Points	Conditioned game Rules Fluency	Court Base Target Batting	Control Preferred Landing foot Time
	Rotation Against Towards, Across	tactics Cool down	Tucked Straight Twisted Constructive	Conditioned game Rules Fluency	Court Base Target	Control Preferred Landing foot
	Rotation Against Towards, Across	tactics Cool down	Tucked Straight Twisted Constructive Points Twist Turn	Conditioned game Rules Fluency	Court Base Target Batting Net	Control Preferred Landing foot Time Stamina
	Rotation Against Towards, Across Evaluate	tactics Cool down	Tucked Straight Twisted Constructive Points Twist Turn Safety	Conditioned game Rules Fluency	Court Base Target Batting Net Boundary	Control Preferred Landing foot Time Stamina Obstacles
	Rotation Against Towards, Across Evaluate Goals Keep Keep control Make	tactics Cool down	Tucked Straight Twisted Constructive Points Twist Turn Safety Refine	Conditioned game Rules Fluency	Court Base Target Batting Net Boundary Striking	Control Preferred Landing foot Time Stamina Obstacles Stance
	Rotation Against Towards, Across Evaluate Goals Keep Keep control Make	tactics Cool down	Tucked Straight Twisted Constructive Points Twist Turn Safety Refine	Conditioned game Rules Fluency	Court Base Target Batting Net Boundary Striking	Control Preferred Landing foot Time Stamina Obstacles Stance
	Rotation Against Towards, Across Evaluate Goals Keep Keep control Make and use	tactics Cool down Warm up	Tucked Straight Twisted Constructive Points Twist Turn Safety	Conditioned game Rules Fluency	Court Base Target Batting Net Boundary	Control Preferred Landing foot Time Stamina Obstacles Stance Diagonal
	Rotation Against Towards, Across Evaluate Goals Keep Keep control Make and use space Pass Points Rules Suppo	tactics Cool down Warm up	Tucked Straight Twisted Constructive Points Twist Turn Safety Refine	Conditioned game Rules Fluency	Court Base Target Batting Net Boundary Striking	Control Preferred Landing foot Time Stamina Obstacles Stance Diagonal Innings
	Rotation Against Towards, Across Evaluate Goals Keep Keep control Make and use	tactics Cool down Warm up	Tucked Straight Twisted Constructive Points Twist Turn Safety Refine	Conditioned game Rules Fluency	Court Base Target Batting Net Boundary Striking	Control Preferred Landing foot Time Stamina Obstacles Stance Diagonal
	Rotation Against Towards, Across Evaluate Goals Keep Keep control Make and use space Pass Points Rules Suppo	tactics Cool down Warm up	Tucked Straight Twisted Constructive Points Twist Turn Safety Refine	Conditioned game Rules Fluency	Court Base Target Batting Net Boundary Striking	Control Preferred Landing foot Time Stamina Obstacles Stance Diagonal Innings Making it difficult for the opponent
4	Rotation Against Towards, Across Evaluate Goals Keep Keep control Make and use space Pass Points Rules Suppo	tactics Cool down Warm up	Tucked Straight Twisted Constructive Points Twist Turn Safety Refine	Conditioned game Rules Fluency	Court Base Target Batting Net Boundary Striking	Control Preferred Landing foot Time Stamina Obstacles Stance Diagonal Innings Making it difficult for the opponent Rounder
	Rotation Against Towards, Across Evaluate Goals Keep Keep control Make and use space Pass Points Rules Suppo	tactics Cool down Warm up	Tucked Straight Twisted Constructive Points Twist Turn Safety Refine	Conditioned game Rules Fluency	Court Base Target Batting Net Boundary Striking	Control Preferred Landing foot Time Stamina Obstacles Stance Diagonal Innings Making it difficult for the opponent Rounder Tactics
	Rotation Against Towards, Across Evaluate Goals Keep Keep control Make and use space Pass Points Rules Suppo	tactics Cool down Warm up	Tucked Straight Twisted Constructive Points Twist Turn Safety Refine	Conditioned game Rules Fluency	Court Base Target Batting Net Boundary Striking	Control Preferred Landing foot Time Stamina Obstacles Stance Diagonal Innings Making it difficult for the opponent Rounder
Year 4	Rotation Against Towards, Across Evaluate Goals Keep Keep control Make and use space Pass Points Rules Suppo	tactics Cool down Warm up	Tucked Straight Twisted Constructive Points Twist Turn Safety Refine	Conditioned game Rules Fluency	Court Base Target Batting Net Boundary Striking Bowler	Control Preferred Landing foot Time Stamina Obstacles Stance Diagonal Innings Making it difficult for the opponent Rounder Tactics

	Covering	crawl	Dynamics	Pavane	Fast	Sprint
	Depth	Kick	Combination	Rhythm	Jog	Stamina
	Dribbling	Lie	Contrasting	Technique	Measure	Steady
	Marking	flat	Control	Variation	Medium	Time
	Passing	Pull	Mirroring	Dance style	Pace Power	Stance
	Shielding the ball	Push	Matching	Formation	Pull	Overhead
	Shooting	Scull	Asymmetry	Gesture	Push	Partner
	Support	Streamlined	Performance	Haka	Record	Width scoring
	Width	Surface	Create	Motif	Relay	Purpose
	Home base	diving	Symmetry	Pattern	Safety	variation
	Back crawl	Turning	Strength		Sling	
	Breaststroke	Changing direction	Muscles		Slow	
	Breathe	Innings	Joints		Speed	
	Float	Changing speed	Explore			
	Front	Leg-side	Rotation			
	crawl	9	striker			
	orawi		Defending court Offside			
			Depth Depth			
r 5			Over			
Year			Doubles			
>			Bodbied			
	Co-operate	Criteria	Lean	Short tennis	Measure	Rules
	Audience	Extension	Lift	Singles	Pacing	Run-up
	Assessment	Judgement	Lindy	Volley	Position of feet on last stride	Safety
	Elements	Tension	Hop	Rally	Power	Set targets
	Twist	Inverted	Pull	Batting point	Race	Speed
	Obstacles	Judge	Push	Backhand	Record	Stamina
	Refine	Dynamics	Scarecrow	Covering court	Relay take-over area	Strength
	Aesthetically	Possession	Stamina	Non- Crease	Defending court	Suppleness
	Canon	Repossession	Style	Combination	Offside	Time
	Contact work	Refinements	Unison	Canon	Depth	Batting point
	Fast footwork	Assessment	Team play	Counter-tension	Over	Backhand
	Frog	Suppleness	Team positions	Counter-balance	Doubles	Crease
	High energy	Supporting	Home base	Criteria	Pitch	
	Attackers			Performance	Forehand	
	Covering			Imaginative	Changing direction	
	Defenders			Parallel	Innings	
9	Marking			Creativity	Changing speed	
Year (Flight	Leg-side .	
ä				Timing	Covering court	
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