

Burradon Community Primary School

PE Vocabulary Progression

	Invasion games	Net Wall games	Striking and fielding	Athletics	Dance	OAA	Swimming	Gymnastics
EYFS	Kick Pass Catch Team Win	Ball Bat Hit	Hit Catch Bat Throw	Baton Pass Finish line Start line Running Jump Throw	Music Space Balance Fast Slow Feelings	Map Climb Direction		Roll Balance Beam Mats Travel Climb Movement Jump
KS1	Defend Tackle Block Score Sportsman-ship Speed	Shuttlecock Space Power Aim Pairs	Underarm Overarm Bowl Back stop Fielder Wicket Base Bowler Direction Rounder Runs Teamwork Space Rules Batsman Out	Track Sprint Hurdle Relay Pace Distance Time Measure Record Teamwork Field Overarm Underarm Discus Javelin Hop-skip-jump Aim Power Relay	Body shape Pattern Start Finish Routine Mirroring Levels High Low Emotions Movement	Guide Orienteer North South East West Compass Teamwork Problem solve Communicate Symbols Key Plan		Sequence Pathway Control Levels Mirror Floor Routine Finishing position Starting position Arch Dish Bridge Pike Tuck
Lower KS2	Intercept Position Opponent Possession Marking Timing Tactics Awareness Reaction Rebound	Forehand Serve Lob Rally Backhand Posture Position Singles Doubles Opponent Footwork	Wicket keeper Glance No ball Over Target Communication	Posture Accelerate Competition Lanes Exchange Triple jump Shot Target Pulse rate Fitness levels Coordination Stamina Timed Eye contact	Motion Motif Coordination Sequence Rhythm Posture Timing Styles Pace Character Creativity Canon Pathway	Obstacles Navigate Trust Leader Orientate Landmark Risk Design Adventure Resilience Confidence	Entry Exit Goggles Float Noodles Jump Speed Distance Length Front crawl Freestyle Backstroke Breaststroke Scull Safety Leg kick	Fluency Vault Strength Flexibility Cartwheel Counter balance Grace Hold Symmetrical Asymmetrical Coordination Straddle
Upper KS2	Penetrate Agility Peripheral vision	Return Slice Stance Foul Deuce Advantage Love	Drive Sweep Strike Umpire Stance	Anticipate Lever Take-off Stance Transfer weight	Contemporary Fluency Synchronisation Genre Transition Tempo	Design Routes Pathway Check points Scale Contour Points of reference	Metres Depth Tread water Dive Butterfly Timing Self-rescue Buoyancy	Canon Unison Evaluate

